









**ENGLISH** 

These essential rules will get your new unit on the battlefield - for the full rules for this unit, see this

elevant to your army.

## BOOMDAKKA SNAZZWAGON



|                      |     |       |      | 818184 |   |   | Spirit St. | -   |      |                     |              |  |
|----------------------|-----|-------|------|--------|---|---|------------|-----|------|---------------------|--------------|--|
| NAME                 | M   | WS    | BS   | S      | T | W | A          | 1.0 | Sv   | COUNTY OF THE PARTY |              | STATE OF THE PARTY |
| Boomdakka Snazzwagon | 12" | 4+    | 54   | =      | - |   | 1200       | LII | av v |                     | 450 mg 420 5 |  |
| ****                 |     | 0.550 | 1 25 | 3      | 0 | 8 | 4          | 6   | 4+   |                     |              |  |

This unit contains 1 Boomdakka Snazzwagon. It can include 1 additional Boomdakka Snazzwagon (Power Rating +5) or 2 additional Boomdakka Snazzwagons (Power Rating +10). Each model is equipped with a Mek speshul and big shoota, and each model's crew is armed with burna bottles and a grot blasta.

| WEAPONS                  | RANGE  | TYPE              |        |          |      | ovince and a g   |
|--------------------------|--|-------------------|--------|----------|------|--|
| Big shoota               | The second of th | HIT               | S      | AP       | 0    | ABILITIES  |
| Grot blasta              | 36"  | Assault 3         | 5      | 0        | 1    |  |
| Mek speshul              | 12"  | Pistol 1          | 3      | 0        | 1    |  |
|                          | 24"  | Assault 9         | 5      | -2       | 1    |  |
| Burna bottles            | 6"   |                   |        | - 4      | 1    |  |
| The result of the second | ,  | Grenade 2D6       | 4      | 0        | 1    | Units do not receive the benefit of cover to their saving throws for |
| ABILITIES                | 'Ere We C  | io. Moh Pula D. I |        |          |      | attacks made with this weapon.                                       |
|                          | Speed Mo   | o, Mob Rule, Dak  | ka! Da | kka! Dak | kal, | Riding Shotoway 1471 41 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1              |

Grot Gunner: Add 1 to hit rolls for attacks made with this model's big shoota and grot blasta.

Billowing Fumes: Subtract 1 from hit rolls for attacks made with ranged weapons that target this model.

shotgun: When this model shoots, it can t a Grenade and shoot with its Pistol(s) in addition to any other weapons.

Explodes: If this model is reduced to 0 wounds, roll a D6. On a 4+ it explodes, and each unit within D6" suffers D3 mortal wounds.

FACTION KEYWORDS KEYWORDS

ORK, <CLAN>

Vehicle, Speed Freeks, Boomdakka Snazzwagons