# BOSS SNIKROT

**80 PTS**

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 5 | 5+ | 6 | 6+ | 1 |

**INVULNERABLE SAVE** 5+

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Slugga<br>CLOSE-QUARTERS, LETHAL HITS: NON-MONSTER/VEHICLE, PRECISION | 12" | 1 | 5+ | 4 | 0 | 1 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Mork's Teef<br>ANTI-INFANTRY 2+, PRECISION | Melee | 6 | 2+ | 6 | -2 | 2 |

## ABILITIES

**CORE - Leader**

**Deff from the Shadows (First battle round onwards)**
At the end of your opponent's Movement phase, if this unit is in strategic reserves, this unit can make an ingress move.

**Kunnin' Infiltrator**
At the end of your opponent's Fight phase, if each model in this unit is hidden and unengaged, you can place this unit in strategic reserves.

**Leader**
This model can be attached to the following unit:

- KOMMANDOS

## 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.

## CORE RULES

**Infiltrators**
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

**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.

**Lone Operative**
Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

## AUFSTELLUNG

1x Boss Snikrot (40mm)

**Equipped with:** Slugga, Mork's Teef

**KEYWORDS:** Epic Hero, Infantry, Character, Boss Snikrot, Smoke, Leader, Explosives
**FACTION KEYWORDS:** Orks

# BOSS SNIKROT

**80 PTS**

**Stealth**
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

**KEYWORDS:** Epic Hero, Infantry, Character, Boss Snikrot, Smoke, Leader, Explosives
**FACTION KEYWORDS:** Orks