BEASTBOSS ON SQUIGOSAUR

140 PTS

M	T	Sv	W	LD	OC
10"	9	3+	10	6+	3

INVULNERABLE SAVE 5+

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
Squigosaur's jaws ANTI-MONSTER/VEHICLE 3+, EXTRA ATTACKS	Melee	3	3+	7	-2	3
➤ Beastchoppa - Hunter (Hunter: MONSTER/VEHICLE)	Melee	6	2+	12	-2	D6
➤ Beastchoppa - Standard CLEAVE 1	Melee	6	2+	6	-2	2

ABILITIES

Boss of da Hunt
While this unit is within 3" of a friendly BEAST SNAGGA unit (excluding MONSTER CHARACTER units), this unit has Lone Operative.

Keep Huntin'! (Once per battle round, per army)
In your Movement phase, at the start or end of this unit's move, you can select one friendly BEAST SNAGGA unit within 6" of this unit. That unit:

- Is no longer battle-shocked.
- Is riled up until the start of your next turn.

Thundering Stampede (Aura)
Friendly BEAST SNAGGA units within 6" of this unit have +1 to charge rolls.

FACTION RULES

Da Boss
At the start of the battle round, if a model with this ability is your WARLORD, gain 1CP.

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

1x Beastboss on Squigosaur (80mm)

Equipped with: Slugga, Thump Gun, Squigosaur's jaws, ➤ Beastchoppa - Hunter (Hunter: MONSTER/VEHICLE), ➤ Beastchoppa - Standard

Wargear Options:
■ This model can be equipped with 1x Thump Gun.

KEYWORDS: Character, Beast Snagga, Beastboss on Squigosaur, Warboss, Monster
FACTION KEYWORDS: Orks