TANKBUSTAS

M	T	SV	W	LD	OC
6"	5	4+	3	7+	1

AUFSTELLUNG

1x Nob
5x Tankbusta w/ Busta Rokkit Launcha oder Tankbusta w/ Two Busta Rokkit Launchas oder Tankbusta w/ Pulsa rokkit
Basegrößen: 32mm, Boss Nob 40mm

Equipped with: Rokkit pistol, ➤ Busta Rokkit Launcha - Hunter (Hunter: MONSTER/VEHICLE), ➤ Busta Rokkit Launcha - Standard, Choppa, Gitstikka, ➤ Smash Hammer - Hunter (Hunter: MONSTER/VEHICLE), ➤ Smash Hammer - Standard

Wargear Options:
- Each Nob must be equipped with 2 of: Rokkit Pistol, Smash Hammer.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Rokkit pistol CLOSE-QUARTERS	12"	1	4+	10	-2	3
➤ Busta Rokkit Launcha - Hunter (Hunter: MONSTER/VEHICLE)	24"	3	4+	12	-2	3
➤ Busta Rokkit Launcha - Standard	24"	2	4+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D

ABILITIES

RULES - Waaagh!

Bomb Squig (Once per turn, twice per battle, per unit)
In your Movement phase, when this unit ends a normal move, you can select one visible enemy unit within 12" of this unit and roll one D6:

- On a 3+, that enemy unit suffers D3 mortal wounds.

Place two Bomb Squig tokens next to the unit, removing one each time this ability is used.

Choppa	Melee	4	3+	5	-1	1
Gitstikka	Melee	3	3+	5	0	1
➤ Smash Hammer - Hunter (Hunter: MONSTER/ VEHICLE)	Melee	3	3+	12	-2	3
➤ Smash Hammer - Standard	Melee	3	3+	7	-2	2

Pulsa Rokkit (Once per battle, per unit)
In your Shooting phase, when this unit is selected to shoot, you can select one enemy MONSTER/VEHICLE unit within 24" of this unit. If you do, this unit's attacks that target that unit have:

- +1 AP.

- [LETHAL HITS].

Rokkit Barrage
In your Shooting phase, when this unit has shot, select one enemy unit hit by those attacks. That unit makes a battle-shock roll, with -1 to that battle-shock roll.