



# SAVAGE ORRUK MORBOYS



Roaring unintelligible war cries, the Morboys are amongst a warclan's deadliest warriors. Each possesses a deep connection to the wild spirit of Gorkamorka, growing stronger and more manic as monstrous foes are slain around them.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Chompa and Toof Shiv	1"	3	4+	3+	-	1

## DESCRIPTION

A unit of Savage Orruk Morboys has any number of models, each armed with a Chompa and Toof Shiv.

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

**SKULL THUMPER:** 1 in every 10 models in this unit can be a Skull Thumper. Add 2 to charge rolls for a unit while it includes any Skull Thumpers.

**BONE TOTEM BEARER:** 1 in every 10 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

**Spirit of Gorkamorka:** *Large groups of Bonesplitterz are soon filled by a primal battle lust that sees them strike with increased speed.*

Add 1 to the Attacks characteristic of melee weapons used by this unit while it has 15 or more models.

**Power of the Beast Spirit:** *Morboys become even more brutal as great beasts are slain and their spirits released.*

Add 1 to hit rolls for attacks made with melee weapons by this unit if any enemy **MONSTERS** have been slain.

## KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, SAVAGE ORRUK MORBOYS