

WARHAMMER

AGE OF SIGMAR

The cover art features a central Orruk Warclan warrior, a green-skinned creature with a horned helmet and a large red shield, standing on a pile of skulls. He holds a large, curved blade. The background is a chaotic battle scene with other warriors and a dragon-like creature. The overall tone is dark and intense, with a focus on the warrior's fierce expression and the brutality of the scene.

FACTION PACK

ORRUK WARCLANS

ORRUK WARCLANS FACTIONS

This faction pack includes 2 distinct factions: Ironjawz and Kruleboyz. With the exception of Regiments of Renown, Ironjawz armies can only include **IRONJAWZ** units, and Kruleboyz armies can only include **KRULEBOYZ** units.

IRONJAWZ BATTLE TRAITS

Ironjawz armies can use the following abilities:

Once Per Turn (Army), Any Hero Phase

MIGHTY DESTROYERS: *The Ironjawz won't let anything get between them and a good scrap.*

Declare: Pick a friendly **IRONJAWZ** unit that was not set up this turn to be the target.

Effect: The target can move up to 3". It can move into combat. If it was in combat at the start of the move, it must end that move in combat.

Once Per Battle, Your Charge Phase

IRONJAWZ WAAAGH!: *With a roar that shakes the battlefield, the Ironjawz charge as one, eager to crack skulls.*

Declare: Pick a friendly **IRONJAWZ HERO** to be the target.

Effect: For the rest of the turn, the following effects apply to friendly **IRONJAWZ** units while they are wholly within 18" of the target:

- Add 1 to charge rolls for those units.
- Add 1 to the Attacks characteristic of those units' melee weapons.

KEYWORDS

WAAAGH!

IRONJAWZ BATTLE FORMATIONS

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

IRONJAWZ BRAWL

✂ Passive

NATURAL DISASTER: *A mass of heavily armoured orruks and their bulky beasts of war, an Ironjawz Brawl hits the enemy line like a landslide if it gains enough momentum, leaving a trail of carnage and blazing ruin in its wake.*

Effect: If you make an unmodified charge roll of 8+ for a friendly non-**HERO IRONJAWZ** unit, add 1 to the Attacks characteristic of that unit's melee weapons for the rest of the turn.

GRUNTA STAMPEDE

➤ Passive

'ERE WE COME!: *Once a grunta stampede gets going and the hogs are all riled up, there are few forces in the realms with the power to halt its momentum.*

Effect: Add the number of enemy units that have been destroyed this battle to the Move characteristic of friendly **Gore-gruntas** and **MAW-GRUNTA** units, to a maximum of +4.

IRONFIST

✂ Passive

SMASHIN' AND BASHIN': *The orruks of an Ironfist won't be outdone by each other – when one mob duffs up the enemy, it inspires others to show them how to do it properly!*

Effect: The first time each turn that an enemy unit is destroyed by a **FIGHT** ability used by a friendly **IRONJAWZ** unit, add 1 to hit rolls for combat attacks made by the next friendly **IRONJAWZ** unit that is picked to use a **FIGHT** ability for the rest of the turn.

WEIRDFIST

🛡 Passive

SPIRIT OF GORK: *The roiling Waaagh! energy that emanates from the Weirdfist shamans fills nearby Ironjawz with the fighting spirit and hardiness of Gork.*

Effect: Friendly **IRONJAWZ INFANTRY** units have **WARD (6+)** while they are wholly within 12" of any friendly **IRONJAWZ WIZARDS** or **PRIESTS**.

IRONJAWZ HEROIC TRAITS

BRUTAL WARLORDS (HERO only)

✂ Any Charge Phase

HULKING BRUTE: *Even by orruk standards, this boss is huge, and he is ever eager to throw his immense weight around in battle.*

Declare: If this unit charged this turn, pick an enemy unit within 1" of it to be the target.

Effect: Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll. If this unit's unmodified charge roll this turn was 8+, roll a D6 instead of a D3.

➤ **Reaction:** You declared the 'Redeploy' command for a friendly IRONJAWZ unit wholly within 12" of this unit

AN' EYE FOR DA FIGHT: *This Ironjaw is among the most dangerous of their brutal kind: one who instinctively understands the flow of battle and knows just where the best fights are likely to kick off.*

Effect: If you roll a 1-3 when determining the distance that unit can move, you can use a value of 4 instead.

➤ Passive

MEGA BOSSY: *This boss's booming voice constantly rings out across the battlefield, 'encouraging' their lads to get krumpin'.*

Effect: If this unit charged this turn, for the rest of the turn, add 1 to charge rolls for friendly IRONJAWZ units while they are wholly within 18" of this unit.

IRONJAWZ ARTEFACTS OF POWER

DA BOSS'S HOARD (HERO only)

● Passive

TROPHY SKULLS: *Festooned with the skulls of those who crossed them, be they ferocious beast or mighty warrior, there's no doubt that this orruk means business.*

Effect: Add 10 to this unit's control score.

⚙ Passive

ARMOUR OF GORK: *This bashed-together armour is thick, heavy and possessed of its own fierce fighting spirit.*

Effect: This unit has **WARD (6+)**.

✂ Deployment Phase

AMBERBONE WHETSTONE: *This prized sharpening stone, laced with veins of realmstone, is found deep in the crags of Ghur. It is loved by the Ironjawz for its ability to make a weapon 'ded sharp'.*

Effect: Pick 1 of this unit's weapons. Add 1 to the Rend characteristic of that weapon for the rest of the battle.

IRONJAWZ SPELL LORE

LORE OF THE WEIRD

⚔ Your Hero Phase

6

BASH 'EM, LADZ!: *Pulsing waves of Waaagh! energy radiate from the shaman, boosting the fighting prowess of nearby Ironjawz.*

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

Effect: The target's melee weapons have **Crit (2 Hits)** for the rest of the turn.

KEYWORDS

SPELL, UNLIMITED

⚔ Your Hero Phase

6

MIGHTY 'EADBUTT: *The shaman headbutts the air, projecting a wave of green energy that seeks out enemies to nut. Wizards are particularly vulnerable to this brutal front of Waaagh! magic.*

Declare: Pick a friendly **IRONJAWZ 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: Inflict D3 mortal damage on the target. If the target is a **WIZARD**, inflict 3 mortal damage on the target instead.

KEYWORDS

SPELL

➦ Your Hero Phase

7

DA GREAT BIG GREEN HAND OF GORK: *A ghostly green hand picks up a mob of Ironjawz and plonks them back down where they are most needed.*

Declare: Pick a friendly **IRONJAWZ WIZARD** to cast this spell, pick a visible friendly unit wholly within 9" of them and not in combat to be the target, then make a casting roll of 2D6.

Effect: Remove the target from the battlefield and set it up again wholly within 24" of the caster and more than 9" from all enemy units.

KEYWORDS

SPELL

IRONJAWZ PRAYER LORE

WARBEATS

🚩 Your Hero Phase

4

GET 'EM BEAT: *A pounding rhythm is played by the Warchanter, inspiring nearby Ironjawz to wreak destruction and ruin upon their enemies.*

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

Effect: Until the start of your next turn, add 1 to charge rolls for the target. In addition, if the chanting roll was 8+, add 1 to the number of dice rolled when making charge rolls for the target, to a maximum of 3.

KEYWORDS

PRAYER, UNLIMITED

🛡️ Your Hero Phase

4

FIXIN' BEAT: *The Warchanter hammers out an invigorating rhythm that gives the ladz a second wind.*

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

Effect: Heal (D6) the target. If the chanting roll was 8+, Heal (D3+3) the target instead.

KEYWORDS

PRAYER

⚔️ Your Hero Phase

4

KILLA BEAT: *The Warchanter drums a thumping beat with a furious tempo that causes raw Waaagh! energy to course through the weapons of the orruks.*

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

Effect: Add 1 to the Damage characteristic of the target's melee weapons for the rest of the turn. If the chanting roll was 8+, you can pick up to 2 eligible units to be the targets instead of 1.

