

BOYZ

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

AUFSTELLUNG

9-19x Boy oder Boy w/ Shoota

1x Boss Nob

Basegrößen: 32mm, Boss Nob (Armageddon) 40mm

Equipped with: Big shoota, Kombi-rokkit, Kombi-shoota, Kombi-weapon, Kustom shoota, Rokkit launcha, Shoota, Slugga, Big choppa, Choppa, Close combat weapon, Power klaw

Wargear Options:

- This model can be equipped with 1x Shoota.
- For every 10 models in this unit, up to 1 model can have its Choppa and Slugga replaced with 1x Big shoota and 1x Close combat weapon or 1x Rokkit launcha and 1x Close combat weapon.
- Each Boss Nob can replace its Big choppa and slugga with Kombi-weapon and close combat weapon.
- Each Boss Nob can replace its Big choppa with Big choppa and kustom shoota, Big choppa, kombi-rokkit and kombi-shoota or Power klaw.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big shoota RAPID FIRE 2	36"	3	5+	5	0	1
Kombi-rokkit	24"	1	5+	10	-2	3
Kombi-shoota	24"	2	5+	4	0	1

ABILITIES

RULES - Close-quarters



Kombi-weapon ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1	24"	1	5+	4	0	1
Kustom shoota RAPID FIRE 2	18"	4	5+	4	0	1
Rokkit launcha BLAST	24"	D3	5+	9	-2	3
Shoota RAPID FIRE 1	18"	2	5+	4	0	1
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Big choppa	Melee	3	3+	7	-1	2
Choppa	Melee	3	3+	4	-1	1
Close combat weapon	Melee	2	3+	4	0	1
Power klaw	Melee	3	4+	9	-2	2

Get Da Good Bitz

At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.



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.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).