

ORKS

SQUIGHOG
BOY



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

 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

AUFSTELLUNG

1x Squighog Boy

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

ABILITIES

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.