



# ORRUK MEGABOSS

Clad in layers of thick iron and wielding massive weapons, Megabosses lead the charge of the Ironjaw warclans. The very act of fighting empowers these barbarous warlords. Once in the midst of combat, they are almost impossible to slay.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boss Choppa and Rip-toof Fist	1"	6	3+	3+	-1	2

## DESCRIPTION

An Orruk Megaboss is a single model armed with a Boss Choppa and Rip-toof Fist.

## ABILITIES

**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 this model 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.

## 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.

## KEYWORDS

DESTRUCTION, ORRUK, IRONJAWZ, HERO, MEGABOSS