

# WARHAMMER AGE OF SIGMAR



DESTRUCTION BATTLETOME

# BONESPLITTERZ

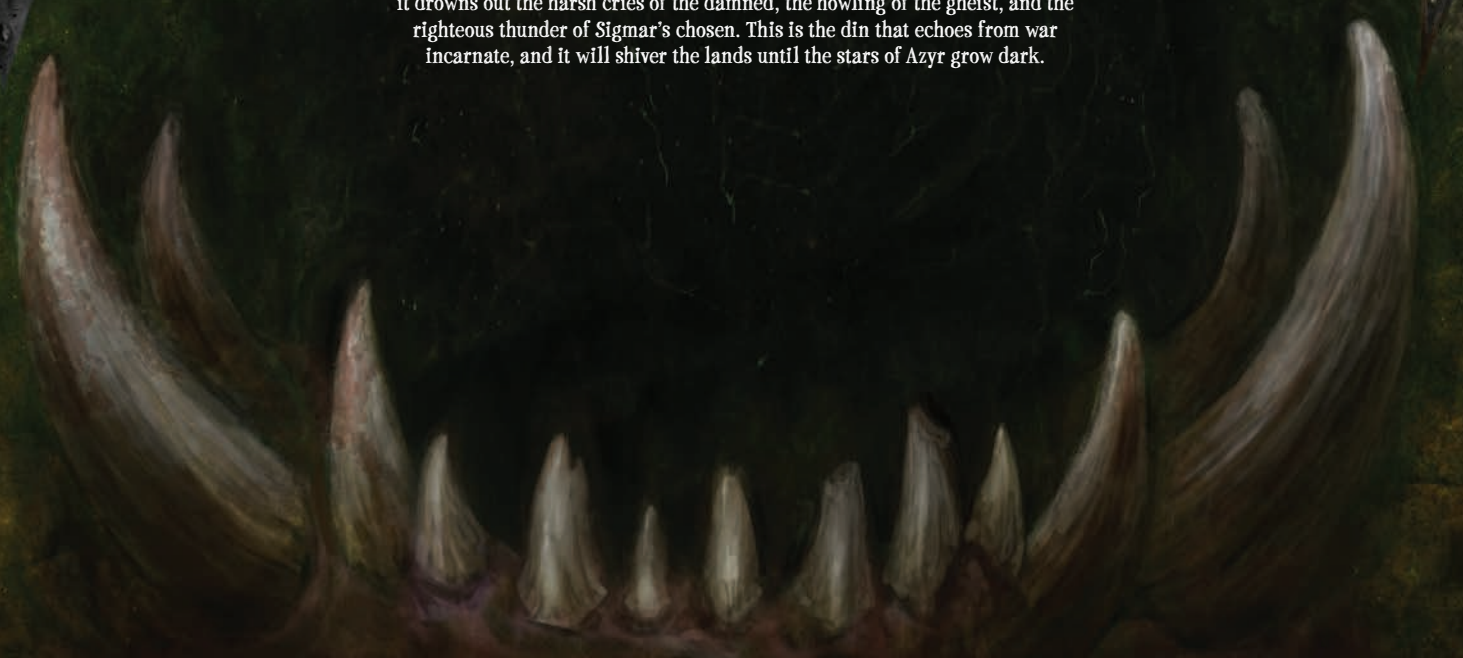


The throaty roar of the orruk resounds across the realms. It is a challenge to every living being in existence.

These musclebound, red-eyed killers want nothing more than to indulge their thirst for battle, time and time again, until their fists are raw and their tusks drip with blood. The enemies of the warclans are many, and they like it that way. If they run out of foes to slaughter, they make new ones or else attack one another. Death holds little fear for them, for they were born to fight, and they care not why.

The orruks are the true inheritors of the Realm of Beasts, for there are no races more ferocious, more bestial of spirit, nor better suited to a life of constant hardship. The travails that see the veterans of Sigmar's crusades fall by the wayside are the stuff of daily life to orruks. Each new offensive brought against them is a thing of joy, for to them, showing their supremacy by shattering civilisation's grip is the greatest of victories. When they join their voices in a wordless bellow of battle-lust, the pulsing green energy of their deity Gorkamorka turns their fractious tribes from a rabble into an unstoppable tidal wave of violence. Through strife, the orruks find strength, and the strongest always rise to the top.

So it is that the primal roar of the orruk soul ebbs and flows across the realms. It can be all but silent on the hunt or near enough ignored by those behind high walls. But it is always there, always over the stony horizon or borne to the cusp of hearing by the hot winds of war. It grows louder, and louder still, until it drowns out the harsh cries of the damned, the howling of the gheist, and the righteous thunder of Sigmar's chosen. This is the din that echoes from war incarnate, and it will shiver the lands until the stars of Azyr grow dark.





