

BEASTBOSS ON SQUIGOSAUR

M	T	SV	W	LD	OC	
10"	9	3+	10	6+	3	

AUFSTELLUNG

1x Beastboss on Squigosaur (80mm)

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

Wargear Options:

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

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Squigosaur's jaws ANTI-MONSTER/VEHICLE 3+, EXTRA ATTACKS	Melee	3	3+	7	-2	3
► Beastchoppa - Hunter (Hunter: MONSTER/VEHICLE)	Melee	6	2+	12	-2	D6
► Beastchoppa - Standard CLEFTAVE 1	Melee	6	2+	6	-2	2

ABILITIES

RULES - Da Boss, Waaagh!

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.

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.

Thundering Stampede (Aura)

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

