

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

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga PISTOL	12"	1	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Mork's Teeth PRECISION TWIN-LINKED	Melee	6	2+	6	-1	2

ABILITIES

CORE - Leader

- Kunnin' Infiltrator (Once per battle, per army)**
In your Movement phase, if this unit is unengaged, you can use this ability. If you do:
- Place this unit in strategic reserves.
 - This unit has Deep Strike.
 - This unit must make an ingress move this phase (including in your first turn).

- Red Skull Kommandos**
This unit has +1 Sv against ranged attacks.

- Leader**
This model can be attached to the following unit:
- KOMMANDOS

WEAPON ABILITIES

- Pistol**
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
- Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.

- Precision**
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

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.



AUFSTELLUNG

1x Boss Snikrot (40mm)

Equipped with: Slugga, Mork's Teeth



KEYWORDS: Epic Hero, Infantry, Character, Grenades, Boss Snikrot, Smoke, Leader

FACTION KEYWORDS: Orks

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).

KEYWORDS: Epic Hero,
Infantry, Character,
Grenades, Boss Snikrot,
Smoke, Leader
FACTION KEYWORDS:
Orks