# A VISION IN DA GREEN

**The Hour of Ruin was heralded by a cataclysm. The earth broke apart as the air turned acrid and foul, rats spilled from the realmcrust like blood from an infected wound, and the sky was rent asunder by the ominous clangour of age-old bells.**

The Bonesplitterz tribes were well used to earthquakes, landslides and hurricanes, yet none had known a disaster such as this. Emerald cracks appeared in reality as the fateful moment arrived, turning the green tinge of their vision into a bubbling, blinding heat. The Great Green, the spiritual thrum of their god Gorkamorka that so guided them upon their destructive path, was shot through with something foul. The visions it induced were now spidered with cracks of an uglier, more lurid hue: that of the Great Horned Rat and his warpstone-fuelled packs of vermin. A few Aqshian orruk tribes that pillaged the Adamantine Chain found themselves driven mad overnight, unable to escape the sound of bells bouncing around their brainpans or dreaming of rats spilling from every corpse they bludgeoned in Gorkamorka's name. With the Great Green tainted thus, it was hard to tell where dreams ended and the real world began.

All across the Mortal Realms, the leaders of the Bonesplitterz sought out their fellow shamans for answers. Some suggested kicking in their mates' heads until their haziness cleared. Others said that krumping large numbers of Skaven was the way to do it. Naturally, their disagreements led to one massive punch-up instead. After a great gathering of Bonesplitterz fought for three days straight, many of the shamans began to feel a strange sense of calm. The more bones they broke and heads they smashed together, the less distracting the thrum in their heads became, as if Gorkamorka himself was grinning down upon their bloody antics. Never had the path forward been so clear to the Bonesplitterz: destruction was, and always had been, the answer.

The shamans proposed that they would journey to each realm's Perimeter Inimical, where the magic of the land was so intense that it coalesced into wild elemental beings known as Incarnates. They would then bash said Incarnates back into the ground until the realm itself calmed down. Some believed the undiluted realm-magic released upon the demise of the Incarnates would heal their spiritual fractures, whilst others thought that it would help the land become less weird. Either way, hundreds of thousands of orruks began migrating to their respective realm's edges in search of this cleansing violence.

This mass exodus saw varying degrees of success. Those that strayed further into the dangerously concentrated magic of the Perimeters Inimical indeed found their perception of the Great Green was restored, the wild beat of Gorkamorka's war drums returning untainted. Whether this was truly due to

the Bonesplitterz' slaughter of the realm-spirits, their distancing of themselves from the Skaven, or a magical purgation of the mind is unknown.

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*'Green is best, but not dis green. Dis green gives me a bad 'ead.'*

– Gurkak Weirdeef

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As rumours trickle back to the heartlands of each realm, more and more Bonesplitterz are taking this pilgrimage in the hope of a cure – and some catastrophically magical monster-bashing. Yet for such large populations of orruks to agree on one thing is impossible, and some Bonesplitterz tribes indeed took a different path after their big ruckus, unwilling to seemingly run away from the fight that had started right on their doorstep. The Icebone in particular have declared that the fastest way to clear their heads is to stomp on as many rats as possible, as fast as possible. The simplicity of this plan has proved alluring, and large numbers of Bonesplitterz have been sighted charging off into the wastelands of the Gnaw in Aqshy, straight into the Lands Anathema – those places so twisted by the corruptive energies of Chaos that they warp and twist all who step upon them.

Yet the fury of the Bonesplitterz at the taint wrought upon them burns brighter than any warpstone fires, and many now fight deep within the ravaged warrens, hacking down Skaven and piling up the bodies. Alone, a single ratman might seem like a meagre threat, but for a tribe to take on a species of countless millions is a challenge rivalling those given to Gorkamorka by Sigmar so many centuries ago. Thus have the divergent Bonesplitterz announced that they will bash in the heads of every Skaven and offer them up to their god – or else will not think to return at all.



# MASTERS OF THE PRIMAL HUNT

The Bonesplitterz may look primitive, eschewing even iron and bronze in their contempt for technology, but they remain the foremost hunters of the Realm of Beasts. Of all the orruks, it is they who excel the most in taking down the largest and most dangerous prey – their entire world view is built around it, in fact.

## WURRGOG PROPHETS

The head shamans that guide each Bonesplitterz tribe have an authority greater than even the Big Bosses who lead the charge. They are the undisputed leaders of the Bonesplitterz warclans, and entire nations of devoted green disciples hang on their every manic proclamation and garbled augury. They are prophets in the truest sense of the word, for they are closest of all to an understanding of Gorkamorka's will, and no matter how surreal or counter-intuitive their commands, they usually end up taking the warclan closer to victory – even if it is by a very roundabout route.

Hulking great creatures that wear garish wooden masks as they hop from foot to foot, these elder orruks are an intimidating sight, guttural growls spilling from their maws as the tattered skins of the monsters they have killed flap behind them. They are a far cry from the wizards and sorcerers of other nations, for they have no interest in poring over scrolls, visiting centres of

learning or engaging in debate. In truth, there is little need, for they possess a great and bone-deep wisdom, as if they have tapped into some primal cosmic truth. Behind their outlandish acts and appearance lies an arcane logic. The mask each Prophet wears is imbued with the essence of the most fearsome creatures he has slain, his warpaint is made from mystical unguents and the ground-up bones of magical beasts, and his tatterdemalion hide cloak lends its former owner's toughness to every inch of his gnarled green skin. When it comes to the day of battle, the Wurgog Prophet truly comes into his own, summoning the power of Gorkamorka in great clouds of ectoplasmic green energy to crack the land, wrench up trees, flatten the enemy with giant fists or literally hurl his tribe-mates into the fray. The most celebrated of all the Prophet's spells is the Foot of Gork, a massive conjuration in the shape of a gnarled green foot that descends from the skies to squash dozens of enemies with each stomp as the shaman cackles and hollers in joy at the sight.



