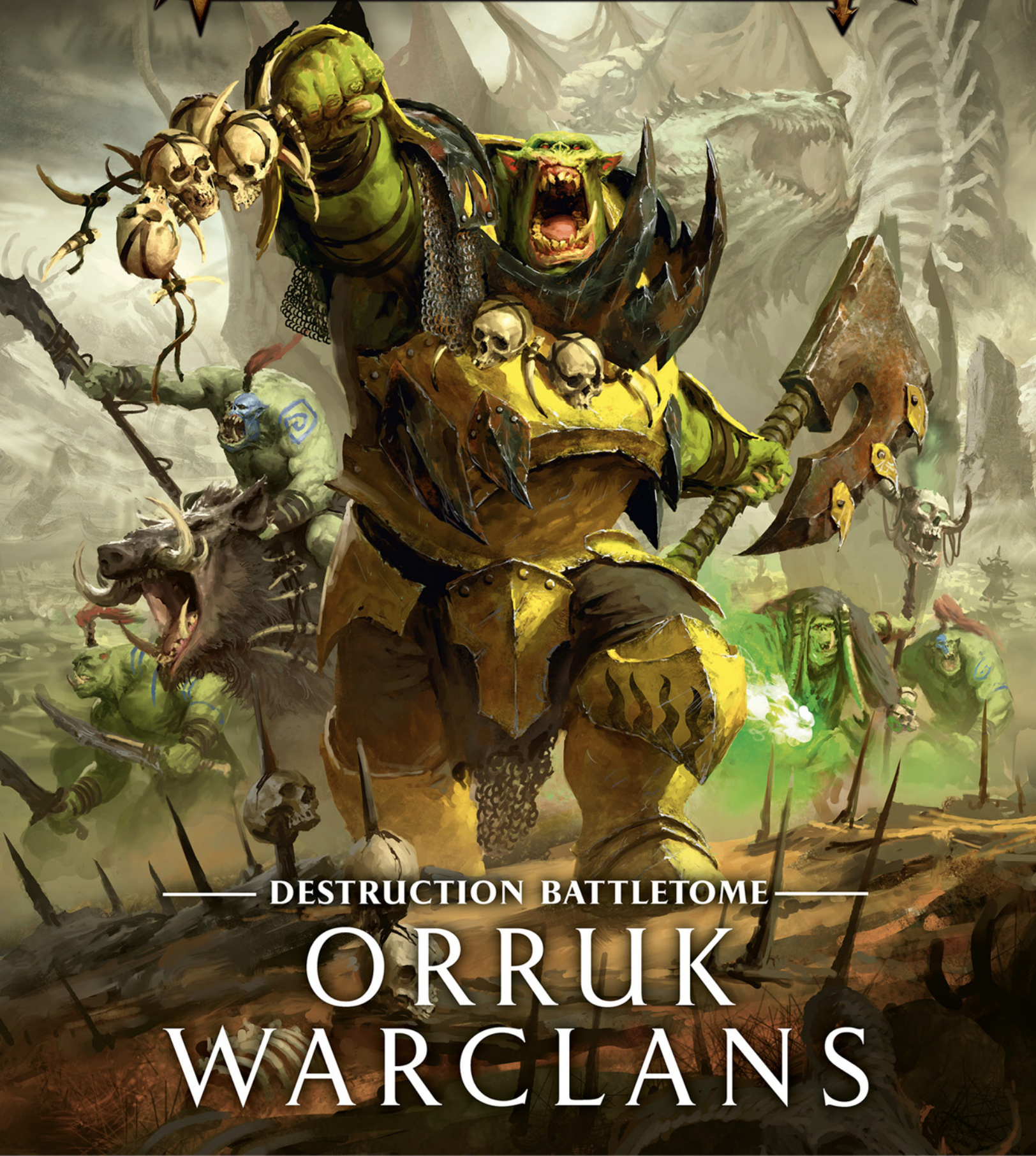


WARHAMMER

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— DESTRUCTION BATTLETOME —

ORRUK WARCLANS



The roar of the orruk race at war is loud enough to shake the Mortal Realms to their foundations. These hulking, green-skinned warriors live to fight. To them, war is the entire reason for their existence. They will punch, smash, gouge, slash and headbutt everything that stands before them until only the mightiest warriors are left standing, and they love every moment of it.

With every act of violence they commit, the orruks worship the great god Gorkamorka, the two-headed god of Destruction. It was he who slaughtered the mightiest monsters of the realms in the Age of Myth, and it is he who invigorates the orruk hordes with strength and manic energy through the raw primal power of the Waaagh! When the orruks gather in great number, when they raise their voices together in a ground-shaking bellow of battle lust, the pulsing green magic of Gorkamorka turns them from an argumentative rabble into a crashing tide of muscle and armour that sweeps all before it.

Stomping forward at the head of the greenskin hordes come the Ironjawz, hulking armoured orruks that are brutality made flesh. Howling and bellowing alongside them come the Bonesplitterz, frenzied orruks who have warlike energy thrumming through their addled brains. Stamping and shouting as their shamans bring the wrath of the greenskin god upon the foe, the orruks are constantly on the warpath. They know nothing of fear and never tire in their endless quest for carnage.

In the face of such reckless aggression, no civilisation can stand for long. It is all but certain that one day the realms will belong to the orruks.



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The destructive rampages of the orruks are feared throughout the Mortal Realms. Wherever their brutal warclans tread, carnage on a massive scale is sure to follow.





THE ORRUK RACE

The warclans of the orruks are a big green fist that slams into the guts of the Mortal Realms with each new day. Followers of Gorkamorka, the god of destructive, primal violence, they fight purely for the savage joy of fighting. Ironjaw and Bonesplitter alike are caught up in a tidal wave of violence that smashes entire civilisations to rubble.

It begins with a bass rumble and a feeling of impending doom. Slowly, the sound on the cusp of hearing resolves into a muffled roar, like that of a far-off riot or the first charge of a distant battle. A foul smell wafts on the downwind, earthy and ripe with an undercurrent of sweat. Then the orruk warclans come into view, a horde of muscular, brutish monstrosities already at full sprint.

A sense of primal dread seizes the soul as the eye is drawn to a hundred murderous sights, each more frightening than the last. Armoured hulks brandish vast two-handed axes, war-painted maniacs ride bristling boars, shamans gibber and howl as they vomit green ectoplasm and massive war leaders stand atop colossal scaly beasts that shake the ground with their pounding charge. This is the march of the orruks, an unstoppable, elemental force that flattens all in its path.

The greenskin races are many and varied, ranging from diminutive snotlings the size of weasels all the way up to Megabosses that are ten feet tall and nearly as wide. The most famous of all the greenskins is the orruk. To say orruks are warlike creatures is like saying the infernos of Aqshy's outer rim can be somewhat warm. These thuggish creatures are obsessed with battle; they are heavily muscled devotees of brute force and ignorance, feared across the Mortal Realms for their raw savagery and unrelenting thirst for violence of all kinds. Not a single land or continent, not even those of celestial Azyr, has remained unscarred by their destructive rampages.

Orruks are quick to anger and even quicker to escalate. When they are fighting, they feel a sense of savage joy that thrills through them and drives them to even greater acts of violence. Orruks thrive on conflict, growing bigger and stronger the

more of it they have. Their culture is robust and strong, a crude and primal meritocracy that all orruks instinctively understand. If one orruk feels like he is a better candidate for rulership than another, he can simply challenge his boss to a fight – and if he wins convincingly enough, he becomes the leader instead. Of course, this rough-and-ready system carries with it a definite risk, which stops the entire race from self-destructing: an orruk that launches a leadership challenge had better be sure he can win, because if he doesn't have the might to back it up, he has a short lifespan indeed.



In appearance, an orruk makes for a daunting sight. His bucket jaw juts out, filled with jagged yellow fangs perfect for tearing meat. His skin ranges from olive green to a dark emerald hue, depending on realm and region, but it is always tough and leathery, infested with ticks and with scars much in evidence. His stance is squat and his spine bent, lending a low centre of gravity that makes orruks stable and hard to fell. Porcine, red eyes gleam from under a heavy brow, and the stench of rotten food wafts from his mouth when he shouts, swears and bellows in the rough and utilitarian

language of his kind. Orruks often wear armour of metal or bone that is bound with tough leather and sinew onto their muscular frames. Trophies are common and are worn to boast of their superiority over past kills, particularly of large monsters or powerful foes. All orruks like to show off and most prize 'shiny stuff' much as a magpie does, even if they don't really understand how it works. Though they despise civilisation and learning, it would be wrong to say they place no value on books, scrolls and libraries. After all, they always make excellent kindling when burning down cities.

The tumult of violence that typifies an orruk invasion gives rise to a great din of bellowing, screaming, crashing and thundering. This can attract even more orruks to the same location so they can join in the fun. Like a cast stone triggering an avalanche, the first spark of violence grows into a ramshackle crusade that can tear down an entire empire. Whole civilisations have been ended by a Waaagh! that may have originated with an orruk nicking another's lunch, misunderstanding a perfectly good insult, or seeing a strangely shaped cloud in the sky.

