

BEASTBOSS

M	T	SV	W	LD	OC	
6"	5	4+	6	6+	1	5+

AUFSTELLUNG

1x Beastboss (50mm)

Equipped with: Shoota, Beast Snagga klaw, Beastchoppa

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shoota RAPID FIRE 1	18"	2	4+	4	0	1

MELEE WEAPONS

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

ABILITIES

CORE - Leader

RULES - Feel No Pain 6+, 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 RULES

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).

