

BOSS SNIKROT

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

AUFSTELLUNG

1x Boss Snikrot (40mm)

Equipped with: Slugga, Mork's Teeth

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

RULES - Infiltrators, Leader, Lone Operative, Stealth

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 RULES

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.

