



SAVAGE BIG BOSS



Savage Big Bosses lead by brutal example, carving a bloody path deep into the ranks of the foe as they sever limbs and hack off heads. At his bellowed command, the Bonesplitterz hordes renew their attack, stampeding forth with howls of battle lust.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boss Chompa	1"	6	3+	3+	-1	2

DESCRIPTION

A Savage Big Boss is a single model armed with a Boss Chompa.

ABILITIES

Let Me At 'Em: *A Savage Big Boss cannot wait to get to grips with the foe, and his manic fervour inspires any Bonesplitterz nearby to get into the fight as soon as possible.*

After this model has fought in a combat phase for the first time, you can pick 1 friendly **BONESPLITTERZ** unit that has not yet fought in that combat phase, that is within 3" of an enemy unit and that is

wholly within 12" of this model. That unit fights immediately, before the opposing player picks a unit to fight in that combat phase. That unit cannot fight again in that combat phase unless an ability or spell allows it to fight more than once.

COMMAND ABILITIES

Savage Attack: *With a guttural bellow and a swing of their axe, the Savage Big Boss orders an all-out attack upon the foe.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **BONESPLITTERZ** unit wholly within 12" of a friendly model with this command ability. Until the end of that phase, if the unmodified hit roll for an attack made by that unit is 6, that attack scores 2 hits on the target instead of 1. A unit cannot benefit from this command ability more than once per phase.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, HERO, SAVAGE BIG BOSS