



SAVAGE ORRUKS



Savage Orruks cross the battlefield as a howling tide of tattooed green flesh. As more of these frenzied greenskins mob together, the Waaagh! energy flowing through them grows stronger, until they become akin to a raging storm of primal destruction.

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

DESCRIPTION

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

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.

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.

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, SAVAGE ORRUKS