

M	T	Sv	W	LD	OC
6"	5	5+	1	7+	2

AUFSTELLUNG
9-19x Beast Snagga Boy w/ Thump gun oder Beast Snagga Boy (32mm)
1x Beast Snagga Nob (32mm)
Equipped with: Slugga, Thump gun, Choppa, Close combat weapon, Power snappa

KEYWORDS: Infantry, Mob, Battleline, Beast Snagga, Beast Snagga Boyz
FACTION KEYWORDS: Orks

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1
Thump gun BLAST	18"	D3	5+	6	0	2

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	3	3+	5	-1	1
Close combat weapon	Melee	2	3+	5	0	1
Power snappa	Melee	4	3+	7	-1	2

ABILITIES

Monster Hunters
Each time a model in this unit makes an attack that targets a MONSTER or VEHICLE unit, you can re-roll the Hit roll.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

CORE RULES

Close-quarters
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.

Feel No Pain 6+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.