

SQUAT



Wounds: 1D6 + 8
Move: 4
Weapon Skill: 4
Ballistic Skill: 5+
Strength: 3
Toughness: 4 (5)
Initiative: 2
Willpower: 4
Attacks: 1

Equipment: Wrench
Weapon: Shotgun (see Weapon card)
Armour: Flack jacket, giving him +1 Toughness
Pinning: Breaks from pinning on a roll of 5+

Special Rules:

Grudge-bearer - Squats rarely forget the greatest wrongs against them. Few beings have done such terrible things to deserve such enmity, one race that has, are the Greenskins.

When an Enemy appears that is a Greenskin (Orks, Gretchin and Snotlings) the Squat will target them first with +1 on Weapon Skill and Ballistic Skill rolls

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit Foe	2	3	3	4	4	4	4	4	5	5

SQUAT

WRENCH

The Squat is a proficient technician, using the wrench he may attempt to disasm a mine or other trap, roll 1D6 on a roll of 3+ the trap is disarmed, a failed roll triggers the device.



SHOTGUN

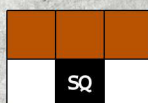


The shotgun has two firing modes "Solid" and "Scatter" the player must declare the type of shot before any attack.

Solid Range: 4 Strength: 4

Scatter Range: 1 Strength: 2

Scatter allows the shotgun to hit multiple targets, at melee range with a less powerful shot. As shown below, enemies in the orange squares are hit.



EQUIPMENT

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