

ORKS

BEASTBOSS ON SQUIGOSAUR

M10"

T9

SV3+

W10

LD6+

OC3

RW5+

140 PTS

Base 80mm



Da Boss

Waaagh!

1KOMMANDO

2BEWEGUNG

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.

3BESCHUSS

Slugga

CLOSE-QUARTERS

LETHAL HITS: NON-MONSTER/VEHICLE

R	A	BS	S	AP	D
12"	1	5+	4	0	1
VERWUNDET					
2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+	

Thump Gun

ANTI-MONSTER/VEHICLE 4+

R	A	BS	S	AP	D
18"	3	5+	6	0	2
VERWUNDET					
2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+	

4ANGRIFF

Thundering Stampede (Aura)

Friendly BEAST SNAGGA units within 6" of this unit have +1 to charge rolls.

5NAHKAMPF

Squigosaur's jaws

ANTI-MONSTER/VEHICLE 3+

EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	3	3+	7	-2	3
VERWUNDET					
2+ T1-3	3+ T4-6	4+ T7	5+ T8-13	6+ T14+	

► Beastchoppa - Hunter (Hunter: MONSTER/VEHICLE)

R	A	WS	S	AP	D
Melee	6	2+	12	-2	D6
VERWUNDET					
2+ T1-6	3+ T7-11	4+ T12	5+ T13-23	6+ T24+	

► Beastchoppa - Standard

CLEAVE 1

R	A	WS	S	AP	D
Melee	6	2+	6	-2	2
VERWUNDET					
2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+	

VERTEIDIGUNG

IMMER / EINMALIG

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.

GEGEN DIESE EINHEIT

W9 · RW 3+ · 5++ · 10 LP je Modell

WIRD VERWUNDET MIT

2+ S18+	3+ S10-17	4+ S9	5+ S5-8	6+ S1-4
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RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 5+	DS -3 5++	DS -4 5++
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REGELN & KEYWORDS KURZ

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.

AUFSTELLUNG

1x Beastboss on Squigosaur

Ausrüstung: Slugga, Thump Gun, Squigosaur's jaws, ► Beastchoppa - Hunter (Hunter: MONSTER/VEHICLE), ► Beastchoppa - Standard

▪ This model can be equipped with 1x Thump Gun.