

SQUIGHOG BOY - ORKS

M	T	Sv	W	LD	OC
10"	7	4+	3	7+	2

AUFSTELLUNG 1x Squighog Boy Equipped with: Saddlegit weapons, Stikka (ranged), Squig jaws, Stikka (melee)	KEYWORDS: - FACTION KEYWORDS: -
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RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Saddlegit weapons ASSAULT	9"	1	4+	3	0	1
Stikka (ranged) ASSAULT, ANTI-MONSTER 4+, ANTI-VEHICLE 4+	9"	1	5+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Squig jaws EXTRAATTACKS	Melee	3	4+	6	-1	2
Stikka (melee) ANTI-MONSTER 4+, ANTI-VEHICLE 4+, LANCE	Melee	3	3+	5	-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>
Assault Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).
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.
Lance Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.