

ORKS

SQUIGHOG
BOYZ

140–270 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Saddlegit weapons ASSAULT	9"	1	4+	3	0	1
Slugga CLOSE-QUARTERS	12"	1	5+	4	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
Big choppa ANTI-MONSTER 4+ ANTI-VEHICLE 4+	Melee	4	3+	6	-1	2
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 Boyz

Basegrößen: 75x42mm Oval Base, Nob on Smasha Squig 90x52.5mm Oval Base

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

Wargear Options:

- This model can replace its 1 Nob on Smasha Squig and 3 Squighog Boyz with 2 Nobz on Smasha Squig and 6 Squighog Boyz.

ABILITIES

Bomb Squigs

Once per battle, for each bomb squig this unit has, after this unit ends a Normal move, you can use one Bomb Squig. If you do, select one enemy unit within 12" and visible to this unit and roll one D6: on a 3+, that enemy unit suffers D3 mortal wounds.

Wild Ride

You can ignore any or all modifiers to this unit's Move characteristic and to Advance and Charge rolls made for this unit.



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.

CORE RULES

◇ Close-quarters

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.

◇ Feel No Pain 5+

This ability always takes the form **Feel No Pain X+**. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.