



# SAVAGE BOARBOYS



Mobs of Savage Boarboys thunder across the land, hunting endlessly for new monsters to slay. Their sharp, primitive weapons skewer the enemy with ease, while their snorting war boar mounts trample over any foolish enough to get in their way.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Chompa	1"	3	4+	3+	-	1
Savage Stikka	2"	3	4+	4+	-	1
Tusks and Hooves	1"	2	4+	4+	-	1

## DESCRIPTION

A unit of Savage Boarboys has any number of models. The unit is armed with one of the following weapon options: Chompa; or Savage Stikka.

**MOUNT:** This unit's War Boars attack with their Tusks and Hooves.

**SAVAGE BOSS:** 1 model in this unit can be a Savage Boss. Add 1 to the Attacks characteristic of that model's Chompa or Savage Stikka.

**BOAR THUMPER:** 1 in every 5 models in this unit can be a Boar Thumper. Add 2 to charge rolls for a unit while it includes any Boar Thumpers.

**BONE TOTEM BEARER:** 1 in every 5 models in this unit can be a Bone Totem Bearer. Add 1 to the Bravery characteristic of a unit while it includes any Bone Totem Bearers.

## ABILITIES

**Boarboy Charge:** *The charge of a mob of boar-mounted orruks is terrifying to behold.*

Add 1 to hit rolls and wound rolls for attacks made with this unit's Savage Stikkas and Tusks and Hooves if this unit made a charge move in the same turn.

**Bone Shield:** *The primitive shields carried by the Bonesplitterz offer increased protection in melee.*

Add 1 to save rolls for attacks made with melee weapons that target this unit.

## KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, BOARBOYS, SAVAGE BOARBOYS