Orruks are incredibly difficult to eradicate from an area once they infest it, especially if that area has lots of caves, fissures and dark places where they could spawn young. The scholars of Hysh believe that when an orruk is slain and its corpse left to rot in the right conditions, it will deliquesce into a fungal jelly. It then puts down thin, whitish strands into the earth below that can harness nutrients and the inherent magical power of the realm itself. From this greenish flesh sac comes the young of the race, glistening and pallid, gnawing their way free from the meaty jelly of their progenitor. These gangly, fang-mawed horrors will slither into somewhere dark and wet, red eyes glinting in the gloom

as they take shelter in a fissure or crevice. They eke out an existence by eating cave vermin, and occasionally punching each other, until they are big, green and muscular enough to hunt proper prey. Roaming at will, they join the first warclan they find as 'yoofs'. Before too long, the young orruks will have become warriors in their own right, ready to fight and die at the slightest provocation. There is evidence that the magic of the Waaagh! accelerates this process; should a battlefield of fallen orruks be left in shadow for long enough, it may become something akin to a birthing ground that spawns a new generation of psychotic green horrors soon ready for another colossal conflict.

When a Waaagh! is in full flow, it becomes something akin to a catastrophic natural disaster. The green-skinned tides of orrukdom break upon the cliffs of civilisation, battering them to rubble over the course of several sustained assaults.

The ground shakes as if in fear of the rumbling of iron-shod feet, the air fills thick with a thunderous din and chasms and fissures split open as the land itself is riven through by the anarchic force of Waaagh! energy. The massed orruks care not at all whether they are fighting to destroy the nations of Order, Chaos or even Death itself – they will tear down a Chaos tyrant's Dreadhold or an undead fortress raised in the wake of the necroquake just as happily as they would sack a Lord-Castellant's nascent city.

There are two main reasons – if they can be seen as reason at all – that the orruks cause destruction on such an epic scale. The first is that the orruks believe they were made to fight and win. It really doesn't matter who, how, where, when, why or what they fight, nor even which tools of war they fight with. Just so long as someone gets a good kicking, the orruks will be content.

The second reason is that orruks despise weakness, especially that part of weakness that seeks to manufacture its own strength in ways they do not understand. Though some orruks can be quite ingenious when it comes to making new ways of bashing, clubbing or impaling their victims, they see things like blackpowder weapons, well-made castle walls and duardin flying machines as 'cheatin'. They despise any methods by which those smaller than themselves try to rise to the top when they should really be violently put back in their place. Theirs is a simple cultural truth, one that sees the orruks thrive most of all in Ghur, where that creed defines even the landscape of the realm. Orruks want nothing more than to tear down the false strength of other nations until no stone stands atop another, destroying the gimmicks, crutches and props of civilisation, for they complicate that most fundamental truth of reality – that might makes right.

THE WAAAGH!

When orruks go to war, the resultant crusade of savagery is called a Waaagh! – a word that can only be properly pronounced at ear-splitting volume. This is also the term for the signature greenskin war cry, a communal, guttural bellow that wrenches its way out of the souls of the orruks. This is not a word so much as a death knell, for it has sounded the doom of countless nations from across the realms throughout time.

Not all Waaagh!s are created equal. One that includes thousands roaring at the top of their lungs will be more powerful and long-lasting than the war cry of a single mob of unruly orruks. Similarly, the nature of a Waaagh! can vary depending on the orruks that give it voice. The deep bass roar of the Ironjawz lends them raw strength, and they have to be pretty strong to cart all that metal around with them in the first place. So invigorated are they that their fighting style – which can be best summarised as that of a battering ram – can see them punch through shieldwalls and snap limbs in their gauntleted hands as if they were no more than twigs.

The war cry of the Bonesplitter clans invigorates the orruks with a manic, almost frantic energy. This drives them onward, lending them ferocity and lasting stamina enough to hack apart the enemy in a rain of successive blows, or charge down even the colossal beasts of Ghur's primordial savannah.

Similarly, not all Waaagh!s are launched on purpose. Greenskins are creatures of instinct and emotion over careful planning and military logic. When one orruk gets it into his head to punch another, even if only in a row over a prize haunch of human meat, the resulting fist fight can grow into an outright brawl. This in turn can trigger a rising tide of aggression that sees the biggest and ugliest orruk bash his mates into something approximating a military formation and point it at the nearest non-greenskin stronghold in the search for a 'proper fight'. Before you know it, the hordes are on the march once more.

When the clans raise their voices as one, their cultural differences are put aside, and they become a pure expression of all that is orruky and fierce. This is known as a Big Waaagh! A hurricane of belligerent energy, it sends Ironjawz and Bonesplitterz alike into a state of such furious battle lust they can break an enemy army in a single charge. Sometimes even the land itself comes alive, with the earth grinding, trees uprooting and skies turning lurid green in the furore. Choosing when to unleash the Waaagh! is a major component of the orruk art of leadership, and there are none more skilled at this than Gordrakk, the Fist of Gork. Gordrakk's Great Waaagh! is the most powerful of all. It can raise a surge of raw battle lust from not only greenskins of all stripes and nations, but also ogors, gargants and even troggoths, uniting the savage hordes in a single cataclysmic assault.



When the forces of Destruction and Order meet, the carnage that follows is total. Roaring their barbarous praises to the Great Green God, the warclans overpower their foes through a mixture of brutal might and sheer savagery. Even the celestial power of the cosmos can do little to stymie this onslaught of violence.





IRONJAWZ

The biggest and strongest of all the orruks are the Ironjawz – or so they insist, anyway, and woe betide those who disagree with them. These are the armoured fist of Gorkamorka's endless hordes, each new charge hitting like a stampede of metal-clad rhinoxen. Then, as choppas hack and spiked clubs bludgeon, the real carnage begins.

The Mortal Realms resound to the thunder of war, and the Ironjawz are right in the thick of it. These orruks epitomise the side of the greenskin psyche that is brutal rather than cunning. They favour raw strength and resilience over all that complicated brainy stuff they call 'finkin'. Some say their simple approach to warfare makes them easy to outwit or to avoid, but underestimating the Ironjawz is a foolish mistake indeed. They are still clever enough to know how to lay simple traps, hide their numbers, and even bully lesser greenskins into their service as cannon fodder. Though the Ironjaw warclans are not as numerous as those of other greenskins, even the lowliest Ardboy is a massive and well-armoured thug.

When the Ironjawz go to war, they do so with the sole intention of destroying their enemy, no matter

how long that may take. Even when they are beaten back, they gain strength. An orruk that fights long and hard, even if he loses, will put on more muscle mass and have a fiercer temperament than one who is on the march. This also applies on the level of mass warfare. If the Ironjawz hear of another clan of orruks at war, they will cross chasms, raging rivers and streams of lava – sometimes by piling the bodies of their victims high enough to simply walk across – in order to get to the action. They will march double time to reach the fray and to weigh in, hopefully showing up their rivals in the process. If they get there too late, they will simply aim a new Waaagh! at the nearest targets, and so the whole process begins over again.

The weapons and armour of the Ironjawz are crude but effective, much like the orruks that use them.

Simple weapons of iron and steel are popular. Some are heavy and blunt but for a profusion of spikes, while others are made to be as jagged and sharp as possible. Their weapons split shields, cave in helms and crush skulls as the thumping rhythms of the Warchanters spur these hulking orruks on to ever greater acts of carnage. Not all are simple bludgeons and axes, for the rough ingenuity of the orruk manifests in the creation of their most prized weapons – some have crude blade-breakers, saw teeth or claws that can pull an enemy's guard wide open before the killer blow slams in.

The signature iron armour of these hulking orruks is often cannibalised from the scrap metal taken from the last culture to fall under their blades. The Ironjawz do not have smiths as such, nor do they trust grots to fashion their equipment for them –



instead they batter and punch the metal into shape with their gnarled fists and elbows until it will fit their hulking bodies. This may take hours – or even days – to achieve, but as it's essentially having a fight with a big piece of metal, the Ironjawz get quite a lot out of it. Though often kept in a state of battle-damaged disrepair and corrosion, the resultant heavy armour plates tend to be defined by practicality, interlocking to allow a wide range of movement. Those Ironjawz who come from Ghur do not often wear helms, hunting by scent as much as by instinct. The few who do wear helms have grilles built into the nose so that they can sniff out those enemies that might otherwise hide from them. Most Ironjawz keep the edges of their armour plates sharp and spiky – the occasional slashing accident is considered well worth it, given that an elbow to the throat or a knee in the gut from the blade-sharp pig iron can be as lethal as an axe blow from any normal warrior.

Even the creatures the Ironjawz ride to war are armoured and enhanced. They are clubbed senseless before being bound with hard leather straps and iron rings. They are then festooned with as many bits of jagged metal as they can carry. This is a fraught process, for it risks the beast going berserk and gouging the rider to death. Because of this, those who have the tenacity and force of will to bind a riding beast to their service are considered high status within the warclan. Many elite Ironjawz ride ill-tempered beasts known as Gore-gruntas that can thunder along for days on end without tiring. When the enemy is close, they accelerate into a snorting, frothing charge to barrel through the foe, biting and trampling as they go. These creatures are to the war boars of the Bonesplitterz as an ogor is to a human; a Gore-grunta weighs almost a ton even outside of its armour. But even these are not the most ferocious of the Ironjawz' steeds. That honour belongs to

the Maw-krusha, a vast, scaled behemoth with a temperament very similar to the raging Megaboss that rides it. These creatures are stronger and more heavy-set than even the Stardrakes ridden by the Stormcast Eternals, and they relish slaughter just for the sake of it. When several Maw-krushas get into the fray at once, they barrel towards the enemy as a wall of muscle, scale and armour, crushing all before them under their destructive bulk. Those heroic or foolhardy enough to give them a good fight are soon engaged by the Megabosses that ride atop the stomping, roaring beast, and they find themselves battling two monsters of war at the same time.

