



ORRUK WARBOSS



| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|----------------------|-------|---------|--------|----------|------|--------|
| Boss Choppa | 1" | 6 | 3+ | 3+ | -1 | 1 |
| Massive Choppa | 1" | 3 | 4+ | 3+ | -2 | D3 |
| Great Waaagh! Banner | 2" | 4 | 4+ | 4+ | - | 1 |
| War Boar's Tusks | 1" | 2 | 4+ | 4+ | - | 1 |

DESCRIPTION

An Orruk Warboss is a single model. Some Orruk Warbosses are armed with a Boss Choppa and a Boss Shield, while others wield a pair of Boss Choppas. Some instead enter battle with a single Massive Choppa or a Great Waaagh! Banner.

WAR BOAR

Some Orruk Warbosses ride to battle on War Boars; these models have Move 9" instead of 5" and gain the War Boar's Tusks attack.

ABILITIES

Choppa Boss: Orruk Warbosses can carve their way through even more foes when they wield a pair of Boss Choppas. These Bosses make 8 attacks instead of 6.

Great Waaagh! Banner: An Orruk Warboss with a Great Waaagh! Banner gains the **TOTEM** keyword. You can re-roll all wound rolls of 1 for **ORRUK** units from your army that are within 16" of a Great Waaagh! Banner when they attack in the combat phase.

Boss Shield: You can re-roll all failed save rolls for an Orruk Warboss with a Boss Shield.

COMMAND ABILITY

Waaagh!: If an Orruk Warboss uses this ability, then all **ORRUK** units from your army that are within 12" when they attack in your next combat phase are frenzied. All models in these units make 1 extra attack with all of their melee weapons.

KEYWORDS

DESTRUCTION, ORRUK, GREENSKINZ, HERO, ORRUK WARBOSS