

ORKS

BEASTBOSS

Leader

Da Boss

Waaagh!

M6"

T6

SV4+

W6

LD6+

OC1

RW5+

85 PTS

Base 50mm



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

Shoota

LETHAL HITS: NON-MONSTER/VEHICLE

RAPID FIRE 1

R	A	BS	S	AP	D
18"	2	4+	4	0	1

VERWUNDET

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

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5NAHKAMPF

Beast Snagga Klaw and Beastchoppa

SUSTAINED HITS 2: MONSTER/VEHICLE

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

VERWUNDET

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

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IMMER / EINMALIG

Dodge Dis!
This unit's attacks have +1 to hit rolls.

GEGEN DIESE EINHEIT

W6 · RW 4+ · 5++ · 6 LP je Modell

WIRD VERWUNDET MIT

2+ S12+	3+ S7-11	4+ S6	5+ S4-5	6+ S1-3
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RETTUNGSWURF JE DS

DS 0 4+	DS -1 5+	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.
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.
Waaagh! Friendly ORKS with this ability can: - Re-roll advance rolls.

AUFSTELLUNG

1x Beastboss

Ausrüstung: Shoota, Beast Snagga Klaw and Beastchoppa

Anführer

This model can be attached to the following unit:
- Beast Snagga Boyz

KEYWORDS Character, Infantry, Beast Snagga, Beastboss, Warboss, Leader · FRAKTION Orks