## WARDOKKS

The Wardokk is both a champion and a healer to his fellow orruks, albeit one of a very unusual kind. All Bonesplitterz are good at ritual dance and chanting, but when the Wardokk does it, the energies of Gorkamorka can actually protect, heal or invigorate those around him. Usually working under the orders of a Wurrzog Prophet, it is his job to rile up the boys and get them good and ready for the fight, whether through rhythmic war dances, feeding them squig jerky laced with odd concoctions or giving them a simple smack around the head with his bonebeast stikk. Tattoos glow with extra power, greenskin wizards syphon more energy from the air and hideous wounds heal and close over as the Wardokk taps into his strange but undeniably effective powers.

## MANIAK WEIRDNOBS

Bouncing wildly atop his unruly porcine steed, each Maniak Weirdnob leads his fellow boar riders into battle with abandon. These Weirdnobs have been pushed over the edge by the power of Gorkamorka rattling around in their skulls, and love nothing more than unleashing devastating magic only to then ride swiftly after it to see the carnage it wreaks first-hand. It is they who lead the grunting, pounding Snaga Rukks on the hunt – though a more accurate description might be that mobs of boar-mounted Bonesplitterz have simply learnt to follow the erratic paths of the Weirdnobs Maniaks, for they have a knack for sniffing out the best fights – or perhaps just instigating them.

## SAVAGE ORRUKS

The majority of each Bonesplitterz tribe is made up of Savage Orruks. This is not a name they give themselves but rather an epithet given by their fellow greenskins, for even Ironjawz consider these near-naked terrors as a bit strange. The same can be said in return, for the Bonesplitterz look askance at the Ironjawz – why spend your days clad in half a ton of metal if it's going to slow you down on the charge, meaning you get into the scrap when the best of the fighting's already done? Savage Orruk hunting parties wander the lands in close-knit tribes, staring intently at the sky one moment and stealthily waddling forwards the next as they sniff the ground for traces of their monstrous prey. In battle they attack in a vicious frenzy of excitement, moving far faster than creatures of their muscular bulk should be able to.

The weapons these hunters wield are simple but effective things, made of strong wood and knapped flint, leystone or carved monster-bone. Some Savage Orruks, known simply as Arrowboys, instead use short recurve bows of horn or sun-toughened cartilage that they string with beast-gut and use to rain poorly aimed but enthusiastic volleys of arrows into their prey. Going for the eyes is common practice, for where a swift barrage of shafts might not pierce the hairy hide of some lumbering Ghurish behemoth, the eyes are nearly always vulnerable, and a blinded monster will not survive long when the warclans are on the hunt.

Whether preferring to 'get stabby up close' or 'stick 'em from a distance', the Savage Orruks adorn themselves with much the same trappings. Dangling ear-rocks and bone piercings are much in evidence, and occasionally they adorn their thick skin with teeth or tusks taken from a particularly impressive kill. They will bind the remains of their kills to their arms, torsos and faces with tough leather and cured sinew; some even use shields made from strapped bone or ivory. All of this recycled beast-matter, when combined with the rank sweat of their exertions, conspires to give them a distinctive earthy stink. One of the first lessons a Savage Orruk learns is to hunt downwind of their prey, for even the largest monsters of the Realm of Beasts have learnt to be wary of the scent of the Savage Orruk. Unencumbered as they are by armour or other pieces of weighty wargear, they can move surprisingly swiftly, even if they are hunting as an entire army rather than a small warparty.

## SAVAGE BIG BOSSES

Led by the largest and boldest of their number, it is often the Savage Orruks at the fore of a Waaagh! assault, the atavistic greenskins surging forward with a great outpouring of energy. Every minute spent keeping quiet and careful on the hunt grates against the wild spirit inside them and sees the store of manic energy in their souls grow a little more intense. On the hour of battle, the Big Bosses finally give vent to a resounding battle cry, and all that pent-up energy is unleashed in a deafening bellow that shakes the bones of all who hear it. The Big Bosses that lead such charges know how best to ride the crest of the resultant wave. Each is a maelstrom of violence who inspires the boys not with pretty speeches or promises of wealth, but by hacking the foe to bloody chunks with a colossal chompa and laughing raucously all the while.

## HEDKRAKKA'S MADMOB

The Bonesplitterz gang known as Hedkrakka's Madmob spent a considerable amount of time following Kragnos during the Era of the Beast. As with all orruks, the incessant beat that coincided with the return of the Drogukh god spurred this Wurrzog Prophet's warband to spectacular feats of violence. Yet Hedkrakka claimed to be different: he styled himself as the Gob of Gork, claiming to speak Gorkamorka's own words, so deeply did he feel connected to the Great Green. Perhaps this was why his spirit-sight was affected so dramatically when the Vermindoom struck. Yellowed spider-cracks permanently marred both his waking vision and his dreams, and revenge upon the scratchy Skaven presence in his head was immediately declared. The Madmob remain in Ghur, slaughtering the population of any burrows they can find – yet with Hedkrakka's corruption worsening by the day, the fate of the warrior band hangs precariously in the balance.

