

BEASTBOSS ON SQUIGOSAUR

M	T	SV	W	LD	OC	5+
10"	8	3+	8	6+	3	

AUFSTELLUNG

1x Beastboss on Squigosaur (80mm)

Equipped with: Slugga, Thump gun, Beastchoppa, Squigosaur's jaws

Wargear Options:

- This model can be equipped with 1x Thump gun.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1
Thump gun BLAST	18"	D3	5+	6	0	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Beastchoppa ANTI-MONSTER 4+, ANTI-VEHICLE 4+	Melee	6	2+	6	-1	2
Squigosaur's jaws DEVASTATING WOUNDS, EXTRA ATTACKS	Melee	3	4+	7	-2	3

ABILITIES

CORE - Leader

RULES - Close-quarters, Feel No Pain 5+, Leader

Single-minded Predator

You can target this unit with the Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that stratagem on other units this phase.

Thundering Stampede

While this model is leading a unit, add 1 to Charge rolls made for that unit.

Leader

This model can be attached to the following unit:

- SQUIGHOG BOYZ



WEAPON RULES

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+.

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).



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.

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.