KEYWORDS

PRAYER

KRULEBOYZ BATTLE TRAITS

Kruleboyz armies can use the following abilities:

☼ Passive

DIRTY TRICKS: *Kruleboyz will use whatever devious means they can to gain the upper hand over the foe.*

Effect: Your army can use 1 **DIRTY TRICK** ability per phase. The effect of a **DIRTY TRICK** ability is only applied if you make a successful dirty trick roll. The success of a dirty trick roll depends on the number of **DIRTY TRICK** abilities your army has already used this battle round:

Dirty Trick	Dirty Trick Roll
First	2+
Second	3+
Third	4+
Fourth or subsequent	5+

☼ Once Per Turn (Army), Any Charge Phase

LETHAL SURPRISE: *As the enemy charges into the Kruleboyz line, little do they know that they have been lured into a series of cunningly concealed traps.*

Declare: Pick an enemy unit that charged this turn and is in combat with any friendly **KRULEBOYZ** units to be the target, then make a dirty trick roll.

Effect: Inflict D3 mortal damage on the target. In addition, for the rest of the turn, the target's weapons cannot be affected by the **Charge (+1 Damage)** weapon ability.

KEYWORDS DIRTY TRICK

☼ Once Per Turn (Army), Your Hero Phase

VENOM-ENCRUSTED WEAPONS: *These weapons are smeared with a lethal mix of toxins extracted from poison sludge, venomous swamp creatures and spit.*

Declare: Pick a friendly **KRULEBOYZ INFANTRY** unit to be the target, then make a dirty trick roll.

Effect: Until the start of your next turn, the target's attacks score critical hits on unmodified hit rolls of 5+.

KEYWORDS DIRTY TRICK

☼ Once Per Turn (Army), Any Movement Phase

SNEAKY SNEAKIN': *Cloying swamp-mists mask the Kruleboyz' movements.*

Declare: Pick a friendly **KRULEBOYZ INFANTRY** unit that has 10 or fewer models and is not in combat to be the target, then make a dirty trick roll.

Effect: Remove the target from the battlefield and set it up again wholly within 3" of a terrain feature and more than 9" from all enemy units.

KEYWORDS DIRTY TRICK

☼ Once Per Turn (Army), Any Combat Phase

NOISY RACKET: *After a sustained barrage of hurled insults and the clanging of weapons on shields, the Kruleboyz have driven some of their foes to distraction.*

Declare: Pick an enemy unit in combat with any friendly **KRULEBOYZ** units to be the target, then make a dirty trick roll.

Effect: The target has **STRIKE-LAST** for the rest of the turn.

KEYWORDS DIRTY TRICK

KRULEBOYZ BATTLE FORMATIONS

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

KRULEBOYZ KLAU

Passive

SWAMP SHROUD: *Before the warriors of a Kruleboyz Klaw strike, the shamans enact a mighty ritual to smother the battlefield in a thick, stinky mist that conceals them from the enemy.*

Effect: Friendly **KRULEBOYZ** units that are wholly within 3" of a terrain feature are not visible to enemy units that are more than 12" away from them.

MIDDUL FINGA

Your Shooting Phase

FAR-KILLA BOLTS: *The many Deffspikerz of the Middul Finger often keep a limited supply of bolts fletched with bog-shryke feathers, which give their shots that extra bit of distance when needed.*

Declare: Pick up to 3 friendly **Man-skewer Boltboyz** or **Beast-skewer Killbow** units to be the targets.

Effect: For the rest of the turn, add 3" to the Range characteristic of the targets' ranged weapons.

LIGHT FINGA

Passive

DED SNEAKY: *Comprised of hobgrots and 'yoofs', the ladz of the Light Finga are in charge of 'nikkin' stuff and are skilled at sneaking up on the enemy.*

Effect: You can use the 'Sneaky Sneakin' **DIRTY TRICK** ability twice per turn instead of only once per turn.

TROPHY FINGA

Passive

MEANEST BEASTS: *The warbeasts ridden by the orruks of the Trophy Finga are particularly foul and belligerent specimens of their kind.*

Effect: **Companion** weapons used by friendly **KRULEBOYZ** units have **Crit (2 Hits)**.

KRULEBOYZ HEROIC TRAITS

KUNNIN' WARLORDS (HERO only)

U Passive

EGOMANIAK: *This self-important boss is willing to use anyone to protect their own hide.*

Effect: While this unit is within the combat range of a friendly non-HERO **KRULEBOYZ INFANTRY** unit:

- This unit has **WARD** (4+).
- Each time you make a successful ward roll for this unit, allocate 1 damage point to a friendly non-HERO **KRULEBOYZ INFANTRY** unit within this unit's combat range after the damage sequence for this unit has been resolved (ward rolls cannot be made for those damage points).

✂ End of Any Turn

BACKSTABBA: *When their enemy's back is turned, this boss has no qualms about sticking a dagger in it.*

Declare: Pick an enemy **HERO** in combat with both this unit and another friendly **KRULEBOYZ** unit to be the target.

Effect: Inflict D3 mortal damage on the target. Add 1 to the mortal damage inflicted for each friendly **KRULEBOYZ** unit in combat with the target in addition to the first two **KRULEBOYZ** units.

➤ Any Combat Phase

SLIPPERY SKUMBAG: *This wily boss has mastered the art of the feint, breaking away from fights that aren't going his way and then coming back for another go when the odds are in his favour.*

Effect: If this unit is in combat, roll a dice. On a 3+, it can immediately use the 'Retreat' ability as if it were your movement phase without any mortal damage being inflicted on it.

KRULEBOYZ ARTEFACTS OF POWER

KRULE ARTEFACTS (HERO only)

Once Per Battle, Any Combat Phase

EYE-BITERASH: *Stored in a heat-proof pouch, this strange ash never stops smouldering. The bearer can cast it at a foe, creating a blistering ash cloud that blinds the targets and causes them terrible pain.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Subtract 1 from hit rolls and wound rolls for attacks made by the target for the rest of the turn.

Once Per Battle, Reaction: Opponent declared an ATTACK ability

MORK'S EYE PEBBLE: *When rubbed, this dark-grey rock produces a swirling bank of thick fog that protects the bearer and their allies from harm.*

Effect: For the rest of the turn, friendly **KRULEBOYZ** units have **WARD (5+)** while they are wholly within 12" of this unit.

Passive

SWAMP STAFF: *Hewn from a root of an ancient bogwood, this gnarled staff grants its bearer mastery over the swamps and can be used to ward off enemy magics.*

Effect: If this unit is not a **WIZARD**, it can use the 'Unbind' ability as if it had **WIZARD (1)**. Otherwise, add 1 to this unit's power level.

KRULEBOYZ SPELL LORE

LORE OF THE SWAMP

✂ Your Hero Phase

5

DA BLACK PIT: *The shaman taps his staff on the ground. Forking out from that spot, and surging towards a nearby foe, the earth turns into a noisome quagmire that sucks victims below its surface to their doom.*

Declare: Pick a friendly **KRULEBOYZ 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 6, inflict 1 mortal damage on the target.

KEYWORDS

SPELL, UNLIMITED

U Your Hero Phase

7

CHOKING MIST: *The shaman summons a cloud of corrosive vapour that scorches the lungs of any caught within it, racking them with agonising coughing fits.*

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

Effect: Subtract 1 from the Attacks characteristic of the target's weapons until the start of your next turn.

KEYWORDS

SPELL

U Your Hero Phase

6

MORK'S KUNNIN': *The shaman channels the raw power of Mork to imbue their allies with uncanny cunning, enabling them to evade enemy blows and missiles with supernatural slipperiness.*

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

Effect: Until the start of your next turn, add 1 to save rolls for attacks that target that friendly unit.