### SAVAGE ORRUK MORBOYS

Those Savage Orruks who have become one with the monstrous soul of Ghur are known as Morboys. They have given themselves entirely to the bestial spirits that they have drained from the bones of their prey, and have been possessed by them. They are driven near berserk by the energies they have harnessed, whether they meant to or not, to the point that they froth at the mouth and stomp their feet, eyes rolling wildly, whenever the prospect of bloodletting is at hand.

Forsaking even the bone shields of their former lives, Morboys carry a weapon in each fist, the better to 'hit stuff fasta' or 'cut 'em up more quicklier.' Mobs of these war-painted warriors often accompany Wardokks to battle, shuffling and stamping along with him before the bellow of the Waaagh! sends them into a headlong charge.

There is a wild strength in the Morboys' beast-possessed frames, and though they tend to rush off and do their own thing in battle, they can usually be relied upon to go straight for the largest and most impressive quarry in the enemy line, buying time for the rest of their warclan to make war with a bit more cunning. On those occasions when they pull down a monster through sheer manic frenzy, they all but glow with Waaagh! energy that sends them piling on into the next conquest, tongues lolling and warpaint glowing bright.

### SAVAGE BIG STABBAS

Though death by a thousand cuts is a tried and tested hunting technique within the Bonesplitterz tribes, sometimes you just need a really big spike. Even the jagged gore-hackas of the Ironjawz won't cut it when it comes to penetrating the scaled skin of an elder Draconith or the hide of a Lumineth mountain-spirit; to fell such a beast would take a weapon that not even an orruk could carry. So it is that the Savage Orruks devised the Gorktoof, a spear so large and so redolent with the destructive energies of the Waaagh! that it has to be carried into battle by two orruks at the same time.

Raising the Gorktoof above their heads, the Big Stabbas charge forward at full speed, bumping and jostling but usually managing to go at the same pace in the same direction. When they close with their monstrous prey they will surge forward and plunge the Gorktoof home with all the strength and momentum of their charge, the first orruk guiding the tip into a chink in the creature's armour as the second drives it bone-deep to deliver a killing wound. The effect such a weapon can have on a human opponent is shocking to say the least.

The orruk shamans of each tribe claim that Gorkteef are sacred weapons that take on a part of the spirit of the beasts they kill. Whether that is true or not, any who see the sheer damage they can wreak cannot deny they are potent weapons. The bravery of these teams is



legendary; even should the Big Stabba team be cooked alive by drakefire or scissored apart by monstrous claws, they will hurl their great spear in one last death-defying strike that can often take their prey into Shyish's underworlds with them.

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*'They think we're mad, them uvver lot. They think we're poor. But we're rich in meat, tough to da bone, strong in spirit. We don't need none of that rustin' metal or them naff little shootas to give us power. We're the proper big bosses of Ghur, and we never give up!'*

– Wardokk Grokkbak

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### SAVAGE BOARBOYS

All orruks feel a kinship with bad-tempered swine, and the Savage Orruks are no exception. They respect the totem spirit of the Ghurish boar and seek to become one with it. Where a Gore-grunta might batter his steed into submission, the Savage Boarboys take good care of their mounts, grooming their bristly flanks and daubing warpaint on them for protection. This does not mean they won't smack a boar around the snout should it try to gore them; indeed, this is often the only way to tame them in the first place. The boars they ride to

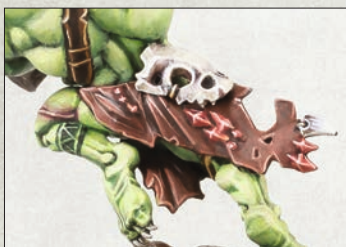
battle are usually caught in pits, whether driven there by hollering, drumming orruks or led there through trails of offal. From there they can be left alone to winnow out the weak – Ghurish boars will eat anything up to and including each other – before the fiercest are hauled from the pits and trained as steeds. All that effort pays off in battle when the Savage Boarboys thunder en masse across the field, whooping and howling as they crash into the ranks of the foe with bone-pulverising force. That which is not trampled and gored by their steeds will soon feel the bite of the orruk riders' chompas.

### SAVAGE BOARBOY MANIAKS

Veteran boar riders may become so attuned to their boars that they speak more in grunts and growls than they do orruk-speak. Some, possessed by the spirit of Gorkamorka, become frenzied maniacs that give themselves entirely to the rush of battle waged at high speed. Known as Savage Boarboy Maniaks, they are much like Morboys in temperament, spending their time either in a cackling, faraway trance or a bright-eyed, chest-heaving frenzy. They wield two weapons, the better to hack at the foe, and when a gang of such berserkers gets together, they spur each other to new heights of brutality as their pell-mell charge hits home.







Wurrzog Prophet



Savage Big Boss



Maniak Weiridnob



*Pig-headed belligerence is a potent weapon in the Bonesplitterz arsenal. They see the undead beasts that haunt the graveyards of Ghur as affronts to the natural order of things, and they delight in hacking them apart.*



# BATTLETOME

## BONESPLITTERZ

Every Citadel Miniature is a unique piece of the ever-evolving narrative of Warhammer. It is, then, an unfortunate truth that we can't continue to sell and support every model we've ever made indefinitely. As we make new models, and new books to explore their background and rules, we have to stop producing and featuring some older models. But just like many of you, we still treasure our collections of older Citadel Miniatures, and we still want to be able to use them in games and forge glorious narratives on the tabletop!

