

BEAST SNAGGA BOYZ

80–160 PTS

M	T	Sv	W	LD	OC
6"	5	5+	1	7+	2

INVULNERABLE
SAVE

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga CLOSE-QUARTERS, LETHAL HITS: NON-MONSTER/VEHICLE	12"	1	5+	4	0	1
Thump Gun ANTI-MONSTER/VEHICLE 4+	18"	3	5+	6	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power Snappa ANTI-MONSTER/VEHICLE 4+	Melee	3	3+	8	-2	2
► Choppa - Hunter (Hunter: MONSTER/VEHICLE)	Melee	3	3+	6	-2	1
► Choppa - Standard	Melee	3	3+	5	-1	1

ABILITIES

Mobbed
When this unit ends a charge move, each enemy MONSTER/VEHICLE unit engaged with this unit makes a battle-shock roll:

- With -1 to that battle-shock roll.
- Or: With -2 to that battle-shock roll if this unit has 13+ models.

FACTION RULES

Waaagh!
Friendly ORKS with this ability can:

- Re-roll advance rolls.
- Become riled up, as stated in other rules.

While a unit is riled up:

- That unit has 5+ InSv.
- That unit's ranged attacks have [ASSAULT].
- When that unit is selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.



AUFSTELLUNG

9-18x Beast Snagga Boy w/
Thump gun oder Beast Snagga
Boy (32mm)
1-2x Nob (32mm)

Equipped with: Slugga, Thump
Gun, Power Snappa, ► Choppa -
Hunter (Hunter: MONSTER/
VEHICLE), ► Choppa - Standard

Wargear Options:

- This model can be equipped with
1x Thump Gun.



KEYWORDS: Infantry, Mob,
Battleline, Beast Snagga, Beast
Snagga Boyz
FACTION KEYWORDS: Orks