KEYWORDS

SPELL



• IRONJAWZ AND KRULEBOYZ WARSCROLL •

KRAGNOS

THE END OF EMPIRES

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
The Dread Mace	6	3+	2+	3	4	-
Tuskbreaker	3	4+	2+	2	D3	Crit (2 Hits)
Hooves of Wrack and Ruin	6	3+	2+	1	2	-

Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of **The Dread Mace** is 4 and this unit has a Control characteristic of 10.

Reaction: Opponent declared a SPELL ability

THE SHIELD INVIOULATE: *Tuskbreaker has the power to guard Kragnos against even the most potent magical force.*

Effect: If this unit was picked to be the target of that spell, roll a dice. On a 3+, ignore the effect of that spell on this unit. This unit can use this ability more than once per phase but only once per SPELL ability.

Passive

AVATAR OF DESTRUCTION: *Kragnos is the embodiment of Ghur's relentless ferocity. No single strike can lay him low.*

Effect: If this unit would be automatically destroyed, it is not automatically destroyed. Instead, allocate 6 damage points to it (ward rolls cannot be made for those damage points).

Once Per Turn (Army), Any Charge Phase

RAMPAGING DESTRUCTION: *Kragnos rampages through the press of his foes, his hooves flattening all in his path.*

Effect: If this unit charged this phase, pick 1 of the following effects:

- Roll a dice for each enemy unit within 1" of this unit. On a 2+, inflict an amount of mortal damage on that unit equal to the roll.
- Pick an enemy **MONSTER** in combat with this unit and roll 2D6. On a 7, this ability has no effect. Otherwise, inflict an amount of mortal damage on that unit equal to the results on the dice used for the 2D6 roll multiplied together. For example, a 2D6 roll of 2 and 6 would inflict 12 mortal damage (2 × 6).

KEYWORDS **RAMPAGE**

Passive

THE END OF EMPIRES: *Where Kragnos goes, the hordes of Destruction follow.*

Effect: Add 1 to the number of dice rolled when making charge rolls for friendly **DESTRUCTION** units while they are wholly within 12" of this unit, to a maximum of 3.

WARMASTER, UNIQUE, HERO, MONSTER, WARD (5+)

KEYWORDS

DESTRUCTION, IRONJAWZ, KRULEBOYZ



• KRULEBOYZ WARSCROLL •
GOBSPRAKK
 THE MOUTH OF MORK

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Daemonfinga Staff	3	4+	3+	-	D3	Anti-WIZARD (+1 Rend), Crit (Mortal)
Killabeak's Talons and Beak	7	4+	2+	1	2	Anti-WIZARD (+1 Rend), Companion
Killabeak's Stinger	1	3+	2+	1	D6	Crit (Mortal), Companion

Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of **Killabeak's Talons and Beak** is 5.

Once Per Battle, Reaction: Opponent declared a SPELL ability

SCREAMIN' MANDRAKK: *The awful sound this plant emits wreaks havoc on the concentration of enemy wizards.*

Effect: This unit uses the 'Unbind' ability but the unbinding roll is 3D6 instead of 2D6.

Once Per Turn (Army), Any Combat Phase

CRUSH TO DEATH: *Gobsprakk's mount, Killabeak, takes wicked delight in crushing smaller foes in its talons.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a dice. If the roll exceeds the target's Health characteristic, 1 model in the target unit is slain.

KEYWORDS

RAMPAGE

Passive

MORK SEZ NO!: *As enemy wizards foolishly attempt to weave their magics, Gobsprakk summons tapewyrm sguigs into their guts and fills their minds with so much Waaagh! energy that they sometimes explode!*

Effect: Each time this unit unbinds a spell, inflict D3 mortal damage on the caster. If the unbinding roll was 10+, inflict D6 mortal damage on the caster instead.

Your Hero Phase

6

STRANGLE HEX: *Coiling tendrils of magic burst from Gobsprakk's outstretched hand, choking the life from the target.*

Declare: Pick a visible enemy unit within 18" of this unit to be the target, then make a casting roll of 2D6.

Effect: Roll a number of dice equal to the target's Health characteristic, to a maximum of 10. For each 4+, inflict 1 mortal damage on the target.

KEYWORDS

SPELL

KEYWORDS

WARMASTER, UNIQUE, HERO, MONSTER, WIZARD (2), FLY, WARD (6+)

DESTRUCTION, KRULEBOYZ



• KRULEBOYZ WARSCROLL •
KILLABOSS
 ON CORPSE-RIPPA VULCHA

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Boss-stikka or Boss-hacka	5	4+	3+	1	2	Crit (Mortal)
☠ Vulcha's Talons and Beak	7	4+	2+	1	2	Companion
Vulcha's Stinger	1	3+	2+	1	D6	Crit (Mortal), Companion

☠ **Passive**

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Vulcha's Talons and Beak** is 5.

➤ **Reaction:** You declared the 'Redeploy' command for a friendly Gutrippaz unit wholly within 12" of this unit

COMMANDING VIEW: From his position high above the battlefield, a Killaboss riding a Corpse-rippa Vulcha can keep a careful eye on the battle, guiding the movements of their ladz.

Effect: If you roll a 1-3 when determining the distance that unit can move, you can use a value of 4 instead.

⚔ **Once Per Turn (Army), Any Charge Phase**

VULCHA DIVE: *The Corpse-rippa crashes down into the enemy's ranks from on high, tearing into reeling warriors with cruel relish.*

Declare: If this unit charged this phase, pick an enemy unit within 1" of it to be the target.

Effect: Roll a number of dice equal to the unmodified charge roll. For each 4+, inflict 1 mortal damage on the target.

KEYWORDS

RAMPAGE

HERO, MONSTER, FLY

DESTRUCTION, KRULEBOYZ

KEYWORDS





• KRULEBOYZ WARSCROLL •
KILLABOSS
 ON GREAT GNASHTOOF

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Boss-stikka	4	3+	3+	1	2	Crit (Mortal)
Great Gnashtoof's Jaws	5	4+	3+	1	2	Companion

Passive

THAT'S OURS, YA GITZ!: *Kruleboyz are raiders by nature, and the Killabosses are expert at getting the boyz all worked up when they see territory or loot that they'd love to get their dirty hands on.*

Effect: While this unit is contesting an objective you do not control, add 1 to hit rolls for combat attacks made by friendly **KRULEBOYZ INFANTRY** units wholly within 12" of this unit.

Your Hero Phase

ALL PART OF DA PLAN: *Kruleboyz tend to be very impressed by a Killaboss's kunnin' feats – so long as the boss has a plan, they are willing to face down even the most unlikely odds.*

Declare: Pick another friendly **KRULEBOYZ** unit wholly within 9" of this unit to be the target.

Effect: Add 3 to the target's control score until the start of your next turn.



• KRULEBOYZ WARSCROLL •
KILLABOSS
 WITH STAB-GROT

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Boss-hacka	5	4+	3+	1	2	Crit (Mortal)
Stab-grot's Shiv	2	4+	5+	-	1	Crit (Mortal), Companion

⚙️ **Passive**

STAB-GROT

Effect: This unit's **Stab-grot** is a token. If this unit's **Stab-grot** has been removed, it can no longer attack with its **Stab-grot's Shiv** and it cannot use the 'Unleash the Stab-grot!' ability.

⚙️ **Once Per Battle, Any Combat Phase**

UNLEASH THE STAB-GROT!: A *Stab-grot isn't just good for stabbin' – they double up as an effective living shield when things get dicey.*

Effect: Pick 1 of the following effects:

- Pick an enemy unit in combat with this unit to be the target. Inflict D3 mortal damage on the target.
- This unit has **WARD (5+)** for the rest of the turn.

After resolving either effect, remove this unit's **Stab-grot** from the battlefield.

⚔️ **Reaction:** You declared the 'All-out Attack' command for a friendly **KRULEBOYZ INFANTRY** unit

KEEP 'EM IN LINE: *With a threatening glare and barked commands, the Killaboss keeps their boyz in formation.*

Effect: If this unit is wholly within 12" of the unit using the 'All-out Attack' command, add 1 to wound rolls for combat attacks made by that unit for the rest of the phase.





