

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 5 | 4+ | 6 | 6+ | 1  |

INVULNERABLE  
SAVE

5+

AUFSTELLUNG

1x Beastboss (50mm)

Equipped with: Shoota, Beast Snagga klaw, Beastchoppa

KEYWORDS:

Character, Infantry, Beast Snagga, Beastboss, Warboss, Leader

FACTION KEYWORDS:

Orks

RANGED WEAPONS

| WEAPON                 | RANGE | A | BS | S | AP | D |
|------------------------|-------|---|----|---|----|---|
| Shoota<br>RAPID FIRE 1 | 18"   | 2 | 4+ | 4 | 0  | 1 |

MELEE WEAPONS

| WEAPON                                                | RANGE | A | WS | S  | AP | D |
|-------------------------------------------------------|-------|---|----|----|----|---|
| Beast Snagga klaw<br>ANTI-MONSTER 4+, ANTI-VEHICLE 4+ | Melee | 4 | 3+ | 10 | -2 | 2 |
| Beastchoppa<br>ANTI-MONSTER 4+, ANTI-VEHICLE 4+       | Melee | 6 | 2+ | 6  | -1 | 2 |

ABILITIES

CORE - Leader

Beastboss

While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll.

Ferocious Rage

Each time this model makes a Charge move, until the end of the turn, melee weapons it is equipped with have the [DEVASTATING WOUNDS] ability.

Leader

This model can be attached to the following unit:  
- Beast Snagga Boyz

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.  
  
*Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.  
  
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.  
  
*Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.  
  
*Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

CORE RULES

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.

|    |   |    |   |    |    |
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**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.