

BOSS SNIKROT

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

AUFSTELLUNG

1x Boss Snikrot (40mm)

Equipped with: Slugga, Mork's Teef

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga CLOSE-QUARTERS, LETHAL HITS: NON-MONSTER/VEHICLE, PRECISION	12"	1	5+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Mork's Teef ANTI-INFANTRY 2+, PRECISION	Melee	6	2+	6	-2	2

ABILITIES

CORE - Leader

RULES - Infiltrators, Leader, Lone Operative, Stealth, Waaagh!

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.

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.

Leader

This model can be attached to the following unit:

- KOMMANDOS