• KRULEBOYZ WARSCROLL •
MURKNOB
 WITH BELCHA-BANNA

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Murknob Cleaver	4	4+	3+	1	2	Crit (Mortal)

U Passive

POWER OF KRAGNOS: *When the energy of the Waaagh! hangs thick in the air, the Belcha-banna channels the mighty power of Kragnos himself, emboldening the Kruleboyz around it and warding off harmful sorcery.*

Effect: Friendly **KRULEBOYZ** units have **WARD (6+)** while they are wholly within 12" of this unit.

X Any Combat Phase

BREATH OF THE MIRE-DRAKES: *Belcha-bannas are typically built around the severed tongue of a mire-drake, creatures so vile that even after death, their remains belch forth clouds of soul-shrivelling gas.*

Declare: Pick each enemy unit in combat with this unit to be the targets.

Effect: Roll a dice for each target. On a 1, this ability has no effect. On a 2-5, inflict 1 mortal damage on the target. On a 6, inflict D3 mortal damage on the target.



KEYWORDS

HERO, INFANTRY

DESTRUCTION, KRULEBOYZ



• KRULEBOYZ WARSCROLL •

SWAMPCALLA SHAMAN

WITH POT-GROT

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Bogbark Staff	3	4+	3+	-	D3	Crit (Mortal)

⚙️ Passive

POT-GROT: *This little grot is given the important role of 'stirrin' da pot'.*

Effect: This unit's **Pot-grot** is a token. Add 1 to casting rolls for this unit while its **Pot-grot** is on the battlefield. If you make an unmodified casting roll of 4 or less for this unit, remove its **Pot-grot** from the battlefield.

🛡️ Once Per Turn (Army), Your Hero Phase

FOUL ELIXIRS: *Swampcalla Shamans brew up disgusting but life-saving elixirs, which they distribute to their Kruleboyz mates to aid them in battle.*

Declare: Pick a friendly **KRULEBOYZ INFANTRY** unit wholly within 12" of this unit to be the target.

Effect: Roll a dice. On a 3+, add 1 to save rolls for the target for the rest of the turn. On a 1-2, allocate D3 damage points to the target (ward rolls cannot be made for those damage points).



HERO, WIZARD (1), INFANTRY

KEYWORDS

DESTRUCTION, KRULEBOYZ



• KRULEBOYZ WARSCROLL •
GUTRIPP AZ

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Stikka or Hacka	2	4+	3+	-	1	Crit (Mortal)

U Any Combat Phase

SCARE TAKTIKZ: *Gutrippaz use all manner of means to unnerve and soften up their foes before the first blow is struck, from gruesome 'skareshields' to ululating battle cries that echo from the boggy mists.*

Effect: Roll a dice. On a 3+, subtract 1 from hit rolls for attacks made by non-**HERO** units that target this unit for the rest of the turn.



KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/10), STANDARD BEARER (1/10)

DESTRUCTION, KRULEBOYZ



• KRULEBOYZ WARSCROLL •

KRULEBOYZ MONSTA-KILLAZ

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Monsta-killaz Weapons	3	4+	3+	1	1	Anti-MONSTER (+1 Rend), Crit (Mortal)

☼ Passive

KLUTCHA-GROT

Effect: This unit's Klutcha-grot is a token. If it is removed from the battlefield, this unit cannot use the 'A Tough Grot to Swallow' ability.

🛡️ Any Combat Phase

BAIT AND TRAP: *The Monsta-killaz have perfected the art of baiting even the most fearsome monsters into debilitating traps.*

Declare: Pick an enemy MONSTER in combat with this unit to be the target.

Effect: Roll a dice. Add 1 to the roll if the target is damaged. On a 3+, the target has STRIKE-LAST for the rest of the turn.

🛡️ **Once Per Turn, Reaction: Opponent declared a RAMPAGE ability for an enemy MONSTER within 6" of this unit**

A TOUGH GROT TO SWALLOW: *The spiky-armoured Klutcha-grot is usually gobbled up by the Monsta-killaz' prey, causing it to choke, retch and vomit up the little git. Of course, sometimes the grot just gets eaten, which the orruks find equally hilarious.*

Effect: Roll a dice. On a 2+, that RAMPAGE ability has no effect. On a 1, remove this unit's Klutcha-grot from the battlefield.



KEYWORDS

INFANTRY, CHAMPION (1/7), MUSICIAN (1/7)

DESTRUCTION, KRULEBOYZ



• KRULEBOYZ WARSCROLL •
**SWAMPBOSS
 SKUMDREKK**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Snatcha-stikk	5	4+	3+	1	2	Crit (Mortal)
☠ Slopplaw's Talons	6	4+	2+	1	2	Companion
Slopplaw's Bite	1	4+	2+	1	D3+3	Companion

☠ **Passive**

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of **Slopplaw's Talons** is 4.

⚔ **Deployment Phase**

KOUNTIN' KREW: *Swampboss Skumdrek*k keeps his hobgrot lackeys, known as his 'Kountin' Krew', close to hand. So close, in fact, that it is they who get first dibs on the toxic sludge that coats the underbelly of his Sludgeraker.

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

Effect: For the rest of the battle, the target's **Slitta-knives** have **Crit (Mortal)** while they are wholly within 12" of this unit.

⚔ **Deployment Phase**

BET-MASTER: *Skumdrek*k and his hobgrot Kountin' Krew take bets at the start of a battle as to which of the enemy will be first to die.

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

Effect: Add 1 to wound rolls for attacks made by this unit and friendly **Hobgrot Slittaz** units that target **the bet**.

⚔ **Once Per Turn (Army), End of Any Turn**

AGGRAVATE WOUNDS: *The ornery and near-sighted Slopplaw* has developed a keen scent for weakness, and he will eagerly tear into wounded prey in a savage frenzy.

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

Effect: Roll a number of dice equal to the number of damage points the target has. For each 5+, inflict 1 mortal damage on the target.

KEYWORDS

RAMPAGE

KEYWORDS

UNIQUE, HERO, MONSTER

DESTRUCTION, KRULEBOYZ



• KRULEBOYZ WARSCROLL •
SNATCHABOSS
 ON SLUDGERAKER BEAST

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Grappling Hook	3	3+	3+	1	3	Crit (Mortal)
☠ Sludgeraker's Talons	6	4+	2+	1	2	Companion
Sludgeraker's Bite	1	3+	2+	1	D3+3	Companion

☠ **Passive**

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Sludgeraker's Talons** is 4.

⚔ **Your Hero Phase**

SLUDGERAKER VENOM: *The underbelly of a Sludgeraker Beast is coated in rotting detritus, encrusted marsh-slime and the beast's own secretions – a highly virulent mixture that is used by nearby Kruleboyz to coat their weapons.*

Declare: Pick a friendly non-**HERO KRULEBOYZ** unit wholly within 12" of this unit to be the target.

Effect: Roll a dice. On a 2+, for the rest of the turn, add 1 to the Damage characteristic of the target's weapons that have **Crit (Mortal)**. On a 1, inflict D3 mortal damage on the target.

⚙ **Once Per Turn (Army), End of Any Turn**

FESTERING WOUNDS: *A Sludgeraker's talons and fangs are so coated with toxins and grime that wounds they inflict swiftly turn foul and gangrenous.*

Declare: Pick an enemy unit that had any damage points allocated to it this turn by this unit's combat attacks to be the target.

Effect: Roll a D3. On a 2+:

- Inflict an amount of mortal damage on the target equal to the roll.
- Subtract 1 from wound rolls for attacks made by the target until the start of your next turn.

KEYWORDS **RAMPAGE**



• KRULEBOYZ WARSCROLL •
**MARSHCRAWLA
 SLOGGOTH**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Nets and Snatcha-stikks	4	4+	5+	-	1	-
Sloggoth's Claws	6	4+	2+	1	2	Companion

Passive

ON DA MARCH: *The drummer that rides with a snatcha-krew beats out a powerful rhythm upon his kettle drum that inspires the Kruleboyz around them to race headlong toward the enemy.*

Effect: While they are wholly within 12" of this unit, friendly **KRULEBOYZ INFANTRY** units can use **CHARGE** abilities even if they used a **RUN** ability in the same turn.

