

BEASTBOSS

85 PTS

M	T	Sv	W	LD	OC
6"	6	4+	6	6+	1

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 1	18"	2	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Beast Snagga Klaw and Beastchoppa SUSTAINED HITS 2: MONSTER/VEHICLE	Melee	6	2+	12	-2	2

ABILITIES

CORE - Leader

Dodge Dis!
This unit's attacks have +1 to hit rolls.

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.

Leader
This model can be attached to the following unit:

- Beast Snagga Boyz

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.

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



AUFSTELLUNG

1x Beastboss (50mm)

Equipped with: Shoota, Beast Snagga Klaw and Beastchoppa



KEYWORDS: Character, Infantry, Beast Snagga, Beastboss, Warboss, Leader

FACTION KEYWORDS: Orks