Currently, the rules in this battletome are still legal for use in competitive play. However, on 1<sup>st</sup> June 2025, these rules will move over to Warhammer Legends. This means that they will no longer be legal for competitive play. When that time comes, we encourage you to continue to use your collection for casual play, and we will continue to support this battletome with rules updates as needed throughout the current edition of Warhammer Age of Sigmar. The faction rules and warscrolls in this battletome are part of the Bonesplitterz faction.

## FACTION RULES

### BATTLE TRAITS

Bonesplitterz armies can use the following abilities:

#### ✖ Passive

**SPRING THE TRAP:** *When the prey is finally corralled, the Bonesplitterz launch themselves forward. The time for kunnin' is over; now it's time to get brutal!*

**Effect:** Add 1 to wound rolls for friendly **BONESPLITTERZ** units that charged in the same turn.

#### ✦ Once Per Battle, Deployment Phase

**TAKE DA BAIT:** *When a group of enemies hurl themselves at a line of grinnin' Bonesplitterz, too late they realise it was all a trap...*

**Declare:** Pick up to 3 friendly **BONESPLITTERZ** units to be the targets.

**Effect:** For the rest of the battle, add 1 to the Attacks characteristic of each target's melee weapons while it is in combat with an enemy unit that charged in the same turn, and so long as the target has not charged during the battle.

#### ✦ Once Per Battle (Army), Your Hero Phase

**BONESPLITTERZ WAAAGH!:** *Their warpaint blazing with ferocious energy, the Bonesplitterz surge forward under the potent mystical guidance of their shamans.*

**Declare:** Pick each friendly **BONESPLITTERZ WIZARD** and **BONESPLITTERZ PRIEST** to be the targets.

**Effect:** Add 1 to the power level of each target for the rest of the turn. In addition, friendly **BONESPLITTERZ** units have **WARD (5+)** for the rest of the turn.

**KEYWORDS** WAAAGH!

#### ✦ Once Per Turn (Army), Any Charge Phase

**MONSTER HUNTERS:** *Bonesplitterz mobs are adept at bringing down the many ferocious monsters that inhabit the Mortal Realms.*

**Declare:** Pick a friendly **BONESPLITTERZ** unit in combat with an enemy **MONSTER** to be the target.

**Effect:** For the rest of the turn, add 1 to wound rolls for the target's combat attacks and add 1 to save rolls for the target.

# BATTLE FORMATIONS

You can pick 1 of the following battle formations for a Bonesplitterz army. Each battle formation grants a different ability you can use in the battle.

## KUNNIN' RUKK

✂ Once Per Turn (Army), Your Shooting Phase

**SQUINT-EYE TAKTIKS:** *Whether down to luck, feverishly launched volleys or the simple act of squinting one eye to 'aim proppa', this rukk's Arrowboys have developed a knack for hitting targets where it hurts.*

**Declare:** Pick an enemy unit on the battlefield to be the target.

**Effect:** For the rest of the turn, hit rolls for shooting attacks made by friendly **Savage Orruk Arrowboys** units that target the target unit score critical hits on unmodified hit rolls of 5+.

## SNAGA RUKK

✂ Passive

**WE'Z DA BEASTIEST:** *The Boarboys of the Snaga Rukks love smashing into startled enemies, but having hunted the greatest of beasts, are no strangers themselves to being barrellled into by stampeding monsters.*

**Effect:** Friendly **BONESPLITTERZ CAVALRY** units have **Anti-charge (+1 Rend)**.

## KOP RUKK

✂ Passive

**REALM-CHOMPERS:** *The dokks and bosses of these orruks have devoured so many beast spirits that magical essence is devoured by their warpaint.*

**Effect:** Ward rolls cannot be made for enemy units while they are within the combat range of any friendly **BONESPLITTERZ HEROES**.

## BRUTAL RUKK

➤ Once Per Battle, Deployment Phase

**TIRELESS TRACKERS:** *The Brutal Rukks move at a relentless pace when hunting prey, appearing suddenly and giving the enemy no time in which to prepare.*

**Effect:** Half the friendly non-**HERO BONESPLITTERZ INFANTRY** units on the battlefield (rounding up) can immediately use the 'Normal Move' ability as if it were your movement phase.

## HEROIC TRAITS

### DA BEAST WIVIN (HERO only)

**U** Passive

**'ORRIBLE LEER:** *The awful grin of this orruk can send chills down the spine of even the most blood-crazed monsters.*

**Effect:** Enemy **MONSTERS** cannot use **RAMPAGE** abilities while they are in combat with this unit.

**X** Passive

**KILLA INSTINKT:** *This keen-eyed orruk knows exactly where to strike for maximum effect, even against the gargantuan beasts of the Mortal Realms.*

**Effect:** This unit's melee weapons have **Crit (Mortal)**.

**U** Once Per Battle (Army), Reaction: You declared a **SPELL** ability for a friendly **BONESPLITTERZ WIZARD**

**ONE WIV' DA BEAST:** *This shaman has consumed the spirits of many a beast, strengthening his spiritual connection to the Twin-Headed God.*

**Effect:** Instead of making a casting roll for this unit, you can use a value of 6 for the roll that cannot be modified.