Start of Any Turn

REGENERATION: *Troggoths are able to regrow injured flesh almost as quickly as it is harmed.*

Effect: Heal (D3) this unit.



KEYWORDS

WAR MACHINE

DESTRUCTION, KRULEBOYZ



• KRULEBOYZ WARSCROLL •
BREAKA-BOSS
 ON MIREBRUTE TROGGOTH

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Bident-goad	5	4+	3+	1	2	Crit (Mortal)
Mirebrute's Clubs	4	4+	2+	2	3	Companion

✂ Any Combat Phase

BREAKA-HARNESS: *When a Breaka-boss enters combat, they yank their Mirebrute Troggoth's harness savagely to get the beast good and angry!*

Effect: Allocate D3 damage points to this unit (ward rolls cannot be made for those damage points). For each damage point allocated to this unit by this ability, add 2 to the Attacks characteristic of this unit's **Mirebrute's Clubs** for the rest of the turn.

🛡 Start of Any Turn

REGENERATION: *Troggoths are able to regrow injured flesh almost as quickly as it is harmed.*

Effect: Heal (D3) this unit.

✂ Once Per Turn (Army), End of Any Turn

TEAR LIMB FROM LIMB: *Mirebrute Troggoths take great delight plucking foes from the enemy ranks and pulling off their limbs one by one.*

Declare: Pick an enemy **INFANTRY** unit within 1" of this unit to be the target.

Effect: Roll a dice. If the roll exceeds the target's Health characteristic, 1 model in the target unit is slain.

KEYWORDS

RAMPAGE



KEYWORDS

HERO, MONSTER

DESTRUCTION, KRULEBOYZ



• KRULEBOYZ WARSCROLL •
HOBGROT SLITTAZ

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Scrap-grenades	8"	1	4+	3+	1	1	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Slitta-knives		2	4+	5+	-	1	-

⚙ **End of Any Turn**

SCRAP-BANG: *By detonating their scrap-grenades at the feet of the foe, Hobgrot Slittaz can scarpers off to a safe distance.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a dice. On a 3+:

- Inflict 1 mortal damage on the target.
- This unit can immediately use the 'Retreat' ability as if it were your movement phase without any mortal damage being inflicted on it.



KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/10), STANDARD BEARER (1/10)

DESTRUCTION, KRULEBOYZ



• KRULEBOYZ WARSCROLL •

MAN-SKEWER BOLTBOYZ

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Man-skewer Crossbow: Hasty Shot	12"	2	4+	3+	1	2	Crit (Auto-wound)
Man-skewer Crossbow: Aimed Shot	18"	1	3+	3+	2	2	Crit (Auto-wound)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Jaggedy Blades		1	4+	3+	-	1	Crit (Mortal)

Passive

MAN-SKEWER CROSSBOWS: Boltboyz either unleash quick volleys at nearby foes or take careful aim at far-off targets.

Effect: Each time this unit uses a **SHOOT** ability, pick either the **Hasty Shot** or **Aimed Shot** weapon characteristics for all the attacks it makes with its **Man-skewer Crossbows**.

Your Shooting Phase

PICK 'EM OFF: Boltboyz prefer to remain stationary to fire carefully aimed shots.

Effect: If this unit has not used a **MOVE** ability this turn and was not set up this turn, add 1 to hit rolls for this unit's shooting attacks for the rest of the turn.



KEYWORDS

INFANTRY, CHAMPION

DESTRUCTION, KRULEBOYZ



• KRULEBOYZ WARSCROLL •

BEAST-SKEWER KILLBOW

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Beast-skewer Bolts	24"	2	4+	2+	2	D6	Anti-MONSTER (+1 Rend), Crit (Auto-wound)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Jaggedy Blades		2	4+	3+	-	1	Crit (Mortal)

Once Per Turn (Army), Your Shooting Phase

SKEWERING BOLTS: When sighting a particularly large target, the crew load vicious skewering bolts that can tear through even the mightiest of beasts.

Effect: For the rest of the turn, the Damage characteristic of this unit's **Beast-skewer Bolts** is 6 if the target is a **MONSTER**.

Your Shooting Phase

PICK 'EM OFF: Once set up in position, the **Beast-skewer Killbow** takes its time to line up every shot with deadly results.

Effect: If this unit has not used a **MOVE** ability this turn and was not set up this turn, add 1 to hit rolls for this unit's shooting attacks for the rest of the turn.



KEYWORDS

WAR MACHINE

DESTRUCTION, KRULEBOYZ



• IRONJAWZ WARSCROLL •
GORDRAKK
 THE FIST OF GORK

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Bigteef's Roar	8"	6	2+	3+	-	1	Shoot in Combat, Companion
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Smasha and Kunnin'		8	3+	2+	1	2	Anti-HERO (+1 Rend)
☠ Bigteef's Fists and Tail		8	4+	2+	1	3	Anti-MONSTER (+1 Rend), Companion

☠ **Passive**

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of **Bigteef's Fists and Tail** is 6.

🏰 **Once Per Turn (Army), Any Combat Phase**

MONSTER GRAPPLE: *Gordrakk's Maw-krusha, Bigteef, is strong and mean enough to wrestle even the most gigantic rivals into the dirt.*

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

Effect: Roll a dice. On a 3+, pick 1 of the target's weapons. You must pick a **Companion** weapon if it has any. Halve the Attacks characteristic of that weapon (rounding up) for the rest of the turn.

KEYWORDS

RAMPAGE

⚔ **Once Per Battle, Reaction: You declared a WAAAGH! ability**

VOICE OF GORK: *Gordrakk's bellow carries the elemental force of his god; it inspires Ironjawz to surge toward the enemy, hacking, bludgeoning and stomping with furious abandon.*

Effect: Until the start of your next turn, add 1 to hit rolls for combat attacks made by friendly **IRONJAWZ** units while they are wholly within 18" of this unit.

⚔ **End of Any Turn**

STRENGTH FROM VICTORY: *The more fights a Megaboss wins, the stronger they become.*

Effect: If any damage points were allocated to an enemy unit by this unit's combat attacks this turn and that enemy unit has been destroyed, give this unit a **Waaagh! token**, to a maximum of 3.

Until the end of the next turn, add 1 to the Attacks characteristic of this unit's weapons for each **Waaagh! token** it has.

KEYWORDS

WARMASTER, UNIQUE, HERO, MONSTER, FLY

DESTRUCTION, IRONJAWZ, MAW-KRUSHA



• IRONJAWZ WARSCROLL •
MEGABOSS
 ON MAW-KRUSHA

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Maw-krusha's Roar	8"	6	2+	3+	-	1	Shoot in Combat, Companion
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability	
Boss-choppa or Boss-hacka	8	4+	2+	1	2	Anti-INFANTRY (+1 Rend)	
Maw-krusha's Fists and Tail	8	4+	2+	1	3	Anti-INFANTRY (+1 Rend), Companion	

Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Maw-krusha's Fists and Tail** is 5.

Once Per Turn (Army), Any Charge Phase

DESTRUCTIVE BULK: *A Maw-krusha is an unstoppable avalanche of ill-tempered muscle that turns all in its path into pulverised meat.*

Declare: If this unit charged this phase, pick a visible enemy unit within 1" of it to be the target.

Effect: Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll. If the target is **INFANTRY**, double the mortal damage inflicted.

KEYWORDS

RAMPAGE

Passive

SMASH THROUGH: *The impact of a charging Maw-krusha often leaves the enemy's first line of defence trampled into the dirt.*

Effect: When this unit makes a pile-in move, if it charged in the same turn, it can move 2D6" instead of 3".

