

DA BIG HUNT

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Surly As A Squiggoth

20 pts

Beastboss On Squigosaur model only. While the bearer is leading a unit, each time an attack targets that unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of that unit, subtract 1 from the Wound roll.

Proper Killy

15 pts

Beast Snagga model only. Add 1 to the Damage characteristic of melee weapons equipped by the bearer.

Skrag Every Stash!

25 pts

Beast Snagga model only. At the end of your Command phase, if the bearer is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start of end of any turn.

Glory Hog

30 pts

Beastboss On Squigosaur model only. Models in the bearer's unit have the Scouts 9" ability.

DETACHMENT RULE

At the start of your Command phase, select one MONSTER, VEHICLE or CHARACTER unit from your opponent's army. Until the start of your next Command phase, that enemy unit is your Prey:

- When a friendly BEAST SNAGGA unit declares a charge, If your Prey is within 12" of that unit, you can use this part of this ability. If you do:
 - That BEAST SNAGGA unit can re-roll that charge roll.
 - That BEAST SNAGGA unit *must* end that charge move engaged with your Prey
- Each time a Beast Snagga model from your army makes an attack that targets your Prey, improve the Armour Penetration characteristic of that attack by 1.

STRATAGEMS (6/6)

1 CP DA BIG HUNT – STRATEGIC PLOY STRATAGEM **MOVEMENT**

WHERE D'YA FINK YOU'RE GOING?

When: Your opponent's Movement phase, just after an enemy unit ends a Fall Back move.

Target: One Beast Snagga Infantry or Beast Snagga Mounted unit from your army that was within Engagement Range of that enemy unit at the start of the phase.

Effect: If your unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6".

1 CP DA BIG HUNT – BATTLE TACTIC STRATAGEM **SHOOTING**

STALKIN' TAKTIKS

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One Beast Snagga Infantry or Beast Snagga Mounted unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time a ranged attack targets your unit, models in your unit have the Benefit of Cover against that attack. In addition, if your unit has the INFANTRY keyword, until the end of the phase, models in your unit have the Stealth ability.

1 CP DA BIG HUNT – STRATEGIC PLOY STRATAGEM **CHARGE**

DAT ONE'S EVEN BIGGA!

When: Your Charge phase.

Target: One Beast Snagga unit from your army.

Effect: Until the end of the phase, your unit is eligible to charge in a turn in which it Advanced or Fell Back. In addition, you can re-roll Charge rolls made for your unit, provided one of the targets of that charge is your Prey.

1 CP DA BIG HUNT – STRATEGIC PLOY STRATAGEM **CHARGE**

UNSTOPPABLE MOMENTUM

When: Your Charge phase, just after a Beast Snagga Mounted unit from your army ends a Charge move.

Target: That Beast Snagga unit.

Effect: Select one enemy unit within Engagement Range of your unit and roll one D6 for each model in your unit: for each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds). If that enemy unit is your Prey, roll three additional D6.

1 CP DA BIG HUNT – BATTLE TACTIC STRATAGEM **FIGHT**

DRAW IT DOWN

When: Fight phase.

Target: One Beast Snagga unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability. In addition, each time a model in your unit makes a melee attack that targets your Prey, a Critical Hit is scored on an unmodified Hit roll of 5+, instead of only a 6.

1 CP DA BIG HUNT – STRATEGIC PLOY STRATAGEM **FIGHT**

INSTINCTIVE HUNTERS

When: End of your opponent's Fight phase.

Target: One Beast Snagga unit from your army that is not within Engagement Range of one or more enemy unit.

Effect: Remove your unit from the battlefield and place it into Strategic Reserves.