

**KUSTOM JOB****GLOWIN' BULLETS**

At the start of the battle, pick one of this model's gunz. You can re-roll 1 attack dice for each other gun this model fires at an enemy model targeted by the gun you picked earlier in the phase.

**KUSTOM JOB****EXPLODIN' HUBCAPS**

Once per battle, if an enemy model rams this model in its side arc, you can re-roll 1 dice for that enemy model.

**KUSTOM JOB****WHIRLY THING**

Once per battle, you can re-roll 1 attack dice or defence dice for this model.

**KUSTOM JOB****POWER STEERIN'**

When this model is picked to move, you can rotate it up to 45° around its centre before rolling the speedin' dice.

**KUSTOM JOB****ELECTRO-RAMMA**

Once per battle, when this model rams, you can declare that you will use the Electro-ramma. You can re-roll any of the dice for the other model or obstacle for that ram.

**KUSTOM JOB****SELF-DESTRUCT BUTTON**

If this vehicle is destroyed, you can re-roll the dice for this model's 'Explodes!' ability if a ⚡ result is not rolled. If this Kustom Job is drawn for a Warbiker, discard it and draw another.

**KUSTOM JOB****KRUSHIN' WHEELZ**

You can re-roll 1 of the dice rolled for the other model or obstacle when this model is ramming.

**KUSTOM JOB****ROLL KAGE**

If this model rams an obstacle or terrain feature, your opponent must re-roll any ⚡ and ⚡ results rolled for this model.

**KUSTOM JOB****GUARD SQUIG**

Add 1 to the Melee characteristic of this model in the Fightin' phase.

**KUSTOM JOB****MORE DAKKA**

Pick one of this model's gunz. You can re-roll 1 attack dice for that weapon in each Shootin' phase.

**KUSTOM JOB****LUCKY SQUIG'S FOOT**

Roll a Speed Freeks dice whenever a damage card would be drawn for this model. On a roll of ⚡, do not draw that damage card. You can only make one roll for each damage card that would be drawn, regardless of how many similar abilities a model has.

**KUSTOM JOB****KRANKIN' HANDLE**

Pick one of this model's gunz. Add 1 to the Shots characteristic for that weapon.