End of Any Turn

STRENGTH FROM VICTORY: *The more fights a Megaboss wins, the stronger they become.*

Effect: If any damage points were allocated to an enemy unit by this unit's combat attacks this turn and that enemy unit has been destroyed, give this unit a **Waaagh! token**, to a maximum of 3.

Until the end of the next turn, add 1 to the Attacks characteristic of this unit's weapons for each **Waaagh! token** it has.

KEYWORDS

HERO, MONSTER, FLY

DESTRUCTION, IRONJAWZ, MAW-KRUSHA



• IRONJAWZ WARSCROLL •
MEGABOSS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Boss-choppa	8	4+	2+	1	2	-

✂ Your Hero Phase

GET STUCK IN, LADZ!: *The roared commands issued by a Megaboss encourage the Brutes under their command to fight all the harder.*

Declare: Pick a friendly **BRUTE** unit wholly within 12" of this unit to be the target.

Effect: Roll a dice. On a 2+, add 1 to the Attacks characteristic of the target's melee weapons until the start of your next turn.

✂ Reaction: You declared a **FIGHT** ability for this unit

LEAD DA BRUTES: *Megabosses stride into battle flanked either side by the toughest and meanest Brutes.*

Effect: Roll a dice. On a 3+, for the rest of the turn, add 1 to the Attacks characteristic of melee weapons used by friendly **BRUTE** units while they are within this unit's combat range.

✂ End of Any Turn

STRENGTH FROM VICTORY: *The more fights a Megaboss wins, the stronger they become.*

Effect: If any damage points were allocated to an enemy unit by this unit's combat attacks this turn and that enemy unit has been destroyed, give this unit a **Waaagh! token**, to a maximum of 3.

Until the end of the next turn, add 1 to the Attacks characteristic of this unit's weapons for each **Waaagh! token** it has.



• IRONJAWZ WARSCROLL •
WARCHANTER

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Gorkstikk and Morkstikk	6	4+	3+	-	D3	-

⚙️ End of Any Turn

RHYTHM OF DESTRUCTION:

With each enemy skull caved in by the Warchanter's Gorkstikk and Morkstikk, the febrile energy of the Waaagh! begins to build.

Effect: If any enemy models were slain this turn by this unit's combat attacks, give this unit D3 ritual points.



KEYWORDS

HERO, PRIEST (1), INFANTRY

DESTRUCTION, IRONJAWZ



• IRONJAWZ WARSCROLL •

WEIRDNOB SHAMAN

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Green Puke	10"	4	2+	4+	-	D3	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Waaagh! Staff		3	4+	3+	1	D3	-

Passive

BRUTAL POWER: A *Weirdnob Shaman* channels the *Waaagh!* energy emitted by nearby orruk mobs.

Effect: Add 1 to this unit's power level while there are any friendly **IRONJAWZ** units that have 10 or more models wholly within 12" of it.



HERO, WIZARD (1), INFANTRY

KEYWORDS

DESTRUCTION, IRONJAWZ



• IRONJAWZ WARSCROLL •
BRUTES

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Brute Weapons	3	4+	3+	1	2	Anti-INFANTRY (+1 Rend)
Gore-choppa	3	4+	3+	2	3	-

Each model in this unit is armed with Brute Weapons.

- 1/5 models can replace their Brute Weapons with a Gore-choppa.
- The champion cannot replace their weapons.

● Passive

YOU MESSIN'?: Most beings with half an ounce of common sense swiftly wither under the furious gaze of an orruk Brute who has marked their territory.

Effect: Enemy models with a Health characteristic of 1 or 2 cannot contest objectives while they are in combat with this unit.



KEYWORDS

INFANTRY, CHAMPION

DESTRUCTION, IRONJAWZ, BRUTE



• IRONJAWZ WARSCROLL •
ARDBOYZ

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Choppa or Stikka	2	4+	3+	1	1	Anti-charge (+1 Rend)

✂ Any Combat Phase

SHIELD BASH: *The shields carried by Ardboyz are great slabs of iron festooned with spikes and metal teeth, making them deadly weapons in their own right.*

Declare: Pick an enemy unit in combat with this unit and that charged this turn to be the target.

Effect: Make a shield bash roll of D6 for each model in this unit. For each 6+, inflict 1 mortal damage on the target.



KEYWORDS

INFANTRY, CHAMPION, STANDARD BEARER (1/10)

DESTRUCTION, IRONJAWZ

• IRONJAWZ WARSCROLL •
GORE-GRUNTAS



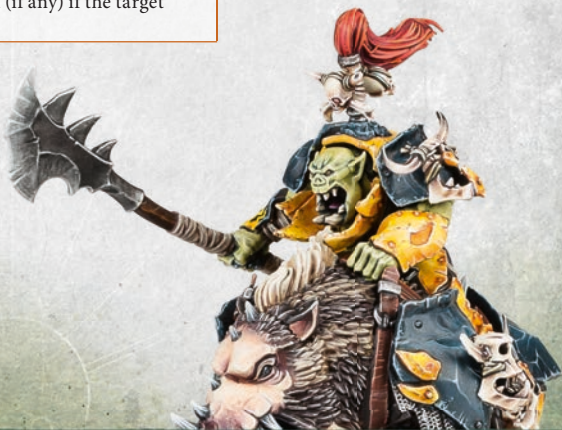
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Choppa or Hacka	3	4+	3+	1	1	Anti-CAVALRY (+1 Rend)
Grunta's Tusks	4	4+	2+	-	1	Charge (+1 Damage), Companion

Any Charge Phase

GORE-GRUNTA CHARGE: *Even by the destructive standards of the Ironjawz, the carnage caused by a Gore-grunta charge is horrific to behold.*

Declare: If this unit charged this phase, pick an enemy unit within 1" of it to be the target.

Effect: Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll. Add 1 to the mortal damage inflicted (if any) if the target is **CAVALRY**.



KEYWORDS

CAVALRY, CHAMPION

DESTRUCTION, IRONJAWZ



• IRONJAWZ WARSCROLL •

ZOGGROK ANVILSMASHA

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Skull-crushing Basha	5	4+	2+	1	2	-
Ward-smashing Choppa	2	4+	2+	2	3	-
Grunta-tongs	4	4+	3+	-	1	-

This unit is armed with a Skull-crushing Basha and 1 of the following options:

- Ward-smashing Choppa
- Grunta-tongs

⚙ Passive

KLONK: This rockbrow squig's headache is only relieved by a bash on the head, making it the perfect portable anvil.

Effect: **Klonk** is a token. You can re-roll forgin' rolls for this unit while this unit's **Klonk** is on the battlefield.

If you make an unmodified save roll of 1 for this unit, remove this unit's **Klonk** from the battlefield after the **ATTACK** ability has been resolved (the damage point is still inflicted).

⚙ Passive

WARD-SMASHING CHOPPA: A strike from this choppa shatters not only skulls but also arcane wards and other mystical forms of protection.

Effect: If an attack made with this unit's **Ward-smashing Choppa** scores a hit, the target has the **WARD-SMASHED** keyword for the rest of the battle. Ward rolls cannot be made for a **WARD-SMASHED** unit.

⚔ Your Hero Phase

POWER OF DA GREAT GREEN GOD: Channelling the raw energies of the Waaagh! with his 'bashin' tools, Zoggrok can empower the weapons of orruks gathered around him.

Declare: Pick a visible friendly **IRONJAWZ INFANTRY** unit wholly within 12" of this unit to be the target.

Effect: Make a forgin' roll of D6. Add 1 to the roll if this unit is armed with **Grunta-tongs**. On a 4+, the target's melee weapons have **Crit (Mortal)** until the start of your next turn.



• IRONJAWZ WARSCROLL •
ARDBOY BIG BOSS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Boss-hacka and Choppa	7	4+	3+	1	2	-

 Passive

IRON-FISTED COMMANDER: *No Ardboy would dare quit the fight with the boss around.*

Effect: If a friendly **Ardboyz** unit wholly within 12" of this unit uses the 'Rally' command, you can make 3 additional rally rolls of D6.

