

BOSS SNIKROT

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Boss Snikrot	6"	2+	5+	6	6	6	6	7	6+

Boss Snikrot is equipped with: slugga; stikkbombs; Mork's Teeth. Your army can only include one **BOSS SNIKROT** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Slugga	12"	Pistol 1	4	0	1	-
Stikkbombs	8"	Grenade D6	3	0	1	Blast
Mork's Teeth	Melee	Melee	User	-2	2	-

ABILITIES

'Ere We Go, Waaagh! (see *Codex: Orks*)

Kunnin' Infiltrator: During deployment, when you set up this model, it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.

Terrifying Killer (Aura): While an enemy unit is within 6" of this model, subtract 2 from the Leadership characteristic of models in that unit.

Dead Tough: This model has a 5+ invulnerable save.

Throat Slitta: Each time this model makes an attack, if it is within 1" of a terrain feature, add 1 to that attack's wound roll.

Red Skull Kommandos (Aura): While a friendly **BLOOD AXES KOMMANDOS** unit is within 6" of this model, each time a model in that unit makes a melee attack, add 1 to that attack's hit roll.

Sneakiest Git: Each time an attack is allocated to this model while it is receiving the benefits of cover, add an additional 2 to any armour saving throw made against that attack.

FACTION KEYWORDS: **ORKS, BLOOD AXES**

KEYWORDS: **CHARACTER, INFANTRY, KOMMANDO, BOSS SNIKROT**

Boss Snikrot is a murderous ghost whose obsession with kommando warfare has seen him transcend the cunning of his fellow Blood Axes and achieve instead something nigh supernatural. By the time his terrified foes realise he is upon them, the Boss is already opening their throats with his rip-toothed blades.

POINTS VALUES

HQ

Boss Snikrot

Unit size 1 model
Unit cost 95 pts