## ARTEFACTS OF POWER

### BOSS BONES AND OTHER GUBBINZ (HERO only)

**U** Passive

**DOKKJUICE:** *A sip of this brew temporarily grants the imbiber the regenerative qualities of a troggoth – if they are able to keep it down for long enough, that is.*

**Effect:** If this unit would be destroyed, before removing it from play, roll a dice. On a 3+, this unit is not destroyed and any remaining damage points inflicted on it have no effect. Then, **Heal (1)** this unit. This unit cannot use this ability again for the rest of the battle.

**U** Passive

**GLOWIN' TATTOOZ:** *The beast spirits in these tattoos are so fierce that death itself shies away from them.*

**Effect:** This unit has **WARD (4+)**.

**X** Passive

**MONSTA-KILLA CHOMPA:** *No beast worth its bones can escape the bite of this boss's chompa.*

**Effect:** This unit has **STRIKE-FIRST** while it is in combat with an enemy **BEAST** or **MONSTER**.

# SPELL LORE

## LORE OF THE SAVAGE BEAST

⚔ Your Hero Phase

6

**GLOWY GREEN FRENZY:** *A swirl of green energy coalesces around the boyz, imbuing them with a terrifying ferocity that drives their strikes with primal strength.*

**Declare:** Pick a friendly **BONESPLITTERZ WIZARD** to cast this spell, pick a visible friendly unit wholly within 12" of them to be the target, then make a casting roll of 2D6.

**Effect:** Add 1 to the Rend characteristic of the target's melee weapons until the start of your next turn, including **Companion** weapons.

**KEYWORDS** SPELL, UNLIMITED

⚔ Your Hero Phase

6

**FISTS OF GORK:** *Great green fists rain down from the sky to pummel the foe.*

**Declare:** Pick a friendly **BONESPLITTERZ WIZARD** to cast this spell, pick a visible enemy unit within 18" of them to be the target, then make a casting roll of 2D6.

**Effect:** Roll a dice for each model in the target unit. For each 5+, inflict 1 mortal damage on the target.

**KEYWORDS** SPELL

⚔ Your Hero Phase

6

**GORKAMORKA'S WAR CRY:** *The shaman takes a huge gulp of Waaagh! energy before letting out a world-shaking roar.*

**Declare:** Pick a friendly **BONESPLITTERZ WIZARD** to cast this spell, pick a visible enemy unit within 18" of them to be the target, then make a casting roll of 2D6.

**Effect:** Until the start of your next turn, subtract 1 from the number of dice rolled when making charge rolls for the target, to a minimum of 1.

**KEYWORDS** SPELL



# PRAYER LORE

## PRAYERS OF THE LIVING WILDS

**Your Hero Phase**

**3**

**BASHDOKK DANCE:** *Thumping his feet in a hectic rhythm, the Wardokk gets the boyz ready to have a massive rukk.*

**Declare:** Pick a friendly **BONESPLITTERZ PRIEST** to chant this prayer, pick a visible friendly **BONESPLITTERZ** unit wholly within 12" of them to be the target, then make a chanting roll of D6.

**Effect:** Add 1 to charge rolls and run rolls for the target for the rest of the turn. If the chanting roll was 7+, in addition, for the rest of the turn, the target can use **CHARGE** abilities even if it used a **RUN** or **RETREAT** ability in the same turn.

**KEYWORDS** PRAYER, UNLIMITED

**Your Hero Phase**

**4**

**GRIMDOKK DANCE:** *Stamping his feet hard on the ground, the Wardokk drives Gorky energy into nearby ladz, causing rent flesh to knit together, and broken bones to grind back into place.*

**Declare:** Pick a friendly **BONESPLITTERZ PRIEST** to chant this prayer, pick a visible friendly **BONESPLITTERZ** unit wholly within 12" of them to be the target, then make a chanting roll of D6.

**Effect:** **Heal (3)** the target unit or return a number of slain models to it with a combined Health characteristic of up to 3. If the chanting roll for this prayer was 9+, instead, **Heal (6)** the target unit or return a number of slain models to it with a combined Health characteristic of up to 6.

**KEYWORDS** PRAYER

**Your Hero Phase**

**5**

**WEIRDOKK DANCE:** *Dancing to a rhythm only they can hear, this erratic beat causes havoc with enemy mystics.*

**Declare:** Pick a friendly **BONESPLITTERZ PRIEST** to chant this prayer. Then make a chanting roll of D6.

**Effect:** Subtract 1 from chanting rolls and casting rolls for enemy **PRIESTS** and **WIZARDS** while they are within 18" of the chanter until the start of your next turn.

In addition, if the chanting roll was 11+, enemy **PRIESTS** within 18" of the chanter each lose D6 ritual points and enemy **WIZARDS** cannot use **UNBIND** abilities while they are within 18" of the chanter until the start of your next turn.