Like the eye of a raging hurricane, the Megabosses of the Ironjawz stand in the centre of seething mobs of orruks, directing the carnage with bellows of rage and judicious acts of violence. Their natural dominance over the warclans has seen them unite entire orruk nations at once.

THE TWIN-HEADED GOD

The booming laughter and thunderous footsteps of Gorkamorka have resounded across the Mortal Realms since time immemorial, for there can be no natural law without destruction. Gorkamorka is not one god but two, having long ago torn himself apart after a particularly violent falling out with himself. These two halves are known as Gork and Mork. Some orruk shamans believe these may have been his original incarnation, and they may even pray to one half or the other. However, they are firmly behind the incarnation of Gorkamorka most of the time – after all, two heads are better than one (especially during headbutting contests). Both gods share many aspects of the other: Gork is brutal but cunning, while Mork is cunning but brutal. Crude images are often found smeared on cave walls, ruins and chasms that depict Gork (or possibly Mork) hammering enemies with his club or stomping them flat under his great, gnarly feet. Ironjawz follow both Gork and Mork, though they feel more of a kinship with Gork, whose straightforward approach to bashing things to death really appeals to them. When enough orruks gather together and the promise of war is in the air, the two gods merge together once more into Gorkamorka, a god so mighty his footfalls split the earth.

Before he ripped himself in two, Gorkamorka was the warrior champion of Sigmar's pantheon of gods. His respect was not won easily. Long ago, at the dawn of the Age of Myth, Gorkamorka got himself

trapped in a duel within the strange demigod creature known as Drakatoa, the Living Avalanche of Ghyrria. Suspended in the primordial muck of that amber-massed landslide, Gorkamorka could bring neither his mountain-shattering might nor his base cunning into play. Streaking from the sky came Sigmar upon his godbeast ally Dracothion, and between his hammer blows and the great drake's cosmic lightning, Drakatoa was driven back. Gorkamorka was pleased to be free, yet he was also infuriated – never before had he been so trapped, and never before had he required aid.

As a creature of violent emotions, his first instinct was to attack. Hefting up his war club, the twin-headed god knocked Dracothion senseless. Enraged, Sigmar arose from his downed steed and began what turned into a twelve-day battle. The tumult of the two gods trading blows shook the Eight Realms. Where Sigmar flung down his foe, it cast up the Mountains of Maraz, while the scattered Gouge Canyons were made from the strikes of Gorkamorka's club. Such was the spectacle that even Ghur's most hostile predators, drawn by the scent of godsblood, stood agog at the sheer destruction unleashed before them. But even gods grow weary. Seeing the wreckage they had wrought between them, each began to grin, then to laugh. Seeing that the strong-armed god-king had matched his own battle lust, Gorkamorka clasped his hand and agreed to fight alongside Sigmar rather than against him – for a time, at least...

BESTIAL REALMS

The Mortal Realms resound to the thump of the Ironjawz on the march. Though they have conquered vast swathes of all the realms save celestial Azyr, the warlike orruks are strongest of all in Ghur, the Realm of Beasts, where the land itself is as rugged and predatory as the Ironjawz that originated from within it.

The Ironjawz arose from the bestial wilds of Ghur in the primordial days of the Age of Myth. No one knows how they first appeared there, only that orruks likely came from dark forgotten places and then surged out to take the lands from bestial monsters and warrior tribes alike. They have long since fought to dominate those lands. If any could be said to rule them, it is the warclans under Gordrakk, the Fist of Gork. Even during the Age of Chaos, where the vast majority of mortal races were under the heel of the Dark Gods, the Ironjawz thrived. While they have since left trails of destruction across all the Mortal Realms, the Realm of Beasts still boasts the most Ironjawz, and many of the greatest Megabosses come from its savage kingdoms.

Ghur is home to countless dangerous and violent lands where the strong survive and the weak become meat. This predatory wilderness suits the Ironjawz just fine; endless wars against other orruks, slaving beasts and Chaos warriors mean their warclans have always had an opportunity to vent their savagery. Just as an orruk boss imposes dominance over their warclan, so too do the Ironjawz dominate the wildernesses of Ghur. Teetering effigies to Gorkamorka, splintered woodlands and mountains beaten into rubble are all signs left by the Ironjawz that they're in charge.

Once, the Realm of Beasts was filled with many noble empires ruled over by hunter kings and proud beast lords. Their domains were set

atop snow-wreathed peaks or amid subterranean cave networks that formed labyrinths of stone. The hinterlands were home to roving caravans miles in length, and palisade walls lined the hilltops like jagged crowns. Some townships were founded on the backs of surging ocean monsters, others in the canopies of drifting sky-trees. The Ironjawz toppled one after another. Whether a sky-borne keep flew the banners of free peoples or the eye-searing symbols of the minions of Chaos mattered not to the Ironjawz, only that they got up there somehow and toppled it back into the dirt.

To stop the greenskins, their enemies constructed ever more elaborate defences: walls laced with killing spells, living moats that consumed



all who crossed them and cities with vast piston-driven legs that could carry them to pastures new. All failed before the simple, savage brutality of the Ironjawz.

As the Ironjaw armies laid waste to Ghur, they grew in size. Under the leadership of the mighty Megabosses, they formed their mobs into groups known as fists and then even larger groups called brawls. Guided by these powerful greenskin warriors, they spread out into the other Mortal Realms, following Gorkamorka's constant call to invade a thousand different lands and more.

Ironjawz do not build cities, for they are a nomadic culture, wandering from one place to another looking for battle and pausing only long enough to loot before moving on. As a warclan travels the realms, it will assert its dominance over everything it meets, either killing them or, should they meet other Ironjawz, adding them to their number. Sometimes they will make

temporary bases in a place rich in Waaagh! energy – maybe amongst the bones of some colossal monster slain during Gorkamorka's rampages in the Age of Myth or on the site of a particularly good massacre. There, they soak up the bestial essence of the landscape, keeping busy by fighting amongst themselves until the largest of their number breaks enough heads to mount a new war.

Orruks respect only strength, and other clans sometimes forget that the Ironjawz are in charge. Most clans are quickly knocked into line, though some, like the unruly Bonesplitterz, need constant reminding. By contrast, tribes of grots tend to steer clear of the Ironjawz, though they do occasionally join forces. Even though they are not much use for fighting, some Ironjawz keep grots about either for tasks such as sorting through scrap piles and dragging loot about or so they can throw them into the grunta sty, which is always good for a laugh.

There can be no mistaking the rough handiwork of the Ironjawz, especially that of Da Choppas warclan, who love to inflict violence on the landscape as well as on their victims. One of the Ironjawz' most famous acts of vandalism was the defacement of the monolithic statue of Archaon that stood over the Manticore Realmgate. Three times have different Ironjaw warclans brought it down. The first time, the Everchosen's helm was carved into the grinning face of Gork, so Archaon sent a legion to reclaim it and guard its repair. The second time, the head was taken off entirely and replaced with a huge wooden grot head. Incensed, Archaon ordered the expansion of the Manticore Dreadhold. The third time, the Ironjawz brought down the walls and raised a crude idol to Gork over the fallen statue of Archaon. Now, a new Lord of Chaos commands the rebuilt Manticore Dreadhold, peering into the wastes as orruk drums rumble in the distance. It is only a matter of time before the region sees a war of titanic scale between the Ironjawz and the forces of Archaon the Everchosen.

GORKAMORKA'S RAMPAGE

The original Great Waaagh! was started by Gorkamorka himself, and in some ways it has never stopped. When he was still part of the Pantheon of Order, Gorkamorka gladly fulfilled the role of monster hunter, leading his hordes in clubbing to death the greatest predators of the lands. The orruk god's tremendous success, Sigmar claimed, served to pave the way for civilisation to sprout up in his wake without being preyed upon by monstrous fiends. Gorkamorka shrugged; he was just doing it for the fun of it. Yet it was not enough, especially when the arch-manipulator Tzeentch whispered in his ear that he was no longer his own ruler but Sigmar's servant. Gorkamorka grew tired of the tedious commands and laws of the Pantheon of Order, and, finally, he snapped. The invasion that followed shattered everything – mountains, citadels, thriving cities, and even the pantheonic truce between Sigmar and the god of the orruks. The greenskin crusade swept from one end of the Eight Realms to the other, leaving behind utter devastation. Upon reaching the edge of nothingness and with nothing more than the aetheric void before him, Gorkamorka spat over the edge of reality, then turned around and set off to do it all over again.

The Great Waaagh! only ended when Gorkamorka fractured into two beings, Gork and Mork. So innate was conflict to the Great Green God that he even fought himself. His warlike clans likewise broke into fragments and fought amongst themselves, for all else had already fallen before them and still they thirsted for battle. The Orruks believe that when enough of them unite, the Great Waaagh! will reform and smash the realms to pieces.



