

NOB ON SMASHA SQUIG

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

AUFSTELLUNG

1x Nob on Smasha Squig

Equipped with: Slugga, Big choppa, Squig jaws



⦿ **RANGED WEAPONS**

WEAPON	RANGE	A	BS	S	AP	D
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1

⚔ **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

ABILITIES

RULES - Close-quarters

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+.

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.

