

SQUIGHOG BOY

M	T	SV	W	LD	OC
10"	7	4+	3	7+	2

AUFSTELLUNG

1x Squighog Boy

Equipped with: Saddlegit weapons, Stikka (ranged), Squig jaws, Stikka (melee)

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Saddlegit weapons ASSAULT	9"	1	4+	3	0	1
Stikka (ranged) ASSAULT, ANTI-MONSTER 4+, ANTI-VEHICLE 4+	9"	1	5+	5	-1	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Squig jaws EXTRA ATTACKS	Melee	3	4+	6	-1	2
Stikka (melee) ANTI-MONSTER 4+, ANTI-VEHICLE 4+, LANCE	Melee	3	3+	5	-1	2

ABILITIES

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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+.

Assault

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

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.

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.