

HUNTA RIG

M	T	SV	W	LD	OC
10"	10	3+	16	7+	5

AUFSTELLUNG

1x Hunta Rig (170x109mm Oval Base)

Equipped with: Stikka kannon, 'Eavy lobba, Butcha boyz, Savage horns and hooves, Saw blades

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Stikka kannon ANTI-MONSTER 2+, ANTI-VEHICLE 2+, SNAGGED	12"	1	5+	12	-2	3
'Eavy lobba BLAST, INDIRECT FIRE	48"	D6	5+	6	0	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Butcha boyz ANTI-MONSTER 4+, ANTI-VEHICLE 4+, EXTRA ATTACKS	Melee	4	3+	5	-1	1
Savage horns and hooves EXTRA ATTACKS, LANCE	Melee	4	4+	8	-1	3
Saw blades	Melee	6	3+	10	-2	2

ABILITIES

RULES - Deadly Demise D6, Feel No Pain 6+, Firing Deck 11

Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

On Da Hunt

For each model embarked within this TRANSPORT, add 1 to the Attacks characteristic of this model's butcha boyz weapon (to a maximum of +6).

Hunta Rig (Transport)

Capacity: This model has a transport capacity of 21 BEAST SNAGGA INFANTRY models.



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).

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.

Indirect Fire

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

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.