

M	T	Sv	W	LD	OC
6"	5	4+	2	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Rokkit pistol PISTOL	12"	1	5+	9	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	4	3+	5	-1	1
Knucklebustas ANTI-MONSTER 4+ ANTI-VEHICLE 4+ TWIN-LINKED	Melee	5	3+	5	-1	1
Smash hammer ANTI-MONSTER 4+ ANTI-VEHICLE 4+	Melee	2	3+	6	-2	3
Tankhammer ANTI-MONSTER 4+ ANTI-VEHICLE 4+ DEVASTATING WOUNDS HAZARDOUS	Melee	2	3+	6	-2	3

ABILITIES

- Attached Unit
- If a CHARACTER unit from your army with the Leader ability can be attached to a BOYZ unit, it can be attached to this unit instead.
- Bomb Squigs
- Once per battle, for each bomb squig this unit has, after this unit ends a Normal move, you can use one Bomb Squig. If you do, select one enemy unit within 12" and visible to this unit and roll one D6: on a 3+, that enemy unit suffers D3 mortal wounds.
- Trophy Hunters
- Each time this unit declares a charge, you can re-roll the Charge roll.

WEAPON ABILITIES

- Anti
- This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Devastating Wounds
- Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- Hazardous
- Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

AUFSTELLUNG

5x Breaka Boy oder Breaka Boy w/ Tankhammer oder Breaka Boy w/ Knucklebustas

1x Boss Nob

Basegrößen: 32mm, Boss Nob 40mm

Equipped with: Rokkit pistol, Choppa, Knucklebustas, Smash hammer, Tankhammer

Wargear Options:

■ Each Boss Nob must be equipped with 2 of: Rokkit pistol, Smash hammer.

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Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.