

NOB ON SMASHA SQUIG - ORKS

M	T	Sv	W	LD	OC
10"	7	4+	4	7+	2

AUFSTELLUNG 1x Nob on Smasha Squig Equipped with: Slugga, Big choppa, Squig jaws	KEYWORDS: - FACTION KEYWORDS: -
--	--

⚙️ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1

⚔️ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Big choppa ANTI-MONSTER 4+, ANTI-VEHICLE 4+	Melee	4	3+	6	-1	2
Squig jaws EXTRAATTACKS	Melee	3	4+	6	-1	2

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. <i>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+.</i>
Extra Attacks Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select: - All of that model's [EXTRA ATTACKS] weapons. - One of that model's other melee weapons, if possible.

CORE RULES

Close-quarters 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.
