

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

AUFSTELLUNG
1x Squighog Boyz
Basegrößen: 75x42mm Oval Base, Nob on Smasha Squig 90x52.5mm Oval Base
Equipped with: Saddlegit weapons, Slugga, Stikka (ranged), Big choppa, Squig jaws, Stikka (melee)
Wargear Options:
■ This model can replace its 1 Nob on Smasha Squig and 3 Squighog Boyz with 2 Nobz on Smasha Squig and 6 Squighog Boyz.

KEYWORDS: Mounted, Beast Snagga, Grenades, Squighog Boyz
FACTION KEYWORDS: Orks

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Saddlegit weapons ASSAULT	9"	1	4+	3	0	1
Slugga CLOSE-QUARTERS	12"	1	5+	4	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
Big choppa ANTI-MONSTER 4+, ANTI-VEHICLE 4+	Melee	4	3+	6	-1	2
Squig jaws EXTRA ATTACKS	Melee	3	4+	6	-1	2
Stikka (melee) ANTI-MONSTER 4+, ANTI-VEHICLE 4+, LANCE	Melee	3	3+	5	-1	2

ABILITIES

- 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.
- Wild Ride**
You can ignore any or all modifiers to this unit's Move characteristic and to Advance and Charge rolls made for this unit.

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+.
- 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.

CORE RULES

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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.

Feel No Pain 5+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.