BEASTBOSS

M	T	SV	W	LD	OC	
6"	6	4+	6	6+	1	5+

AUFSTELLUNG

1x Beastboss (50mm)

Equipped with: Shoota, Beast Snagga Klaw and Beastchoppa

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 1	18"	2	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Beast Snagga Klaw and Beastchoppa SUSTAINED HITS 2: MONSTER/VEHICLE	Melee	6	2+	12	-2	2

ABILITIES

CORE - Leader

RULES - Da Boss, Leader, Waaagh!

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

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.

Leader
This model can be attached to the following unit:

- Beast Snagga Boyz