THE MAKING OF A WARCLAN

A single mob of Ironjawz is enough to sack a village, but when several mobs gather together, they attain a kind of critical mass that can see them bowl over enemy armies in a crashing tide of metal and dense green flesh. The largest gatherings are called warclans, each fighting to outdo the others in terms of their killer reputations.

Orruks, and most especially Ironjawz, have a natural tendency to follow the largest, loudest and most impressive of their number. This is partly for the simple reason that if they don't get in line, they may get a cracked skull for their trouble. It is also a form of hero worship, for the orruks that act most like Gorkamorka are clearly closest to the epitome of all that is great and green. As a result, they are the most likely to lead their kin to the best fighting, and they are also the most likely to win – and keep winning.

This logic has ramifications across orruk society, for the biggest of their number will lead until he meets a bigger leader, at which point he will be subsumed into the warclan of his new boss, and so on. This same logic of size and dominance is found no matter whether the orruks hail from the rusty metal mountain of Skrappa Spill or the sweltering jungles of Humidia in Ghyran.

Each gathering of orruks is known as a mob, a fitting name for such an unruly and violent assemblage. These mobs gather together by instinct, knowing that the more warriors they have, the bigger the fights they can start. The upper limit of these multi-mob gatherings, known as fists, is usually five. That is the number of digits an orruk has on one hand and, therefore, the highest number he can comfortably count to without making his brain ache – though it is said Gordrakk knows other, more exotic numbers, such as six and even ten. There are many kinds of fists, ranging from Weirdfists gathered around a Weirdnob Shaman to Ardfists that invariably comprise lesser Ironjawz hoping to be inspired to greatness by a particularly loud and impressive Warchanter. When five such fists gather together, and when each boss works with his rivals toward the same goal, the resultant horde is known as a brawl.

Each warclan has its own identity, usually influenced by the realm in which they spend most of their time. They will often daub themselves or their armour in bright colours – or bully some local grots into doing it for them – to show their allegiance and ensure that when they engage in truly spectacular feats of violence, there is no doubt about who committed the deed. These strident colours are complemented by the iconography of the clan; chequered patterns, stylised flames, jagged 'teef' designs and the horned skull of the beast are much in evidence.

Ironjaw warclans can come in almost any size, ranging from a single Megaboss, Warchanter or Weirdnob Shaman followed by a motley assortment of orruks, all the way up to continent-spanning Ironjaw 'empires' made up of scores of bosses and hundreds of thousands of greenskins under the control of a single hulking Megaboss. Most warclans' names are given to them by their leader and are usually something punchy and descriptive, all the better to intimidate prospective enemies. The Bloodgrinz, for instance, smear their mouths with the blood of those they have defeated and leave gory handprints on their armour. Ironjawz of the Stoneskulls Warclan paint their armour off-white, a reference to the bones of the numberless undead they destroyed across the Prime Innerlands before the necroquake – or the 'Deffstorm', as the orruks call it – came along and spoiled all their fun.

Other warclans take their names from the places where they were founded. These include the black-stained Asheater Boys of Aqshy's Soot Peaks, the jade-armoured Treebitaz of Verdia and the infamous Brutes of the Skybasha Warclan, who have lately taken their salvaged Kharadron scrap-hulks to the skies of Chamon's Spiral Crux.

The most arrogant bosses, those who wish their names to resound across the annals of history, insist their warclan is named after them and them alone. Brokkjaw's Bitaz, Zedek's Weirdlads and the Hooktoof Scrappas are all examples of such clans, each of which is thronged with orruks that would gladly follow their leaders into the hellish regions of the Realm's Edge. These warclans tend to be the most tightly knit of all, with the identity of the greenskins caught up in that of their leader, sometimes to such an extent that if the leader is killed in battle, the clan will still keep his name (and possibly his skull) to ensure his spirit can watch over the gory revenge his followers take in his name. These Ironjawz are so stubborn in their beliefs that they like to claim they are never truly defeated as long as the name lives on, as was the case with the Grok Skulls Warclan, who carried the decapitated head of their Megaboss with them so he could oversee the eventual destruction of his enemies. The clan's new leader, the Weirdboss Bhagstabba, claims to commune with the departed Grok Skull – whose name is now more fitting than ever – and hence rules with a combination of borrowed infamy and magical power that has proven all but unstoppable.

Regardless of its name, a warclan's sole reason for existing is to make it easier to wreck everyone else's clans, tribes and cities as often as possible. Raising idols, looting cities and destructive vandalism are all secondary to the act of expending strength as impressively and frequently as possible. In this sense, warclans are purely catastrophic forces, moving across the realms and destroying everything and anyone with the audacity to be in the way. For every warclan that roams the Mortal Realms, there is a trail of broken empires, shattered lands and feasting carrion birds left in its wake.

IRONJAW WARCLAN

MEGABOSS

BOSS

At each level in a warclan, there is a boss to keep the boys in line. This can be a Megaboss leading a bunch of brawls or fists or a lesser boss in the midst of their mob.

BRAWL

BRAWL

BRAWL

BRAWL

BRAWL

FIST

Fists are the most common fighting formation of the Ironjawz. Some are made up of identical mobs, such as Gorefists and Brutefists. Many, however, are more diverse – Ironfists, for example, have a mix of boys to deal with any enemy the Ironjawz might end up facing.

BRAWL

Brawls are unruly hordes of Ironjawz, but their milling ranks have five distinct fists, each one gathered around a large and impressive boss.

FIST

MOB

MOB

MOB

MOB

MOB

MOB

A mob is a catch-all name for a group of Ironjawz, and it can be anything from a handful of orruks to a few hundred in number. Each has a boss at its head and, in the case of Ardboys, may include a banner or totem bearer bearing the clan's colours. Some also have drummers that pound out a thumping war beat.

SHAMANS

Weirdnob Shamans sometimes lead mobs, fists and brawls that are in awe of their connection to Gorkamorka. They may in turn follow a powerful Megaboss whose Waaagh! lets them tap into potent primal energy.

WARCHANTERS

Warchanters can lead mobs, fists and even brawls. Most of the time, though, they run about like madboys, getting the lads riled up with their endless drumming and hollering until the clan's aggression reaches fever pitch.

WARCLANS OF INFAMY

There are thousands of warclans in existence, all hailing from different parts of the Mortal Realms, and owing to the miraculous portals known as Realmgates, the infamy of the mightiest has spread far and wide. Knowing little of fear, they will match themselves against entire nations and often emerge bloodied but triumphant.



IRONSUNZ

Dakkbad's Ironsunz love to show off, and since the armoured immensity known as Dakkbad took the position of Megaboss, they have been cockier and more aggressive than ever. Hailing from Ghur, but with an eye for an opportunity, they are one of the largest warclans currently in existence, and they have fought their way across every realm save Azyr. Their armour is a distinctive, eye-catching yellow, for the flashy Ironsunz love to be seen, heard and feared throughout the lands. If anyone poses a threat to Gordrakk, the Ironsunz say it is Dakkbad.

Dakkbad Grotkicker was once just another Brute amongst the Ghurish clans, known for his habit of wading into the lesser greenskins that followed the main body of the army and booting them as far as he could in all directions, just for the hell of it. As the Ironsunz hunted the saurian megafauna of the Gnashka Plateau, Dakkbad picked his fights carefully, always attacking the creatures from the flank as his mates took the onslaught of their claws and teeth. Because of this innate cunning, he survived many a beast-kill, growing to be the largest of those of his clan who still hunted there – nearly all his rivals had been chomped by their monstrous prey, in some cases quite suddenly after being roughly shoved from behind. Soon enough, Dakkbad was wading into the camps of the Ardboys and kicking them instead

for his recreational needs. He rose through the ranks of his warclan and many saw him as a natural choice for the next Megaboss.

Not all the Ironsunz were oblivious to what was happening. Guttdrukk Fourfist, the Megaboss of Dakkbad's clan, got his head together with the other bosses one night. That day, the clan had brought down a particularly massive gargant. During the battle, Dakkbad stayed well out of the way until the gargant was toppled, and then he quickly darted in to deliver the deathblow. As they gathered around the behemoth's carcass to devour it in a midnight victory feast, Guttdrukk called Dakkbad a coward in front of the entire clan. He challenged him to lead the next hunt, if he thought he was so great, and make a headlong charge against the next mega-beast they saw. Dakkbad simply shrugged, saying he was too busy eating to fight right then, but he accepted the challenge. Having spotted some telltale tracks the day before, he already had a plan in mind.

When the sun of Hysh painted the Ghurish savannah gold the next morning, Dakkbad was already up and shouting. He led his bleary-eyed clan, still a bit worse for wear after the feast before, into the chasms near the gargant's lair. There, they followed the knuckle-tracks of the Maw-krusha that the gargant had kept as a pet. Dakkbad was already leading the charge towards the beast before anyone knew what was happening, and not wanting to seem weak by comparison, Guttdrukk and his mates chased after him. Upon hearing the orruk clan's war cry, the Maw-krusha gave a bellow of outrage so loud that it burst the eardrums and addled the minds of all those Ironjawz nearby. Dakkbad was the only exception. He had filled his ears with yellowish wax that he had scooped out of the fallen gargant's head the night before,

thereby escaping the worst of the roar's effects. He lagged back as the Maw-krusha lunged forward and bit Guttdrukk's head clean off. Dakkbad leapt, planting a foot on Guttdrukk's squirting neck-stump and leaping over the Maw-krusha's snapping jaws to land squarely on its back. He rode the irate beast like a bucking bronco as it stomped, punched and gored the rest of his rivals to death, laughing all the while. The rest of the clan looked on in awe. Once the beast was sated, Dakkbad told the survivors, in no uncertain terms, that he was now the Megaboss, and any who disputed it would be next in his Maw-krusha's belly. The creature itself, reasoning that Dakkbad had fed him well, deigned to let the Ironjaw stay on its shoulders so long as there was always a ready supply of food.

