

# SAVAGE ORRUK ARROWBOYS

Whereas Gork prefers to look his enemy in the eye when he bashes their face in, Mork has no reservations about sticking his foes when they are looking in the other direction, or when they are too far away to hit back. Arrowboys favour this cunning way of combat, filling their quarry full of wicked arrows before moving in to finish them off with stabby things.



## MISSILE WEAPONS

Stinga Bow

Range	Attacks	To Hit	To Wound	Rend	Damage
18"	2	5+	4+	-	1

18"

2

5+

4+

-

1

## MELEE WEAPONS

Arrows

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	1	4+	5+	-	1
1"	1	4+	3+	-	1

1"

1

4+

5+

-

1

Chompa

1"

1

4+

3+

-

1

## DESCRIPTION

A unit of Savage Orruk Arrowboys has 10 or more models. Units of Savage Orruk Arrowboys are armed with Stinga Bows and Arrows.

## BONE TOTEMS

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

## SAVAGE ORRUK ARROW BOSS

The leader of this unit is a Savage Orruk Arrow Boss. A Savage Orruk Arrow Boss wields a Chompa in combat instead of Arrows. Furthermore, you can add 1 to any hit roll made by a Savage Orruk Arrow Boss when they shoot their Stinga Bow.

## SKULL THUMPER

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

## ABILITIES

**Aim Fer Its Eyes:** Stinga Bows have a Rend of -1 against **MONSTERS**.

**Loadsa Arrows:** Savage Orruk Arrowboys make 1 extra attack with their Stinga Bows if their unit has 20 or more models.

## KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, SAVAGE ORRUK ARROWBOYS