

MOZROG SKRAGBAD

170 PTS

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

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Thump Gun ANTI-MONSTER/VEHICLE 4+	18"	3	5+	6	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Big Chompa's Jaws ANTI-MONSTER/VEHICLE 3+, EXTRA ATTACKS	Melee	3	3+	7	-2	4

➤ Gutrippa - Hunter (Hunter: MONSTER/VEHICLE)
LETHAL HITS

Melee 6 2+ 12 -2 D6+1

➤ Gutrippa - Standard
CLEAVE 1

Melee 6 2+ 9 -2 2

ABILITIES

Beast Snagga Following

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

Da Bigger Dey Iz...

This unit's melee attacks that target a MONSTER/VEHICLE unit can re-roll wounds rolls.

One Last Kill

In the Fight phase, when this model is destroyed, if this unit has not been selected to fight this phase, roll one D6:

- On a 2+, do not remove this model from the battlefield. When this unit has fought, or at the end of the phase (whichever comes first), this model is removed from the battlefield.

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

1x Mozrog Skragbad (80mm)

Equipped with: Thump Gun,
Big Chompa's Jaws, ➤
Gutrippa - Hunter (Hunter:
MONSTER/VEHICLE), ➤
Gutrippa - Standard



KEYWORDS: Epic Hero,
Character, Beast Snagga,
Mozrog Skragbad, Monster
FACTION KEYWORDS:
Orks