

ORKS

BOSS
SNIKROT

80 PTS



M6"

T5

SV5+

W6

LD6+

OC1

5+

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Boss Snikrot (40mm)

Equipped with: Slugga, Mork's Teef

ABILITIES

CORE - Leader

- 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

CORE RULES

◆ Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◆ Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

◆ Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

◆ 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.