Since that day, Dakkbad and his Maw-krusha, Bossbiter, have been the undisputed masters of the Ironsunz, crushing or kicking to death any foolish enough to challenge them. Dakkbad ensures he is always first to the fray, Bossbiter barrelling into the enemy as Dakkbad decapitates his foes left and right to show he is still in charge.

The Ironsunz have a well-deserved reputation for being good at all that 'finkin' stuff, and they like to throw their weight around amongst the other Ironjawz warclans. They have many Megabosses in their ranks, for Dakkbad surrounds himself with other orruks that are almost as cunning as he is – some are the best of all their kind, able to think not only about the plan for tomorrow but also the day after. These Megabosses march amongst their Brutes in something approaching military formations, a solid wall of armour and hard flesh from which the arrows and bolts of the enemy rebound to no avail. Though they are not exactly fast, when the Ironsunz reach the battleline of the foe, they strike with incredible force.



BLOODTOOFS

It is a well-known fact that the Bloodtoofs are not quite right in the head. Of all the clans, it is these red-armoured maniacs who are the truest nomads of all, for they charge from one part of the cosmos to another as readily as other people change their trousers. Led by the wild-eyed Megaboss Braka Skulhorn, they seek out Realmgates and then plunge headlong through them – much to the befuddlement of civilised types that watch their progress from afar with a mixture of fear, awe and confusion.



DA CHOPPAS

Where Da Choppas go, vandalism and rioting on an epic scale is soon to follow. Vast statues to the Chaos Gods are defaced in all manner of amusing ways, priceless frescos of the Pantheon of Order are daubed with crude and often obscene graffiti, and quiet arboretums and gardens of contemplation are set on fire by orruks that chant bawdy war songs at the top of their voices.

Da Choppas have two things on their side: sheer numbers and joyous belligerence. Though they

Since the Age of Chaos, the Realmgates – already in disrepair owing to the ravages of time since their creation – have been corrupted, captured, defiled and rerouted in a thousand different ways. One who passes through a Realmgate may end up plunging into the nothingness of the aetheric void or find themselves manifesting in a lake of boiling brass rather than emerging at the intended destination. This bothers the Bloodtoofs not at all – somehow, they usually get away with it, each Realmgate depositing them somewhere more-or-less safe and stable, allowing them to continue their rampage on the other side. Perhaps it is through blind luck, perhaps not; certainly, their shamans claim that it is the hand of Gorkamorka guiding them on their warpath across the realms, and they may well be right.

The Bloodtoofs' fondness for chucking themselves through Realmgates hails from the time when they still sought out Gordrakk, the Fist of Gork – without a doubt,

have far more Ardboys than they do Brutes and Gore-gruntas, and hence are seen as a bit less punchy than the other prestigious warclans, they more than make up for their lack of sheer strength with their commitment to their destructive agenda. They see it as their god-given duty to mete out anarchy and destruction on the Mortal Realms; it is their role to tear down, deface, lampoon and belittle every culture that thinks itself refined or proud in any way. So ambitiously and inventively do they practice their acts of hooliganism that they insist all the other warclans must do the same – if a gathering of Ironjawz isn't causing enough trouble, Da Choppas will soon pay them a visit, laying about them with bludgeoning weapons and berating those they see as 'criminally borin' until they have stirred up enough trouble to ensure the peace is no longer kept.

Unusually, the leader of Da Choppas is not a Megaboss with a hard core of Brute followers but a Weirdbob Shaman – though admittedly one

he knows where the best fighting is. Over time, however, they found that the act of plunging through portals was a wild ride in itself, and they started to do it more for the thrill of it than for any real endgame. Should they find Gordrakk one day, so much the better – if not, that's fine too, for somehow every portal they barge through leads them to another civilisation ripe for a good kicking.

Always in a hurry to break heads and move on to break some more, the Bloodtoofs value speed. They have a great many Gore-gruntas in their armies and prize them highly, for no matter how hard they ride them, the beasts still keep on going.

Their gung-ho attitude to haring around the wilderness means they have a better understanding of the lay of the land than any other orruk warclan; more than one enemy has mustered in good order against a horde of Brutes only to find a Gore-grunta charge thundering in from their flank.

with the head of a Megaboss on the end of his magickin' stick. The original boss, Doggrok, was so formidable that when he came down with a nasty case of spontaneous combustion by green fire, his right-hand shaman, Ka-rokk, took his skull as a reminder that he was not to be argued with. Since that day, all the shaman has to do to keep order amongst the clan is to conjure green flames out of Doggrok's eyesockets and bellow anger from his jaw so loud that the air itself screams in protest. Even the most raucous of Da Choppas is a little bit afraid of Doggrok – alive or dead. When Ka-rokk said Doggrok told him that the clan should paint white war-checks on their deep blue armour, they did just that, sticking out their tongues in concentration as they took care to get all the fiddly bitz just right. The leaders of the clan wear more chequered patterns than others, for, in the culture of Da Choppas, it is a sign of veteran status and of close alignment with Doggrok's agenda of 'duffin' up anything that isn't already done over.'

BONESPLITTERZ

Regarded as unpredictable and weird even by their fellow greenskins, Bonesplitterz are orruks that have entirely lost themselves to the furious energy of the Great Green God. They rampage across the realms in nomadic warclans, hunting the great beasts of the wild, in whose bones they believe can be found raw Waaagh! spirit.



Clad in nothing but scraps of cloth, bone armour and lurid warpaint, the orruks known as Bonesplitterz charge to war, the light of green madness in their eyes. There is no foe these wild hunters cannot run to ground. Never stopping and never tiring, they overtake their prey. They riddle them with volleys of arrows or fall upon them in a feral frenzy, hacking away with crude stone weapons until there is nothing left but blood and broken bones.

While the primal fury of Waaagh! magic boils in the veins of all orruks, it holds a particular significance for the Bonesplitterz. They feel it constantly thrumming through their bones, an insistent drumbeat that drives them relentlessly onward. Bonesplitter warclans are bound together by their veneration of this strange energy, which they believe to consist of untamed beast souls. They are ever on the hunt, not for food but for the wild spirits of the great monsters that roam across the Mortal Realms. Once their prey has been cut down, its bones are ripped out and worn as trophies and its organs are mashed up to create sacred body paint. These tattoos and bone trinkets thrum with mystical power, the residue of the beast-essences trapped within. Defying all logic, they can deflect an arrow or a bullet as surely as an iron breastplate.

Amongst the many orruk cultures that exist in the Mortal Realms, the call of the Waaagh! is heard in various ways. To the Ironjawz, it is a thunderous bellow of rage summoned and spent in a brief but utterly devastating eruption. To the warclans of the Bonesplitterz, it is a constant companion, a bestial howl that ululates inside their mind. As well as robbing them of what little sanity they once possessed, this Waaagh! energy suffuses their beings, making them frighteningly difficult to cut down. Just as it

hastens their strikes and hardens their already thick hides, it also grants them seemingly impossible reserves of stamina. Painted orruks pound across vast distances on their stocky legs, barely stopping for a breath. A foe may be faster than a charging Bonesplitter, but few can match their relentless stride.

No greenskin begins existence as a Bonesplitter. Instead, the blessing – or curse, depending on one's perspective – of the Great Green God strikes seemingly at random. In battle, a spark of Gorkamorka's wild rage enters the skull of every orruk. Sometimes, when the ruckus is over, individual warriors find that this insistent bellowing refuses to fade away. Unable to quieten the rattling in their skull, the orruk in question will be driven quite mad. They will develop strange tendencies such as collecting handfuls of broken teeth, having long conversations with their choppa, or beating other orruks around the face with painted rocks. Unsurprisingly, such odd behaviour does not endear them to their fellow boys, and these strange souls

are quickly and violently driven out of their warclan. Bloodied yet undaunted, they bound off into the wilds in search of like-minded kin. Strange portents and symbols sent by Gorkamorka will ultimately guide them to the nearest Bonesplitterz warclan. There they will find a new home, rampaging across the realms and spreading the power of the Waaagh! wherever they tread.

HERALDS OF THE WAAAGH!

Unlike the majority of orruk cultures, such as the brutish Ironjawz, Bonesplitterz warclans are ruled not by warriors but by shamans – the strange Wurrzog Prophets. Seers and mystical leaders who interpret the raging will of Gorkamorka, the prophets guide their warclan on its headlong charge across the realms. They seek out omens everywhere. Clouds that look a bit like a boar if one squints hard enough, funny shaped trees and the blood spattering from a recently broken nose that seems to pool into the image of a guiding finger – all are considered promising signs that point towards the next great hunt.

