

ORKS

BEAST SNAGGA
BOYZ

80–160 PTS



M

6"

T

5

SV

5+

W

1

LD

7+

OC

2

6+

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power Snappa	Melee	3	3+	8	-2	2
ANTI-MONSTER/VEHICLE 4+						
► Choppa - Hunter (Hunter: MONSTER/VEHICLE)	Melee	3	3+	6	-2	1
► Choppa - Standard	Melee	3	3+	5	-1	1

AUFSTELLUNG

9-18x Beast Snagga Boy w/ Thump gun oder Beast Snagga Boy (32mm)
1-2x Nob (32mm)

Equipped with: Slugga, Thump Gun, Power Snappa, ► Choppa - Hunter (Hunter: MONSTER/VEHICLE), ► Choppa - Standard

Wargear Options:

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

ABILITIES

Mobbed

When this unit ends a charge move, each enemy MONSTER/VEHICLE unit engaged with this unit makes a battle-shock roll:

- With -1 to that battle-shock roll.

- <ins>Or:</ins> With -2 to that battle-shock roll if this unit has 13+ models.

CORE RULES

◆ Waaagh!

Friendly ORKS with this ability can:

- Re-roll advance rolls.

- Become riled up, as stated in other rules.

While a unit is riled up:

- That unit has 5+ InSv.

- That unit's ranged attacks have [ASSAULT].

- When that unit is selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.