

# SAVAGE BIG BOSS

Bound in huge bulging muscles, the Savage Big Boss wades through battle hacking off heads and limbs. At his bellowed command, Bonesplitterz pour forward, stampeding across the battlefield in their eagerness for a fight. Leading by brutal example, the Savage Big Boss carves a bloody path deeper into the foe, his boys trying to match their boss kill for kill.



## MELEE WEAPONS

Boss Cleava

## Range

1"

## Attacks

5

## To Hit

3+

## To Wound

3+

## Rend

-1

## Damage

2

## DESCRIPTION

A Savage Big Boss is a single model, armed with a massive Boss Cleava.

## ABILITIES

**Let Me At 'Em:** A Savage Big Boss cannot wait to get to grips with the foe, and this inspires any Bonesplitterz nearby to get into the fight as soon as possible. After a Savage Big Boss has attacked, you can pick another **BONESPLITTERZ** unit within 10". That unit can immediately pile in and attack if it is within 3" of an enemy unit and has not yet attacked this combat phase.

## COMMAND ABILITY

**Savage Attack:** With a guttural bellow and a swing of their axe, the Savage Big Boss orders an all-out attack upon the foe. If a Savage Big Boss uses this ability, you can select a **BONESPLITTERZ** unit within 10". Until your next hero phase, whenever you make a hit roll of 6 or more for a model in that unit, it can immediately make one extra attack using the same weapon.

## KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, HERO, SAVAGE BIG BOSS