



# SAVAGE ORRUK ARROWBOYS

Arrowboys favour Mork's kunnin' tactics, and they take joy in pincushioning their foes while their backs are turned. Mobs of Arrowboys will stick a monster full of sharp projectiles from a distance before closing in to finish them off with sharp bone shivs.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stinga Bow	18"	2	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bone Shiv	1"	1	4+	4+	-	1
Chompa	1"	3	4+	3+	-	1

## DESCRIPTION

A unit of Savage Orruk Arrowboys has any number of models, each armed with a Stinga Bow and Bone Shiv.

**SAVAGE ARROW BOSS:** 1 model in this unit can be a Savage Arrow Boss. A Savage Arrow Boss can be armed with a Stinga Bow and Chompa instead of a Stinga Bow and Bone Shiv.

**SKULL THUMPER:** 1 in every 10 models in this unit can be a Skull Thumper. Add 2 to charge rolls of 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

**Aim Fer Its Eyes:** *Arrowboys have great experience in bringing down monstrous beasts at range with their Stinga Bows.*

Improve the Rend characteristic of an attack made with a Stinga Bow by 1 if the target is a **MONSTER**.

**Loadsa Arrows:** *Large groups of Arrowboys carry with them a huge stockpile of extra arrows, which they fire off with boundless enthusiasm.*

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

## KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, SAVAGE ORRUK ARROWBOYS