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.
- <ins>Or:</ins> 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