

KUSTOM BOOSTA-BLASTA

M	T	SV	W	LD	OC	
12"	7	4+	9	7+	3	

AUFSTELLUNG

1x Kustom Boosta-blasta (150x95mm Oval Base)

Equipped with: Burna exhausts, Grot blasta, Rivet kannon, Spiked wheels

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Burna exhausts IGNORES COVER, TORRENT, TWIN-LINKED	6"	2D6	N/A	4	0	1
Grot blasta PISTOL	12"	1	4+	3	0	1
Rivet kannon ASSAULT, RAPID FIRE 3	36"	6	5+	8	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Spiked wheels	Melee	4	4+	7	-1	2

ABILITIES

RULES - Deadly Demise 1

Rivetin' Dakka

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks made with a rivet kannon. Until the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes a ranged attack, subtract 1 from the Hit roll.



WEAPON RULES

Assault

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

Ignores Cover

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Pistol

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

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.

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).*

Torrent

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

