

MOZROG SKRAGBAD

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

AUFSTELLUNG

1x Mozrog Skragbad (80mm)

Equipped with: Thump Gun, Big Chompa's Jaws, ►
Gutrippa - Hunter (Hunter: MONSTER/VEHICLE), ►
Gutrippa - Standard

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Thump Gun ANTI-MONSTER/VEHICLE 4+	18"	3	5+	6	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Big Chompa's Jaws ANTI-MONSTER/VEHICLE 3+, EXTRA ATTACKS	Melee	3	3+	7	-2	4
► Gutrippa - Hunter (Hunter: MONSTER/VEHICLE) LETHAL HITS	Melee	6	2+	12	-2	D6+1
► Gutrippa - Standard CLEAVE 1	Melee	6	2+	9	-2	2

ABILITIES

RULES - Waaagh!

Beast Snagga Following

While this unit is within 3" of a friendly BEAST SNAGGA unit (excluding MONSTER CHARACTER units), this unit has Lone Operative.

Da Bigger Dey Iz...

This unit's melee attacks that target a MONSTER/VEHICLE unit can re-roll wounds rolls.

One Last Kill

In the Fight phase, when this model is destroyed, if this unit has not been selected to fight this phase, roll one D6:

- On a 2+, do not remove this model from the battlefield. When this unit has fought, or at the end of the phase (whichever comes first), this model is removed from the battlefield.