**KEYWORDS** PRAYER

## WURRGOG PROPHET



Filled with the power of the Waaagh!, the Wurrzog Prophets lead the endless beast hunts of the Bonesplitterz warclans. The magic of these powerful wizards is awe-inspiring to behold – that is, for those not on the receiving end of their destructive spells.

⚔ RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Deadly Green Bolts Shoot in Combat	10"	D6	4+	2+	1	D3
⚔ MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
Wurrzog Staff		4	4+	3+	-	D3

### ⚔ Once Per Battle (Army), Your Shooting Phase

**WURRGOG MASK:** *The shaman taps into the power of their mask, unleashing the full might of their deadly green bolts – but if they stare too long, their head may explode!*

**Effect:** For the rest of the turn:

- The Attacks characteristic of this unit's **Deadly Green Bolts** is 12 instead of D6.
- For each unmodified hit roll of 1 for a shooting attack made by this unit, inflict D3 mortal damage on this unit after the **SHOOT** ability has been resolved.

### ⚙ Your Hero Phase

4

**SQUIGGLY CURSE:** *The shaman transforms an enemy into a tiny squiggly beast. Scooping up the indignant creature, the shaman bags himself a new squeaky wotsit that he can squeeze to boost his spells.*

**Declare:** Pick an enemy **HERO** in combat with the caster to be the target, then make a casting roll of 2D6.

**Effect:** Inflict D3 mortal damage on the target. If the target is destroyed by this spell, add 1 to this unit's power level for the rest of the battle.

**KEYWORDS** SPELL, UNLIMITED

**KEYWORDS**

HERO, WIZARD (2), INFANTRY, WARD (6+)  
DESTRUCTION, BONESPLITTERZ, ORRUK

## 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 their bellowed commands, the Bonesplitterz renew their attack, stampeding forth with howls of battle lust.

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Boss Chompa Anti-MONSTER (+1 Rend)	6	4+	3+	1	3

### ⚔ Reaction: You declared a FIGHT ability for this unit

**HAVIN' A GOOD OLD RUKK:** *As the boss gets stuck in, the boyz nearby can't help but get involved.*

**Effect:** Pick a friendly non-HERO **BONESPLITTERZ INFANTRY** unit that has not used a **FIGHT** ability this turn and is within this unit's combat range to be the target. The target can be picked to use a **FIGHT** ability immediately after the **FIGHT** ability used by this unit has been resolved. If it is picked to do so, add 1 to the Attacks characteristic of the target's melee weapons for the rest of the turn.



**KEYWORDS**

HERO, INFANTRY, WARD (6+)  
DESTRUCTION, BONESPLITTERZ, ORRUK



• BONESPLITTERZ WARSCROLL •

## MANIAK WEIRDNOB



Their minds utterly consumed by furious beast spirits, Maniak Weirdnobs hurtle into battle atop hulking war boars. Their staffs are carved from the bones of the mightiest monsters, the caged power within driving the Bonesplitterz into a deadly fury.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Bonebeast Staff	3	4+	3+	-	D3
War Boar's Tusks and Hooves Charge (+1 Damage)	2	5+	3+	-	1

✂ Once Per Turn (Army), Any Combat Phase

**BONE SPIRIT:** Maniak Weirdnobs are followed closely into battle by other boarboys, their wild cries riling the ornery hogs as much as it gets the ladz raring for a fight.

**Declare:** Pick a friendly BONESPLITTERZ CAVALRY unit within this unit's combat range to be the target.

**Effect:** Roll a dice. On a 3+, add 1 to wound rolls for the target's melee weapons, including Companion weapons, for the rest of the turn.



KEYWORDS

HERO, WIZARD (1), CAVALRY, WARD (6+)  
DESTRUCTION, BONESPLITTERZ, ORRUK

• BONESPLITTERZ WARSCROLL •

## WARDOKK



Each Wardokk is a potent shaman, their maddened capering a tribute to the Great Green God. The magic of their ritual dances can shield their allies from harm, attract yet more Waaagh! energy, and heal even the most grievous of wounds.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Bonebeast Stikk	3	4+	3+	-	D3

⚙ Once Per Turn (Army), Your Hero Phase

**PRIMAL HEX:** With a bellow and vigorous shaking of his Bonebeast Stikk, the Wardokk makes it clear that any 'messin' about' will not go well for the enemy.

**Declare:** Pick an enemy WIZARD within 24" of this unit to be the target.

**Effect:** Roll a dice. On a 3+, until the start of your next turn, each time the target uses a SPELL or UNBIND ability, this unit gains 1 ritual point.



KEYWORDS

HERO, PRIEST (1), INFANTRY, WARD (6+)  
DESTRUCTION, BONESPLITTERZ, ORRUK

• BONESPLITTERZ WARSCROLL •

## 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	Atk	Hit	Wnd	Rnd	Dmg
Savage Weapons	2	4+	3+	-	1

🛡 Passive

**THE SAVAGE HORDES:** *Savage Orruks are the backbone of their warclan, going to battle in great mobs that become wild and intractable once the fighting gets going.*

**Effect:** Add 10 to the control score of this unit while it is in combat with any enemy units that charged this turn.



KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/10),  
STANDARD BEARER (1/10), WARD (6+)  
DESTRUCTION, BONESPLITTERZ, ORRUK

• BONESPLITTERZ WARSCROLL •

## SAVAGE BOARBOYS



Mobs of Savage Boarboys thunder across the land, hunting endlessly for new monsters to slay. Their sharp, primitive weapons skewer the enemy with ease, while their snorting war boar mounts trample over any foolish enough to get in their way.