 Passive

GET BASHIN'!: *Shields are made for krumping in the eyes of a Big Boss, who makes sure their boys are using them the 'propa way'.*

Effect: Add 1 to shield bash rolls for friendly **Ardboyz** units while they are wholly within 12" of this unit.



KEYWORDS

HERO, INFANTRY

DESTRUCTION, IRONJAWZ



• IRONJAWZ WARSCROLL •
**WEIRDBRUTE
 WREKKAZ**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Chain-smasha	6	4+	3+	1	1	Anti-INFANTRY (+1 Rend)

➤ **Passive**

BERSERKERS: *These Brutes forego heavy armour, which means they can get stuck in to the fighting as quickly as possible.*

Effect: This unit can use a **RUN** ability and still use **CHARGE** abilities later in the turn.



KEYWORDS

INFANTRY, WARD (5+)

DESTRUCTION, IRONJAWZ, BRUTE



• IRONJAWZ WARSCROLL •
TUSKBOSS
 ON MAW-GRUNTA

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Pig-hacka	7	4+	2+	1	2	-
Kill-choppas	4	4+	3+	1	1	-
☠ Maw-grunta's Tusks	5	4+	2+	2	2	Companion
Maw-grunta's Trotters	4	5+	2+	-	D3	Companion

☠ **Passive**

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its Maw-grunta's Tusks is 3.

⚔ **Passive**

UNSTOPPABLE MOMENTUM: *Once a Maw-grunta begins its charge, it can only stop by crashing into something, and it becomes ever more deadly as its speed increases.*

Effect: Each time this unit uses a **CHARGE** ability, it gains 1 **momentum point**. Each time it uses a **RUN** ability, it gains 2 **momentum points**. It can have a maximum of 3 **momentum points** at once.

Add the number of **momentum points** this unit has to the Damage characteristic of its **Maw-grunta's Tusks**. At the end of each battle round, subtract 1 from its **momentum points**, to a minimum of 0.

⚔ **Once Per Turn (Army), Any Charge Phase**

HEAD OF THE STAMPEDE: *At the forefront of a grunta stampede rides the Tuskboss, racing to be the first to the fray.*

Declare: If this unit charged this phase, pick up to 3 friendly **MAW-GRUNTA** units wholly within 12" of this unit that charged this turn to be the targets.

Effect: Add 1 momentum point to each target.

KEYWORDS

RAMPAGE



KEYWORDS

HERO, MONSTER

DESTRUCTION, IRONJAWZ, MAW-GRUNTA



• IRONJAWZ WARSCROLL •
BRUTE RAGERZ

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Rager Weapons	3	4+	2+	1	2	Anti-MONSTER (+1 Rend)

Passive

BERSERKERS: *These Brutes forego heavy armour, which means they can get stuck in to the fighting as quickly as possible.*

Effect: This unit can use a **RUN** ability and still use **CHARGE** abilities later in the turn.

Passive

UNLEASHED RAGE: *Brute Ragerz waste no time in venting their pent-up rage when they get within striking distance of the foe.*

Effect: This unit has **STRIKE-FIRST** if it charged in the same turn.



KEYWORDS

INFANTRY

DESTRUCTION, IRONJAWZ, BRUTE



• IRONJAWZ WARSCROLL •
MAW-GRUNTA
 WITH HAKKIN' KREW

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Choppas	4	4+	3+	1	2	-
Kill-choppas	4	4+	3+	1	1	-
Maw-grunta's Tusks	5	4+	2+	2	2	Companion
Maw-grunta's Trotters	4	5+	2+	-	D3	Companion

✂ Passive

UNSTOPPABLE MOMENTUM: *Once a Maw-grunta begins its charge, it can only stop by crashing into something, and it becomes ever more deadly as its speed increases.*

Effect: Each time this unit uses a **CHARGE** ability, it gains 1 **momentum point**. Each time it uses a **RUN** ability, it gains 2 **momentum points**. It can have a maximum of 3 **momentum points** at once.

Add the number of **momentum points** this unit has to the Damage characteristic of its **Maw-grunta's Tusks**. At the end of each battle round, subtract 1 from its **momentum points**, to a minimum of 0.

**➤ Once Per Turn (Army),
Your Movement Phase**

CARVE A PATH: *The job of the hakkin' krew is to clear a path through packed enemies to ensure the Maw-grunta maintains its momentum.*

Effect: If this unit is in combat, it can move a distance up to its Move characteristic. It can pass through models and the combat ranges of enemy units, but it cannot end that move in combat.

Then, pick each enemy unit that this unit passed across during that move to be the targets. Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll. Then, this unit gains 2 **momentum points**.

KEYWORDS

CORE, MOVE, RAMPAGE

KEYWORDS

MONSTER

DESTRUCTION, IRONJAWZ, MAW-GRUNTA



• IRONJAWZ WARSCROLL •

MAW-GRUNTA GOUGERS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Choppas	4	4+	3+	1	2	-
Maw-grunta's Tusks	5	4+	2+	2	2	Companion
Maw-grunta's Trotters	4	5+	2+	-	D3	Companion

✂ Passive

UNSTOPPABLE MOMENTUM: *Once a Maw-grunta begins its charge, it can only stop by crashing into something, and it becomes ever more deadly as its speed increases.*

Effect: Each time this unit uses a **CHARGE** ability, it gains 1 **momentum point**. Each time it uses a **RUN** ability, it gains 2 **momentum points**. It can have a maximum of 3 **momentum points** at once.

Add the number of **momentum points** this unit has to the Damage characteristic of its **Maw-grunta's Tusks**. At the end of each battle round, subtract 1 from its **momentum points**, to a minimum of 0.

🛡 Once Per Turn (Army), Any Combat Phase

FLATTENED INTO THE MUD: *Should a foe miraculously survive the impact of a charging Maw-grunta, it will take some time for them to regather their wits!*

Declare: If this unit charged this turn, pick an enemy unit within 1" of it to be the target.

Effect: Roll a dice and add the number of **momentum points** this unit has to the roll. On a 5+, the target has **STRIKE-LAST** for the rest of the turn.

KEYWORDS **RAMPAGE**



KEYWORDS

MONSTER

DESTRUCTION, IRONJAWZ, MAW-GRUNTA

SPEARHEAD

ORRUK WARCLANS

SWAMPSKULKA GANG

This Spearhead army consists of the following units:

GENERAL

- ◆ Killaboss on Great Gnashtoof

UNITS

- ◆ 1 Murknob with Belcha-banna
- ◆ 3 Man-skewer Boltboyz
- ◆ 5 Gutrippaz
- ◆ 5 Gutrippaz
- ◆ 1 Beast-skewer Killbow



As far as Kruleboyz are concerned, fighting fair is an idiotic concept. Swampskulka Gangs exemplify the cruelly underhanded approach to warfare so beloved of these orruks, for their entire purpose is to leave the enemy agonised, hobbled and helpless. Under the wily guidance of a Killaboss, they stalk their victims through the wilds of the realms for days, waiting for the perfect moment to launch a murderous ambush.

The first the Kruleboyz' chosen quarry knows of their fate is when dozens of barbed missiles come whistling out of the murk to sink into their flesh, as chortling Boltboyz relish their victims' shocked horror. Anything that looks big enough to cause the orruks serious bother is dealt with by an oversized harpoon hurled by a Beast-skewer Killbow. As the enemy reels in the face of this deadly hail, the Killaboss charges into their midst atop his Great Gnashtoof mount, seeking gory trophies to prove his kunnin'. Following closely behind come lanky orruk warriors, led by a Murknob brandishing a foul-smelling and loudly bellowing Belcha-banna. These Gutrippaz stomp forwards to fall upon the stricken foe, spilling intestines and poking out eyes with their venom-dripping weapons – while keeping a few prisoners alive to torment at their leisure, of course.

'Unlucky, long-ears. Bet you wish you'd snuffed it along with yer mates, don't ya?'