Despite their preference for animal prey, the Bonesplitterz enjoy a good brawl as much as any orruk. The armies of Order, the worshippers of Chaos and the deathly minions of Nagash – none are safe when the Bonesplitterz' blood is up, which it always is. Even the belligerent Megabosses of the Ironjawz respect the prophets' weird powers and their uncanny ability to sniff out where the best scraps can be found. Gathered in great numbers, the Bonesplitterz act as lodestones that focus their god's primal power. When a Big Waaagh! rises up, there is usually a vast host of Bonesplitter warclans at its fore – a fortuitous sign from the Great Green God that an almighty ruckus is on the horizon. As they spit, roar and bash their heads together in the throes of mystical madness, the green fury of Gorkamorka's spirit gathers around the Bonesplitterz like a storm front. Nearby greenskins find themselves swept up by the swirling aura of violence, chanting and hollering alongside their strange kin. When this green catastrophe is unleashed, it can spell the doom of empires.

THE WORLD SPIRITS

Bonesplitterz believe that each of the Mortal Realms has its own soul, much like those of the great beasts that they hunt. If one of these essences is ever found, it can be captured and caged within a bone of suitable size and grandeur. There are tales of the fiery heart of Aqshy and the chilling ribs of Shyish, the sneaky shadow-serpent of Ulgu and the glaring eye of Hysh. Yet as far as the Bonesplitterz are concerned, the greatest of all these world spirits is that of Ghur, the Realm of Beasts.

The Wurrzog Prophets claim that Gorkamorka created Ghur, and when he did, it took a measure of his power as its soul. They say that this world spirit resides somewhere in Ghur, as a land or perhaps a creature of concentrated Waaagh! energy. Some Wurrzog Prophets say that Ravenak, the Mouth That Lurks Beneath the World, is the spirit of Ghur, and thus many warclans chase his Gnashing Jaws – manifestations of his boundless hunger – across the land. Others say that this spirit takes the form of a star-scraping mountain of amber, or even the angry skies far above their heads. No two prophets can agree on its exact nature, nor what might happen should they ever find this place-beast, but most of them believe that Gorkamorka himself is hunting the same prize.

The Great Green God is worshipped by all Bonesplitterz, but many warclans also incorporate the world spirit of their home realm into their strange rituals, seeing them as totemic, elemental beings of great power. Each warclan has a unique interpretation of these mystical entities. The Krakkskulls of Aqshy for instance, pay homage to Rakka Nak, a great lava trillipede believed to have once fought Gorkamorka across the Realm of Fire, while the ocean-dwelling Flintjawz daub themselves with images of the twin-headed shark spirit they call Skwidmuncha. The Splinterfoot warclan of the Jade Kingdoms worship Big Leef, an enormous tree beast infused with the raging essence of Gorkamorka, and they travel vast distances through the wildwoods in pursuit of this mythical being.

These far-flung clans all seek the world spirit of their home realm unceasingly, driven by maddening visions and strange omens that only they can see. If they were to catch up to their spirit, they would of course attempt to club it to death and crack open its bones. The Waaagh! magic to be found within such a creature would be boundless. With the magic of just one world spirit, the Bonesplitterz could surely cause all eight of the Mortal Realms to tremble beneath their stomping feet.

SPIRIT OF A SAVAGE GOD

All greenskin cultures worship Gorkamorka in their own way. To the Bonesplitterz, the Great Green God is the lord of beasts, master of every creature that flies, swims or crawls. They revere him with strange rituals and great hunts, and in return they are granted a portion of his furious power.

To the Bonesplitterz, the Great Green God is the master of beasts and monsters, a primal deity of the hunt that blesses them with their savage madness. They believe that all animals are infused with a portion of his raging spirit and that, by killing them and pinching their bones, they can harness this power for themselves. The meaner and more ferocious the creature, the greater the portion of Gorkamorka's spirit it holds within. Blessed with the ability to sniff out this raging essence, Wurrzog Prophets seek out the most foul-tempered monsters, guiding the Bonesplitterz' great hunts across vast distances like sharks following the scent of blood.

These hunts can take a warclan far from its homeland. It can lead them to new realms entirely, should the call of Gorkamorka echo strongly enough in a Wurrzog Prophet's mind. The thunderous stomping of greenskin feet drives predators, herd-beasts and flocks of birds before it, as the creatures desperately try to avoid getting crushed by the green stampede. Larger beasts, such as two-headed Ghurish griffons and great drakes, have even more to fear, for the spirits of such mighty creatures are prized above all others.

When their quarry is finally cornered, it is slain in a hail of arrows and stabbing stikkas. Nothing is left to waste. Every

scrap of its body is either eaten or fashioned into a crude trophy. All Bonesplitterz know that bones and teeth are the best and toughest bits of any kill, and these are the first things to be torn out by grasping green fingers. After a vicious punch-up or two to decide who gets the choicest loot, the orruks will adorn themselves with their prizes. Bones are lashed to weapons or simply thrust straight through flesh, so their power might bleed directly into the warrior's weapon or soul. In addition to objects harvested from the corpses of their prey, Bonesplitterz will also daub their flesh with sacred tattoos depicting the beasts they have slaughtered and the spirits they have absorbed. The Wurrzog Prophets



mix together the paint used for these rituals. Gall-slime, blood, crushed beetles and squishy bits taken from recent kills are mashed together and slathered onto flesh while the Prophet mutters sacred words.

As the power of the Waaagh! runs through a painted orruk's blood, these tattoos will come alive, thrashing and writhing on his flesh. Other greenskins tend to find this 'squirmy warpaint' unsettling, but even they grudgingly admit to its strange power. Bonesplitter markings can cause incoming blades and missiles to skip off at strange angles, much to the consternation of their wielders. When a Wurrzog Prophet calls upon the beast magic that stirs within the paint, even incoming spells can be repulsed in a shower of green sparks.

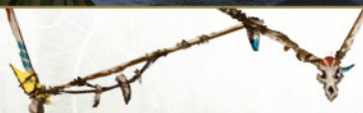
BESTIAL MAGIC

The close relation between the Realm of Beasts and the Great

Green God is the source of the feral madness that infects the Bonesplitter warclans. The thumping war song of the Waaagh! has been infused with the bestial roar of Ghur in the minds of these orruks, resulting in a predatory drive that is quite different to the indiscriminate impulses of the Ironjawz.

Though they delight in acts of violent lunacy as much as any greenskin, there is a strange, primal kind of logic to the Bonesplitterz' rampages. They hunt and kill not to simply satisfy their own cravings but as a way of life. Unlike most greenskins, they do not let the corpses of their prey go to waste. Likewise, though the Wurrzog Prophets may caper about and babble an apparent stream of utter nonsense, there is an undeniable power in their magic. They have a connection to the wild soul of Ghur that would take an Amber Battlemage decades of study and meditation to possess.

Where the Bonesplitter warclans of Ghur gather in great numbers, the power of the Waaagh! manifests in many strange and destructive ways. The beasts of the realms are driven into a frothing frenzy, biting chunks out of one another or charging about and dementedly bashing into things. Troggoths lumber out of their hidden lairs to pull up trees or headbutt mountains, and the very earth splits apart and begins to chew upon itself. The Bonesplitterz believe that Gorkamorka's foot slamming down with godly force causes this strange behaviour, driving their prey into the open. In fact, it is caused by the Waaagh! energy that swirls around the orruks, clashing with the raging beast spirits contained within their bone charms. This savage aura grows more and more potent as the Bonesplitterz drive themselves into a frenzy with indecipherable yells and capering war dances, until it is finally unleashed upon the realms like a massive clenched fist.



HORNS OF THE BEAST

As befitting their savage nature, the Bonesplitter warclans fashion themselves in the image of a great beast. While the Wurrhog Prophets act as the guiding spirit that controls the greater entity, mobs of hollering boys form its mighty jaws, encircling and clamping down upon the orruks' prey.

The Wurrhog Prophets are the spiritual and war leaders of the Bonesplitterz, and it is incredibly rare – although not entirely unheard of – for any warclan to fight without one of these enigmatic figures guiding them. When battle is joined, the Prophet stands in the eye of a storm of frenzied Bonesplitterz, his boys and their boars a roaring typhoon that rages around him and takes shape according to his mystic will. With a stamp of his feet and a wave of his staff, he divides his boys into mobs depending on the aspect of Gorkamorka they best represent, be it cunning, brutality or sheer, unhinged ferocity. These seemingly unintelligible commands are obeyed instinctively and immediately by the surrounding Bonesplitter warriors.

Guided by the Waaagh! spirit, each mob naturally gravitates towards others of its kind on the battlefield to form a rukks. To call the rukks formations is perhaps to oversell the Bonesplitterz' capacity for military organisation, but they do function with a surprising level of cohesion. Much like the manner in which a pack of Ghurish ice wolves hunts as an uncannily instinctual group, so do the rukks work together to bring down prey many times their size. When multiple rukks gather together, the result is an

army that operates as if it were a single megalithic beast made up of thousands of whooping orruks.

The boys that form the head of the beast are known as Kop Rukks. They can range in size from a few mobs right up to a sprawling horde of many hundreds, depending on the size of the warclan. Wardokks and Morboys – those orruks with the strongest connection to the Waaagh! – fight at the centre of the Kop Rukks. The Wurrhog Prophet himself is typically found amongst them, protected by a wall of painted flesh while he summons the primal foot stomps of Gorkamorka to squash his enemies.

