

SAVAGE BOARBOYS

Skilled hunters, the Savage Boarboys thunder across the land in search of monstrous prey, their primitive but wickedly sharp weapons piercing the hides of huge beasts and enemy soldiers alike. The Boarboys hit hard only to wheel away, leaving their foe reeling from the attack, before charging into combat once more.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Chompa	1"	1	4+	3+	-	1
Boar Stikka	2"	1	4+	4+	-	1
War Boar's Tusks	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Savage Boarboys has 5 or more models. Units of Savage Boarboys are armed with either Chompas or Boar Stikkas. They ride upon War Boars that gore the foe with their sharp Tusks, and carry Bone Shields.

SAVAGE BOAR BOSS

The leader of this unit is a Savage Boar Boss. A Savage Boar Boss makes 2 attacks rather than 1 with their Chompa or Boar Stikka.

BOAR THUMPER

Models in this unit may be Boar Thumpers. You can add 2 to the charge rolls of a unit that includes any Boar Thumpers.

BOAR TOTEM

Models in this unit may carry Boar Totems. You can add 2 to the Bravery of all models in a unit that includes any Boar Totems as long as there is an enemy model within 3" of the unit.

ABILITIES

Tusker Charge: Re-roll failed wound rolls when attacking with War Boars' Tusks if this unit charged in the same turn.

Boar Stikka: Boar Stikkas inflict 2 Damage against **MONSTERS**.

Hit & Run: Units of Savage Boarboys can charge in the same turn that they retreat.

Bone Shield: Savage Boarboys have a Save of 5+ in the combat phase.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, SAVAGE BOARBOY