

SAVAGE ORRUK MORBOYS

Roaring unintelligible war cries, Savage Orruk Morboys charge towards the meanest foes they can see. Mobbing monsters such as towering gargants and fearsome drakes, they scale their quarry's flanks using their weapons as improvised climbing tools, before sinking their flint blades into its brain and claiming its mighty spirit.



MELEE WEAPONS

Chompa

Toof Shiv

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

1

4+

3+

-

1

1"

1

4+

4+

-

1

DESCRIPTION

A unit of Savage Orruk Morboys has 10 or more models. Units of Savage Orruk Morboys are armed with Chompas and Toof Shivs.

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 MORBOY BOSS

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

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

Power of the Beast Spirit: Add 1 to the hit rolls for any Savage Orruk Morboys as soon as a **MONSTER** is slain in the battle.

Deff Ride: In your hero phase, one model in this unit can attempt a Deff Ride. Pick an enemy **MONSTER** within 3" of it and roll a dice. On a roll of 1, 2 or 3 the **MONSTER** is unharmed; on a roll of 4 or more it suffers D3 mortal wounds. The model that attempted the Deff Ride is then slain unless the **MONSTER** was killed by the Deff Ride.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, SAVAGE ORRUK MORBOYS