Often fighting alongside the Kop Rukks are the Teef Rukks. Carrying a huge monster-killing spear known as a Gorktoof, they form the vicious fangs of the beast. Those who fight in the Teef Rukks are usually the most feral and ferocious of the Bonesplitterz, those who froth at the mouth at the mere thought of impaling their prey with a big length of wood. These orruks also have absolutely no sense of self-preservation, and they will happily charge into the thickest sections of the enemy line, ignoring the hails of bullets and bolts raining down upon them.

The beast's jaws are made up of the Gob Rukks. These warriors are divided into two main groups, one focused on close combat, known as the Brutal Rukks, and one with large numbers of bow-wielding lads, known as the Kunnin' Rukks. Just like Gork and Mork, these two halves work together to create havoc in battle; one repeatedly smashes the enemy in the face, while the other fills them full of arrows or bashes them from behind. Most Ironjawz scorn the use of ranged weapons because there is little joy to be had in flinging a bit of wood at some distant target. For the Bonesplitterz, however, the bow is a powerful and ubiquitous weapon. There are some warclans who field nothing but hordes of Arrowboys, whose breathtaking inaccuracy hardly matters when they can fill the skies with thick clouds of stone-tipped missiles.

Finally, there are the mounted Snaga Rukks, which act as the horns of the beast. Led by the Maniak Weirdnobs and made up of Savage Boarboy Maniaks, they use their high mobility to attack from an unexpected quarter before driving deep into enemy lines, goring ragged holes in the enemy army with their tusks, stone blades and reckless savagery.

From the rocky bluff, Jukk-Jorr could see his lads surge towards their prey like a gigadroth's snapping maw. The blue-coated humans stood fast in a rigid square, puffs of grey smoke rising from their firesticks as whooping Boarboys circled them.

'Gorkamorkabork!' the Wurrhog Prophet roared, thrusting out his squig-stikk and hopping on one foot.

At his command, the Toekrushas' Brutal Rukks bounded forward – jagged clumps of painted orruk warriors, eyes ablaze with green madness. The Kunnin Rukks rushed in from behind, firing hails of arrows that rained down on the humans' ranks. Jukk-Jorr gave a toothy grin as piercing screams split the air.

The bluecoats were fixed between the gigadroth's

gnashing teeth. Yet though Jukk-Jorr saw many humans tumble to the ground, blood spilling from arrow-riddled torsos, their line still held.

'Drakkabrak!' Jukk-Jorr cursed. The humans refused to give way despite the fangs clamped around them, like a particularly chewy piece of sinew.

The Prophet leapt and slammed his hands together with a thunderous crack. Instantly, his circling Boarboys wheeled and plunged into the flanks of the humans' square, like twin horns sinking into flesh.

Bodies flew as the snorting beasts slammed home, and the bluecoats' stern defence crumbled to pieces.

'Grokabrog,' said Jukk-Jorr, satisfied. The gigadroth had its prey by the throat, and there was no escape.

ORGANISATION OF A BIG RUKK



Kop Rukks are the thick skull wrapped around the Wurrnog Prophet. Their job is to help channel the Waaagh! energy generated by the warclan.

The Wurrnog Prophet is the mind of his warclan. With visions sent by Gorkamorka, he guides his boys towards the best hunting grounds and biggest fights.



Snaga Rukks are the horns of the warclan. Led by deranged Maniak Weirdbobs, they plunge deep into the enemy's flanks, causing absolute mayhem.



Kunnin' Rukks are Gob Rukks led by Morka-bosses, and they are particularly good at sticking the enemy where it hurts before they bash them up.



Teef Rukks wield huge Gorktoof spears. These massive weapons are carried into battle with the sole purpose of killing the largest creatures of the realms.



Brutal Rukks are Gob Rukks led by the fearsome Gorka-bosses. Their mobs excel in the thick of the fight.

BONESPLITTERZ OF THE REALMS

Bonesplitterz can be found all across the Eight Realms, rampaging across the land in search of monsters to slay. Their customs, rituals and favoured ways of war are as varied as the lands they call home, but all are equally terrifying foes to face when the Waaagh! takes hold of them.



BONEGRINZ

No other warclan has brought down as many great beasts of the realms as the Bonegrinz. Hunters without peer, these hardy orruks drive their prey into a maddened frenzy with volleys of amber-tipped arrows, causing them to whirl about and charge right into the Bonegrinz' waiting spears.

Though they originally hailed from the plains of Ghur, the Bonegrinz are a nomadic warclan and have travelled from the Nightlands of Shyish to the Scalding Seas of Aqshy on their great hunts. Countless orruk boys have abandoned their old clans and sought out the Bonegrinz along the way, and the warclan has grown truly vast. They can field seemingly endless numbers of Arrowboys and Savage Orruks, dominating their foes with sheer belligerence and weight of numbers. This mass of green flesh is liberally smeared with blue warpaint, for blue is a sacred colour according to the Bonegrinz, said to attract the fiercest beast spirits.

Leading the warclan in its endless search for quality bones is the Wurrugog Prophet Gurkak Weirdeef. This wizened old orruk is gaudily clad in the finest bones, to which he chatters almost incessantly. Indeed, it is from this collection that Gurkak gathers his auguries – after inhaling a great draught of bokkweed, the Prophet will have an intense discussion with the ivory tusks that dangle from his ears or the collection

of rattling bones that hang from his belt. He will then boldly proclaim the next direction that the Bonegrinz should charge off in. Guided by these visions, the Bonegrinz have sought out many legendary monsters long thought extinct – and then slaughtered them.

The mountain-sized Glacierhorn, the Shadow Drake of Lost Narkath, the Nihilith of Vond and the Blueflame Magmadroth – all of these mythical beasts have met the same grisly fate. The Bonegrinz have managed to accumulate impressive quantities of amber realmstone taken from the beast graveyards of Ghur, and their prophets have mastered the art of crafting arrowheads tipped with shards of this osseous substance, which is rife with the animalistic essence of the Realm of Beasts. Bonegrinz warriors riddle their prey with scores of these rage-inducing missiles. As the arrowheads sink deep into the enemy's flesh, they not only cause horrific damage, but also drive the victim into a furious, bestial frenzy as the potent magic of Ghur seeps into their blood. Like a maddened rhinox, the creature will abandon all thoughts of retreat and charge at its tormentors in a red haze of fury. There is, of course, a not insignificant risk that the enraged victim will get its wish and crush several Bonegrinz into gory paste, but this bold tactic does ensure that the warclan always gets its prize.

As well as proving highly effective at baiting monsters to come close enough for a good wallop, the use of these amber-tipped weapons has also wreaked particular havoc upon armies that rely upon maintaining their shape and cohesion in battle. When the Bonegrinz battled the elite Freeguild regiments of Hammerhal during the brutal Drummer's War, their rage-inducing arrows caused the veteran Greatswords of the Steel Lions regiment to break their usually immaculate formation and

charge headlong at the approaching orruks. Hopelessly exposed, one of the finest units of shock troops in the Twin-tailed City was trampled to death by charging Boarboys, much to the amusement of the crazed greenskins.

Gurkak uses similar methods to create the 'Big Teef' wielded by his Big Stabbas. The warclan boasts several of these weapons, crafted from the teeth or tusks of monsters that the Bonegrinz have slain and capped with amber bone. Indeed, the Prophet believes that each of these weapons embodies a gnashing fang of Gorkamorka, and when he has gathered all of the Great Green God's teef, he will sink them into the bedrock of Ghur. This will cause the realm's world spirit to spill out, so that Gurkak and his boys can drink it up. According to the Wurrugog Prophet, this will cause them to grow as big as mountains.

The Bonegrinz take great pride in their self-proclaimed status as the finest beast hunters in all the realms, and it is common practice amongst the boys of the warclan to fashion totems from the remains of their most memorable kills. The warclan's rukks each seek to emulate a particular totemic animal that they believe possesses desirable qualities. These mobs carry totems and other icons crafted from the skin and bones of that creature, which they believe will grant them its formidable attributes. For example, the Snaga Rukk led by Maniak Weirdeef Ukka-Tuk idolises the notoriously ill-tempered hammerhead gnu, a shaggy-furred grazing beast that can pulverise an orruk's ribcage with a single blow of its boulder-like skull. Ukka-Tuk's favourite staff is crafted from the shin bone of one of these beasts, and when he and his lads charge into the enemy, they do so with the mountain-shaking force of a hammerhead stampe.



ICEBONE

Daubed in swirling white tattoos with their hair dyed a frosty blue, the Icebone hail from the glacier caverns of the Skyblind Tundras in Ghur. This unforgiving land of howling ice-gales and sudden, deadly blizzards breeds the hardiest war boars, and it is these belligerent creatures that the Icebone ride to battle. The Icebone's mounted rukks run circles around their prey, hacking away with icy weapons that freeze their quarry's blood before charging in for the killing blow. To the Icebone, the war boar is not just a mount; it is a sacred creature.



DRAKKFOOT

Even by the standards of the Bonesplitterz, the red-haired Drakkfoot are regarded as a strange breed. The power of the Waaagh! swirls around this shamanistic warclan like a thick mist, giving rise to many Wardokks and Weirdnobs. When the Drakkfoot embark on a great hunt, they seek not creatures of flesh and bone but daemonic and spectral horrors. They clobber these 'spookz' with beast-infused weapons that blast apart incorporeal matter as easily as they crush skulls and shatter limbs.

