

ORKS

BEASTBOSS ON SQUIGOSAUR

140 PTS



M10"

T9

SV3+

W10

LD6+

OC3

5+

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
Squigosaur's jaws	Melee	3	3+	7	-2	3
ANTI-MONSTER/VEHICLE 3+						
EXTRA ATTACKS						
► Beastchoppa - Hunter (Hunter: MONSTER/VEHICLE)	Melee	6	2+	12	-2	D6
► Beastchoppa - Standard	Melee	6	2+	6	-2	2
CLEAVE 1						

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.

ABILITIES

- 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.

CORE RULES

- ◆ **Da Boss**
At the start of the battle round, if a model with this ability is your WARLORD, gain 1CP.
- ◆ **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.