ORKS

DA BIG HUNT

3 Stratagems · 2 Enhancements

1 DP · PURGE THE FOE

ENHANCEMENTS (2)

It Came From Da Drops — 20 pts

BEASTBOSS ON SQUIGOSAUR model only. This model has +1 T.

Glory Hog — 25 pts

BEAST SNAGGA model only. When this unit is selected to make a fall-back move, that fall-back move does not prevent this unit from being eligible to declare a charge.

DETACHMENT RULE

Friendly BEAST SNAGGA units' attacks that targets a MONSTER/VEHICLE unit have +1 AP.

STRATAGEMS (3/3)

1 CP · DA BIG HUNT STRATAGEM · MOVEMENT

WHERE D'YA FINK YOU'RE GOING?

When: Your opponent's Movement phase, when an enemy unit is selected to make a fall-back move, if that enemy unit is engaged with a friendly Beast Snagga unit.
Target: That BEAST SNAGGA unit.
Effect: When an enemy unit engaged with your unit is selected to make a fall-back move, that enemy unit must use the desperate escape mode. If that enemy unit is a MONSTER/VEHICLE unit, that enemy unit makes three additional hazard rolls for each BEAST SNAGGA unit it is engaged with, with -1 from those hazard rolls if that enemy unit is battle-shocked.

1 CP · DA BIG HUNT STRATAGEM · SHOOTING

GOADED INTO ACTION

When: Your opponent's Shooting phase, when an enemy unit has shot.
Target: One friendly unengaged Beast Snagga unit that lost a wound as a result of those attacks.
Effect: Your unit can make a surge move of up to D6". If your unit is riled up, it can re-roll that D6.

1 CP · DA BIG HUNT STRATAGEM · FIGHT

INSTINCTIVE HUNTERS

When: End of your opponent's Fight phase.
Target: One friendly unengaged Beast Snagga unit within 6" of a battlefield edge.
Effect: Place your unit in strategic reserves.