– Murknob Grikstab da Peeler

BATTLE TRAITS

✂ Once Per Battle, Any Combat Phase

KRULEBOYZ WAAAGH! *In typically Morky fashion, Kruleboyz wait until they have the enemy surrounded before calling a Waaagh! – and when they do, the enemy's fate is usually sealed.*

Declare: Pick your general to use this ability, then pick another friendly unit wholly within 12" of them to be the target.

Effect: Your general and the target have **STRIKE-FIRST** this phase.



REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

🛡 Passive

NOISY RACKET: *On the eve of battle, the Kruleboyz make sure the enemy receives no respite as their war drums and rattle-skulls ring out into the night.*

Effect: Subtract 1 from wound rolls for attacks made by enemy units in the first battle round.

🛡 Start of the First Battle Round

COVERED IN MUD: *After some 'hard finkin', a group of orruks decides to slather themselves in muck so they can sneak up on the unwitting enemy.*

Declare: Pick a friendly unit to use this ability.

Effect: In this battle, that unit is not visible to enemy models that are more than 12" away from it.

ENHANCEMENTS: Give your general 1 of the following enhancements.

 **Passive**


EGOMANIAK: *This self-important boss is willing to use anyone to protect his own hide.*

Effect: If any other friendly units are within your general's combat range, before you allocate a damage point to your general, roll a dice. On a 4+, you must allocate that damage point to one of those units instead.

 **Once Per Battle, Enemy Movement Phase**

MORK'S EYE PEBBLE: *When rubbed, this dark-grey rock produces a swirling bank of thick fog that protects the bearer and their allies from harm.*

Effect: In the next shooting phase, friendly units have **WARD (5+)** while they are wholly within 12" of your general.

 **Once Per Turn, Your Hero Phase**

KUNNIN' PLAN: *This devious Killaboss likes to feign retreat to draw their prey into a deadly trap.*

Declare: Pick a friendly unit wholly within 12" of your general.

Effect: If that unit uses a **RETREAT** ability this turn, no mortal damage is inflicted on it and it can still use **SHOOT** and/or **CHARGE** abilities later in the turn.

 **Once Per Battle, Any Combat Phase**

EYE-BITER ASH: *Stored in a heat-proof pouch, this strange ash never stops smouldering. The bearer can cast it at a foe, creating a cloud of blistering ash that blinds the targets and causes them terrible pain.*

Declare: Pick an enemy unit in combat with your general and roll a dice.

Effect: On a 1-4, subtract 1 from hit rolls for attacks made by that unit for the rest of the phase. On a 5+, subtract 1 from hit rolls for attacks made by that unit for the rest of the battle.

MOVE
10"
HEALTH 10
3+ SAVE
2
CONTROL

• SPEARHEAD WARSCROLL •

KILLABOSS

ON GREAT GNASHTOOF

 MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Jagged Boss-stikka	4	3+	3+	1	2	Crit (Mortal)
Gnashtooft's Bone-crushing Fangs	5	4+	3+	1	2	Companion

Killabosses are cunning warlords well used to using their 'thinkin' muscles' to guide their fellow orruks in ambushes and traps. With a string of victories under their belts, they have won something akin to trust from their minions, who stick to the plan even when things get nasty. They take great pride in procuring the vilest and most malicious monsters to serve as their war-mounts, and few are as deadly as the Great Gnashtooft. This wiry canine killer is as swift as it is foul-tempered, capable of navigating the slimy homelands of the Kruleboyz with ease. When it finds its prey, it leaps upon them with an ear-splitting howl that seems to come from two directions at once.

● Your Hero Phase

ALL PART OF DA PLAN:

Kruleboyz tend to be very impressed by a Killaboss's kunnin' feats – so long as the boss has a plan, they are willing to face down even the most unlikely odds.

Declare: Pick a friendly unit wholly within 9" of this unit to be the target. You cannot pick this unit.

Effect: Add 3 to the target's control score until the start of your next turn.



KEYWORDS

HERO, CAVALRY

• SPEARHEAD WARSCROLL •

BEAST-SKEWER KILLBOW

 RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Beast-skewer Bolts	24"	2	4+	2+	2	D6	Crit (Auto-wound)
 MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
Jaggedy Blades		2	4+	3+	-	1	Crit (Mortal)

 Passive

SKEWERED: *Beast-skewer bolts are designed to inflict horrendous wounds on monstrous quarry.*

Effect: The Damage characteristic of this unit's **Beast-skewer Bolts** is 6 instead of D6 if the target is a **MONSTER**.



KEYWORDS

WAR MACHINE

HEALTH

5

MOVE

5"

5+

SAVE

2

CONTROL

Orruks are not renowned for their ability to shoot straight, but the Kruleboyz known as 'Big Shots' understand the benefit of maiming your prey from as far away as possible. Beast-skewer Killbows are designed to take down the realms' mightiest monsters, and the oversized missiles they hurl can indeed punch through several inches of armoured hide or bone plating with ease. Such is the force with which these missiles strike home that they can also impale several man-sized targets at once.

MOVE

5"

HEALTH

6

4+

SAVE

5

CONTROL

Murknobs are champions amongst the Kruleboyz, and they revel in taking the heads of their adversaries – honestly or otherwise. They alone are granted the honour of carrying the Belcha-bannas into battle, foul relics with all manner of strange powers. When the enemy close in, these uncanny standards belch a revolting miasma that can make even the toughest foe collapse in agony.

• SPEARHEAD WARSCROLL •

MURKNOB WITH BELCHA-BANNA

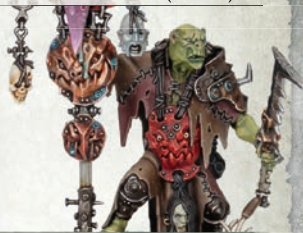
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Murknob Cleaver	4	4+	3+	1	2	Crit (Mortal)

Any Combat Phase

BREATH OF THE MIRE-DRAKES: *Belcha-bannas are typically built around the severed tongue of a mire-drake, creatures so vile that even after death, their remains belch forth clouds of soul-shrivelling gas.*

Declare: Roll a dice for each enemy unit in combat with this unit.

Effect: On a 1, nothing happens. On a 2-5, inflict 1 mortal damage on that enemy unit. On a 6, inflict D3 mortal damage on that unit.



KEYWORDS

HERO, INFANTRY

• SPEARHEAD WARSCROLL •

GUTRIPPAZ

 MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Wicked Hacka	2	4+	3+	-	1	Crit (Mortal)

Any Combat Phase

SCARE TAKTIKZ: *Gutrippaz use all manner of means to unnerve and intimidate their foes.*

Effect: Roll a dice. On a 3+, subtract 1 from hit rolls for attacks that target this unit this phase. This ability has no effect on attacks made by **HEROES**.



KEYWORDS

INFANTRY

MOVE

5"

HEALTH

2

5+

SAVE

1

CONTROL

Gutrippaz form the slimy heart of the Kruleboyz, stalking forwards behind their leering skashields. These mobs of sadistic greenskins are known for their vicious kunnin' and the spiteful amusement they find in laying low the enemy with their wicked, venom-laced weapons. Even their appearance is honed to intimidate and confuse the foe.



• SPEARHEAD WARSCROLL •

MAN-SKEWER BOLTBOYZ

HEALTH	MOVE	SAVE
2	5"	5+
1	CONTROL	

Man-skewer Boltboyz wield crossbows powerful enough to take down a charging warhorse with a single shot. Even minor wounds inflicted by these weapons soon turn gangrenous and foul thanks to the poisons that the orruks smear over every projectile.

 RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Man-skewer Crossbow	18"	2	4+	3+	1	2	Crit (Auto-wound)
 MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Jaggedy Blade	1	4+	3+	-	1	Crit (Mortal)	

Passive

PICK 'EM OFF: *Boltboyz prefer to remain stationary to fire carefully aimed shots.*

Effect: Add 1 to hit rolls for this unit's shooting attacks if has not used a **MOVE** ability this turn.



KEYWORDS

INFANTRY

