

# SAVAGE ORRUKS

A furious tide of tattooed green flesh, the Savage Orruks tear ragged holes in the enemy lines. As the Bonesplitterz' numbers build, so too does their fury, the power of the Waaagh! growing stronger in the presence of teeming mobs of orruks until they become a raging storm of grinning maws, meaty fists and crude weapons.



## MELEE WEAPONS

Chompa  
Savage Stikka

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	1	4+	3+	-	1
2"	1	4+	4+	-	1

## DESCRIPTION

A unit of Savage Orruks has 10 or more models. Units of Savage Orruks are armed with either Chompas or Stikkas, and carry Bone Shields.

## SAVAGE BOSS

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

## 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.

## 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.

## ABILITIES

**Mad with the Power of the Waaagh!:** You can re-roll wound rolls of 1 for units of Savage Orruks that have at least 20 models. You can re-roll all failed wound rolls if the unit has at least 30 models.

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

## KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, SAVAGE ORRUKS

# SAVAGE BIG STABBAS

Savage Big Stabbas are orruks that carry massive Gork Toof spears into battle. The greenskins thrust these massive weapons into the hearts of monsters. Even should the orruks wielding the Gork Toof be killed, they will fling their spear in one final act of defiance, often taking their prey with them into death.



## MELEE WEAPONS

Gork Toof

Range

3"

Attacks

2

To Hit

4+

To Wound

3+

Rend

-2

Damage

3

## DESCRIPTION

A unit of Savage Big Stabbas consists of 2 or more models. Each model consists of a pair of crazed Bonesplitterz carrying a massive spear called a Gork Toof.

## ABILITIES

**Monster Hunters:** Add D3 to the Damage inflicted by a Gork Toof if the target is a **MONSTER**.

**Da Final Fling:** If a Big Stabba team is slain, with their final breath they hurl their Gork Toof at the foe. Pick an enemy unit within 3" of the Big Stabba team before the model is removed. That unit suffers D3 mortal wounds.

## KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, SAVAGE BIG STABBAS