



## WARSCROLL

# MEGABOSS

### ON MAW-KRUSHA

A charging Maw-krusha is a terrifying force of destruction, capable of pulverising entire formations single-handedly. The Megabosses that ride these beasts are amongst the most deadly of their kind, inspiring their lads through feats of excessive brutality.



## DESCRIPTION

A Megaboss on Maw-krusha is a single model armed with one of the following weapon options: Boss Gore-hacka and Choppa; or Boss Choppa and Rip-toof Fist.

**MOUNT:** This model's Maw-krusha attacks with an Innard-bursting Bellow and its Mighty Fists and Tail.

**FLY:** This model can fly.

## ABILITIES

**Destructive Bulk:** A Maw-krusha is an unstoppable avalanche of ill-tempered muscle that turns all in its path into pulverised meat.

After this model makes a charge move, you can pick 1 enemy unit within 1" of this model and roll a number of dice equal to the Destructive Bulk value on this model's damage table. For each 5+, that enemy unit suffers 1 mortal wound.

If the mortal wounds inflicted by this model's Destructive Bulk mean there are no enemy models left within 3" of it, then it can attempt to make another charge move, and it can make another Destructive Bulk attack after that move if the charge is successfully carried out. This model can attempt to make any number of charge moves in a single turn, so long as each one results in all enemy models within 3" being slain.

**Rip-toof Fist:** Orruks armed with one of the jagged gauntlets of heavy pig iron known as a rip-toof fist can block an enemy's blow before launching a deadly counter-attack with the weapon's fearsome twin-pronged spikes.

If the unmodified save roll for an attack that targets a model with a Rip-toof Fist is 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

**Strength from Victory:** The more fights a Megaboss wins, the stronger they become.

At the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's attacks in that combat phase, add 1 to this model's Wounds characteristic and add 1 to the Attacks characteristic of this model's Boss Choppa and Rip-toof Fist or this model's Boss Gore-hacka and Choppa.

## COMMAND ABILITIES

**Go on Ladz, Get Stuck In!:** With a well-timed punch or ear-splitting bellow, a Megaboss inspires the Ironjawz under their command to fight all the harder.

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **IRONJAWZ** unit wholly within 12" of a friendly model with this command ability, or wholly within 18" of a friendly model with this command ability that is a **MONSTER**. Until the end of that phase, add 1 to hit rolls for attacks made by that unit. A unit cannot benefit from this command ability more than once per phase.

## DAMAGE TABLE

Wounds Suffered	Move	Mighty Fists and Tail	Destructive Bulk
0-3	12"	8	8 dice
4-6	10"	7	7 dice
7-10	8"	6	6 dice
11-13	6"	5	5 dice
14+	4"	4	4 dice

## KEYWORDS

DESTRUCTION, ORRUK, MAW-KRUSHA, IRONJAWZ, MONSTER, HERO, MEGABOSS