

ORRUK WARBOSS ON WYVERN



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boss Choppa	1"	6	3+	3+	-1	1
Wyvern's Horns, Claws and Teeth	2"	✱	4+	3+	-1	2
Wyvern's Barbed, Venomous Tail	3"	2	4+	✱	-1	3

DAMAGE TABLE			
Wounds Suffered	Move	Horns, Claws and Teeth	Barbed, Venomous Tail
0-2	12"	5	2+
3-4	10"	4	3+
5-6	8"	3	4+
7-8	6"	2	5+
9+	4"	1	6+

DESCRIPTION

An Orruk Warboss on Wyvern is a single model. Some Orruk Warbosses ride into battle with a Boss Choppa and a Boss Shield, whilst others care little for personal protection and prefer to hack the foe apart with two Boss Choppas. The Warboss rides upon a Wyvern that attacks with its Horns, Claws and Teeth, and powerful sweeps of its Barbed, Venomous Tail.

FLY

An Orruk Warboss on Wyvern can fly.

ABILITIES

Agonising Venom: If an enemy model suffers a wound from a Wyvern's Barbed, Venomous Tail, but is not slain, roll a dice at the end of the turn. On a 4 or more, that model suffers a mortal wound as it doubles over in violent paroxysms.

Boss Shield: You can re-roll all failed save rolls for an Orruk Warboss on Wyvern if he has a Boss Shield.

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 with their Boss Choppa instead of 6.

COMMAND ABILITY

Waaagh!: If an Orruk Warboss on Wyvern 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, WYVERN, GREENSKINZ, MONSTER, HERO, ORRUK WARBOSS