# BEAST SNAGGA BOYZ - ORKS

**80–160 PTS**

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 5 | 5+ | 1 | 7+ | 2 |

**INVULNERABLE SAVE** 6+

**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

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Slugga<br>CLOSE-QUARTERS, LETHAL HITS: NON-MONSTER/VEHICLE | 12" | 1 | 5+ | 4 | 0 | 1 |
| Thump Gun<br>ANTI-MONSTER/VEHICLE 4+ | 18" | 3 | 5+ | 6 | 0 | 2 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Power Snappa<br>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.