

MEGABOSS ON MAW-KRUSHA

An Ironjaw Megaboss on a Maw-krusha barrels across the battlefield in a unstoppable avalanche of ill-tempered muscle that turns everything in its path into pulverised meat. For each hero that falls under the Megaboss' massive weapons, the orruk swells with savage pride, while his boys fight all the harder as their boss lets out his 'Waaagh!'.



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Innard-bursting Bellow		8"	1	2+	3+	-1	D6
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Boss Gore-hacka		2"	3	3+	3+	-1	2
Scrap-tooth		1"	4	3+	3+	-	1
Choppa		1"	4	3+	3+	-1	2
Rip-tooth Fist		1"	1	4+	3+	-2	D3
Maw-krusha's Mighty Fists		1"	4	☀	3+	-2	3
Maw-krusha's Bladed Tail		1"	D3	4+	3+	-1	1

DAMAGE TABLE			
Wounds Suffered	Move	Mighty Fists	Destructive Bulk
0-3	12"	2+	8 dice
4-6	10"	3+	7 dice
7-9	8"	4+	6 dice
10-12	6"	5+	5 dice
13+	4"	6+	4 dice

DESCRIPTION

A Megaboss on Maw-krusha is a single model. The Megaboss rides on the Maw-krusha's back, and is armed with a Boss Gore-hacka and a Scrap-tooth or a Choppa and a Rip-tooth Fist. The Maw-krusha can batter opponents with its Mighty Fists, flatten them with its Destructive Bulk, or smash them with its Bladed Tail, while its Innard-bursting Bellow can kill foes from afar.

FLY

A Maw-krusha can fly.

ABILITIES

Strength from Victory: The more fights a Megaboss wins, the stronger they become. If a Megaboss makes an attack with their Boss Gore-hacka, Scrap-tooth, Choppa or Rip-tooth Fist that slays an enemy **HERO**, add 1 to their Wounds characteristic and to the Attacks characteristic of the weapon that inflicted the killing wound.

Destructive Bulk: After a Maw-krusha completes a charge move, pick an enemy unit within 1" and roll the number of dice shown for the Maw-krusha's Destructive Bulk on the damage table above; the enemy unit suffers 1 mortal wound for each roll of 4 or more.

On the Rampage: If the wounds inflicted by a Maw-krusha's Destructive Bulk attack mean that there are no enemy models left within 3" of it, then it can immediately make another charge move (and can make another Destructive Bulk attack after the move if the charge is successfully carried out). A Maw-krusha can make any number of charge moves like this in a single turn, so long as each one results in all enemy models within 3" being slain.

COMMAND ABILITY

Mighty Waaagh!: If a Megaboss on Maw-krusha uses this ability, count up the number of **IRONJAWZ** units within 15" of them at the start of the combat phase of the turn, and roll a dice. If the roll is less than or equal to the number of units, then this model and all models in those units make 1 extra attack with each of their melee weapons in that combat phase. If the roll is a 6, and there are at least 6 **IRONJAWZ** units within 15" of this model, then make 2 extra attacks rather than 1.

KEYWORDS

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