ORKS

BOSS SNIKROT

Leader | Infiltrators | Lone Operative | Stealth | Waaagh!

M	T	SV	W	LD	OC	RW
6"	5	5+	6	6+	1	5+

80 PTS
Base 40mm

1 KOMMANDO

—

2 BEWEGUNG

Deff from the Shadows (First battle round onwards)
At the end of your opponent's Movement phase, if this unit is in strategic reserves, this unit can make an ingress move.

3 BESCHUSS

Slugga CLOSE-QUARTERS | LETHAL HITS: NON-MONSTER/VEHICLE | PRECISION

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+

4 ANGRIFF

—

5 NAHKAMPF

Mork's Teef ANTI-INFANTRY 2+ | PRECISION

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+

Kunnin' Infiltrator
At the end of your opponent's Fight phase, if each model in this unit is hidden and unengaged, you can place this unit in strategic reserves.

◆ VERTEIDIGUNG

—

∞ IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W5 · RW 5+ · 5++ · 6 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6–9	S5	S3–4	S1–2

RETTUNGSWURF JE DS

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

REGELN & KEYWORDS KURZ

Infiltrators During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deploym…

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.

Lone Operative Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons u…

Stealth If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

Waaagh! Friendly ORKS with this ability can: - Re-roll advance rolls.

AUFSTELLUNG

1x Boss Snikrot

Ausrüstung: Slugga, Mork's Teef

Anführer
This model can be attached to the following unit:
- KOMMANDOS

KEYWORDS Epic Hero, Infantry, Character, Boss Snikrot, Smoke, Leader, Explosives · **FRAKTION** Orks