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Boarboy Weapons	3	4+	3+	1	1
War Boar's Tusks and Hooves Charge (+1 Damage)	2	5+	3+	-	1

⚙ Passive

**WILD ENTHUSIASM:** *Between their own flagrant disregard for self-preservation and their hogs' nigh uncontrollable rampages, Savage Boarboys often barrel right into and through even the most dangerous enemies.*

**Effect:** This unit can use the 'Power Through' command even if it has not charged this turn. In addition, when you pick a target for that command, the target does not have to have a lower Health characteristic than this unit.



KEYWORDS

CAVALRY, CHAMPION, MUSICIAN (1/5), STANDARD  
BEARER (1/5), WARD (6+)  
DESTRUCTION, BONESPLITTERZ, ORRUK

• BONESPLITTERZ WARSCROLL •

## SAVAGE BIG STABBAS



Carrying Gorktoof spears, massive weapons capable of felling a Stardrake, Big Stabbas seek to slay the greatest of beasts. Even should these daring orruks be killed, they will hurl their huge spears to bring down their target in a final act of defiance.

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
<b>Gorktoof</b> Charge (+1 Damage), Crit (Mortal)	3	4+	2+	1	2

🛡 Passive

**DA FINAL FLING:** Should a Big Stabba team be slain before they get a chance to ‘give ‘em a stabbin’, they will use their last moments to hurl their Gorktoof spear at the foe.

**Effect:** While this unit is not in combat, each time a model in this unit is slain by a shooting attack and that model was within 12" of the attacking unit, roll a dice. Add 2 to the roll if the attacking unit was a **MONSTER**. On a 4+, inflict D6 mortal damage on the attacking unit after the **SHOOT** ability has been resolved.



KEYWORDS

INFANTRY, WARD (6+)  
DESTRUCTION, BONESPLITTERZ, ORRUK

• BONESPLITTERZ WARSCROLL •

## SAVAGE ORRUK MORBOYS



Roaring unintelligible war cries, Morboys are amongst a Bonesplitterz 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	Atk	Hit	Wnd	Rnd	Dmg
<b>Paired Savage Weapons</b>	3	4+	3+	-	1

⚙ Passive

**MORBOY FURY:** When Morboys charge into battle, the sheer mass and impetus of their charge can crumple battlelines and disrupt the coordination of even the finest warriors.

**Effect:** If this unit charged this turn, enemy units cannot use commands while they are in combat with this unit.



KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/10),  
STANDARD BEARER (1/10), WARD (6+)  
DESTRUCTION, BONESPLITTERZ, ORRUK

• BONESPLITTERZ WARSCROLL •  
**SAVAGE BOARBOY  
 MANIAKS**



Maniak is amongst the most unhinged of all Bonesplitterz, each one brimming with the power of the Waaagh!. Their mounted mobs hoot and holler as they charge across the battlefield, smashing into the foe and laying about themselves with wild abandon.

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Chompas	4	4+	3+	-	1
War Boar's Tusks and Hooves Charge (+1 Damage)	2	5+	3+	-	1

⚔ **Once Per Turn (Army), Reaction:** You declared a **CHARGE** ability for this unit

**ON A TEAR:** The bellowing jeers of the boarboys and the squealing roars of their ferocious mounts as they pelt towards their targets makes for a bowel-shuddering sight.

**Effect:** Add 5 to this unit's control score for the rest of the turn.



KEYWORDS

CAVALRY, CHAMPION, MUSICIAN (1/5), STANDARD BEARER (1/5), WARD (6+)  
 DESTRUCTION, BONESPLITTERZ, ORRUK

• BONESPLITTERZ WARSCROLL •  
**SAVAGE ORRUK  
 ARROWBOYS**



Arrowboys favour Mork's kunnin' tactics, taking joy in pincushioning 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 and chompas.

⚔ RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Stinga Bow Crit (Auto-wound)	15"	2	5+	4+	-	1
⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	
Chompa	1	4+	3+	-	1	

⚔ **Once Per Battle Round (Army), Any Shooting Phase**

**AIM FER ITS EYES:** Arrowboys loose shots at the eyes of their bestial prey, causing them immense pain and fouling their attacks.

**Declare:** If all of the attacks made with this unit's **Stinga Bows** this turn targeted the same enemy unit, pick that enemy unit to be the target.

**Effect:** Roll a dice. Add 1 to the roll if the target is a **BEAST** or **CAVALRY** unit, or add 2 to the roll if the target is a **MONSTER**. On a 4+, subtract 1 from the Attacks characteristic of the target's **Companion** weapons for the rest of the turn.



KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/10), STANDARD BEARER (1/10), WARD (6+)  
 DESTRUCTION, BONESPLITTERZ, ORRUK



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Games Workshop Ltd., Willow Road, Lenton,  
Nottingham, NG7 2WS, United Kingdom

Games Workshop Limited – Irish branch  
Unit 3, Lower Liffey Street, Dublin 1, D01 K199, Ireland

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