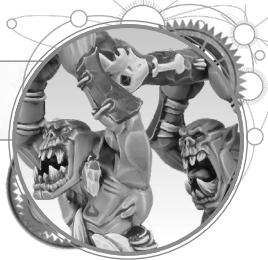




SAVAGE BIG STABBAS



Carrying Gorktoof spears, massive weapons capable of felling a Stardrake, Big Stabbas seek to slay the greatest of beasts. Even should these daring orrorks be killed, they will hurl their huge spears to bring down their target in a final act of defiance.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gorktoof	3"	3	3+	3+	-2	D3

DESCRIPTION

A unit of Savage Big Stabbas has any number of models, each armed with a Gorktoof.

ABILITIES

Da Final Fling: *Should a Big Stabba team be slain, they will use their final breath to hurl their Gorktoof spear at the foe.*

Each time a model from this unit is slain by an attack made with a melee weapon, before the model is removed from play, pick 1 enemy unit within 3" of the slain model and roll a dice. Add 2 to the roll if that enemy unit is a **MONSTER**. On a 4+, that unit suffers D3 mortal wounds.

The Bigger They Are...: *A Gorktoof spear is so large that it can inflict crippling wounds on even the most monstrous of foes.*

The Damage characteristic of an attack made with a Gorktoof is D6 if the target is a **MONSTER**.

Savagely Enthusiastic: *The orrorks of a Big Stabba team waste no time in getting to grips with their prey.*

This unit can run and still charge in the same turn.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, SAVAGE BIG STABBAS