

BEASTBOSS ON
SQUIGOSAUR

140 PTS

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

INVULNERABLE
SAVE



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.

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.



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