

BEASTBOSS ON SQUIGOSAUR

Da Boss Waaagh!

M10"

T9

SV3+

W10

LD6+

OC3

RW5+

140 PTS

Base 80mm



1KOMMANDO

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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

SluggaCLOSE-QUARTERS

LETHAL HITS: NON-MONSTER/VEHICLE

R	A	BS	S	AP	D
12"	1	5+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Thump GunANTI-MONSTER/VEHICLE 4+

R	A	BS	S	AP	D
18"	3	5+	6	0	2

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	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+	3+	4+	5+	6+
T1-3	T4-6	T7	T8-13	T14+

► Beastchoppa - Hunter (Hunter: MONSTER/VEHICLE)

R	A	WS	S	AP	D
Melee	6	2+	12	-2	D6

VERWUNDET

2+	3+	4+	5+	6+
T1-6	T7-11	T12	T13-23	T24+

► Beastchoppa - StandardCLEAVE 1

R	A	WS	S	AP	D
Melee	6	2+	6	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

VERTEIDIGUNG

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∞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+	3+	4+	5+	6+
S18+	S10-17	S9	S5-8	S1-4

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	5++	5++

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.