They worship a god of these foul-tempered beasts that they claim Gorkamorka once rode into battle – the titanic, snow-white behemoth known as Shattatusk. Pale-furred war boars are believed to be the godbeast's progeny, which may explain their uncommon hardness and ferocious nature. It is not rare to see one-armed or one-footed Icebone riders, their appendages bitten clean off by their vicious mounts.

According to legend, when the Great Green God battered Shattatusk into submission, he tore one of the beast's icy horns off. As it struck the ground, it splintered into a hundred shards, forming the spirit-glaciers within which the Icebone dwell. These holy sites are rife with the power of Gorkamorka, and their azure caverns echo to the roars of animal spirits trapped in the ice. The Icebones hew their weapons from the walls of their cavern dwellings, crafting crude chompas and stikkas of blue ice and arrowheads that shimmer with freezing cold Waaagh! energy. When these sink

into flesh, the latent magic within is unleashed in a blast of lethal cold. A snow griffon or kattanak struck with such a weapon finds its limbs seizing up, the blood that flows within turned to icy crystals. Slowed to an awkward, stumbling gait, it is unable to flee as the Icebone wheel around it on their war boars, hacking away gleefully with each pass. Rime ice slowly creeps along the beast's body. Soon, it is little more than a frozen statue, and the orruks can begin the process of carving it apart and taking its bones.

The Icebone look upon the ogors of the Beastclaw Raiders with particular awe and often trail along behind the creatures' winding Mawpaths on the very edge of the Everwinter. On occasion, their enthusiasm gets the better of them and they stray into the supernatural snowstorm, ending up rooted to the spot as living statues. These luckless, frozen orruks are sometimes used as totems by their fellow boys, brandished enthusiastically in battle.

The Drakkfoot worship the Great Green God with a furious intensity uncommon to orruk-kind. Their Wurrnog Prophets glow with barely restrained power, their eyes blazing and their fingertips spitting sparks of savage energy. Any fellow greenskin they suspect of not paying Gorkamorka his due is subject to a brutal and prolonged bludgeoning – if they are fortunate enough not to be blown to bits with a bolt of bright green magic. Yet the Drakkfoot reserve their greatest hatred not for those beings made from the raw stuff of the earth, but for those spawned by sorcery and dark magic.

The Ashland Gorelakes, where the Drakkfoot make their home, have long been plagued by the daemonic legions of the Blood God Khorne, and – since the Shyish necroquake – by cowed spirits in thrall to the Great Necromancer Nagash. Unforgivably, neither of these foes contain any bones for the Drakkfoot to take. Worse still, they wreak havoc upon the Bonesplitterz' ancient hunting grounds, disturbing

their ritual offerings to Gorkamorka. The Drakkfoot see themselves as crusaders of the Great Green God. They believe their holy task is to clobber every daemon and gheist in the realms so the greenskins can get back to the right and proper business of killing monsters.

The Drakkfoot's mystical powers and furious faith make them remarkably efficient at this task. Their Wardokks conduct hordes of boys in manic, stomping dances that channel the Waaagh! Each clattering footfall disrupts the magic that binds their daemonic foes to the Mortal Realms, agonising and enraging them. Crimson tattoos painted with the boiling blood of the Gorelakes writhe and hiss as they ward the Drakkfoot against unnatural magics. Meanwhile, the orruks' weapons – infused with the shackled spirits of furious drakk-beasts and wielded with utterly single-minded conviction – can temporarily cause gheists to turn corporeal, long enough to be smashed apart in an explosion of spectral matter.

LEGACY OF DESTRUCTION

Ever since the days of the Age of Myth, the orruks have rampaged across the realms in search of a good scrap. On the occasions that the scattered warclans have united as one mighty fist for a Big Waaagh!, entire empires and civilisations have been smashed to rubble, their armies hacked to bits by hordes of whooping orruk boys.

● THE AGE OF MYTH ●

THE BLESSED AND THE BRUTISH

After battering each other to a standstill, Sigmar the God-King and Gorkamorka form an alliance based on grudging respect. The Great Green God joins the Pantheon of Order and turns his primal rage towards obliterating the deadliest monsters of the Mortal Realms. The orruks rampage forth at their deity's side, revelling in increasingly catastrophic acts of destruction.



SPARK OF MADNESS

During the decades-long Ur-wyrm War, Sigmar and Gorkamorka ally once more to battle great flocks of mountain-sized draconic beasts. When the ur-wyrms are finally slain and there are no more enemies to bash, Gorkamorka turns upon the God-King, giving him a mighty headbutt. In return, the God-King smashes Ghal Maraz into the greenskin deity's jaw, temporarily knocking the sense out of him. It is said that the sparks of Waaagh! energy unleashed by this blow blast through the minds of every greenskin warrior within a hundred leagues, turning them all into Bonesplitterz.

THE FIRST GREAT WAAAGH!

It does not take long for Gorkamorka to tire of his role as Sigmar's attack dog. Bored with serving the will of Order, the Twin-headed God

summons the first Great Waaagh! Teeming hordes of orruks flock to his side, and this green avalanche rampages across the realms, attacking anything in its path – even former allies. The devastation caused is unimaginable, as countless kingdoms and continents are ground to rubble. Finally, Gorkamorka reaches the fathomless abyss known as World's End on the edge of the Great Void. After staring into this well of infinite blackness for but a moment, Gorkamorka spits a mouthful of phlegm and spins on his heel, charging off in the opposite direction.

THE FALL

As Sigmar's pantheon fractures, each deity pursuing their own secret aims, the Dark Gods make their grand play for dominance of the Mortal Realms. Exploiting the weaknesses of men, duardin and aelves, they splinter the fragile membrane between worlds and spill their daemonic legions into reality. Sigmar fights back as long as he can, but he cannot hope to stand alone. He retreats to his capital of Azyrheim with those of his followers that can be saved, closing the Gates of Azyr behind him. Gorkamorka is too busy rampaging across the land to bother himself with this disaster, but many scattered orruk warclans find worthy foes against which to test their axes in the numberless legions of Chaos.

● THE AGE OF CHAOS ●

THE GREENSKIN WARS

Archaon the Everchosen tasks one of his most trusted generals, Darkorn the Devourer, to scour the orruk menace from the Realm of Beasts. The Greenskin Wars rage across Ghur for centuries. Untold numbers of orruks are cut down, but always more appear to take part in the joyous slaughter. At Splitbone Pass, the bodies of Chaos Warriors pile so thickly that entire valleys are filled

to the brim. The Sundeth Caves still echo with the screams of slain daemons to this day. In the end, the orruks retain their dominance of Ghur, while Darkorn's skull adorns the ramparts of the Varanspire – a fitting punishment for his failure.

RISE OF THE IRONJAWZ

Hardened by centuries of warfare against the daemonic hordes of the Dark Gods, stagnant mortal empires and their fellow greenskin clans, the orruk clans of the Ironjawz grow increasingly powerful. For them, the Age of Chaos is a gift from Gorkamorka, an era of endlessly entertaining battle. As is the nature of orruks, the more formidable the enemies they fight, the larger and fiercer they become, until they tower over their fellow greenskins.

BONE AND IRON

Several Bonesplitter and Ironjaw warclans unite in a Big Waaagh! as they seek to smash down the Wall of Ver. They find themselves opposed by the Seraphon, who emerge in bursts of starlight to defend the sheer crystal monument.

SMASHING VICTORY

Chaos Lord Daresius the Perfect believes himself – in his immaculate beauty – to be the true heir of the absent Dark Prince Slaanesh. With the labour of slaves taken from the many cities that he has despoiled, Daresius constructs a palace of gleaming mirrors so that wherever he stands he may always gaze upon his own perfection. Unfortunately for the Chaos Lord, no sooner has the final pane of glass been fitted than Da Choppas Warclan come hurtling over the horizon, drawn by the Palace of Reflections' sparkling spires. Whooping and hollering, mobs of blue-chequered Ardboys barrel through ranks of Chaos Warriors and into the structure, smashing every pane of glass they lay their piggish eyes on. Though in his outrage he cuts down scores

of trespassers, Daresius the Perfect meets an imperfect end when he is thrown from the highest tower of the palace, landing on a thousand shards of splintered glass that slice his body to bloody ribbons.



● THE AGE OF SIGMAR ●

FIGHT OF A LIFETIME

The heavens open and Sigmar's Tempest bursts forth across the Mortal Realms. At its fore come the Stormcast Eternals, the greatest champions of Azyr. Clad in gleaming armour and wielding weapons that channel the devastating power of aetheric lightning, they drive the forces of Chaos back on many fronts. As the Ironjawz and their fellow orruks look upon these shining hosts, they cannot believe their luck – truly, Gorkamorka has blessed them with mighty new foes to fight.

FROST AND FLAME

The Icebone Warclan launch an assault upon the Tergammvault of the Lofnir Lodge of Fyreslayers, seeking to hunt their fearsome Magmadroths. The duardin unleash magmic lava-flows in an attempt to drown the Bonesplitterz in fire, but the Icebones' Arrowboys loose so many frost-tipped arrows that the rivers of lava cool into hardened rock. Boarboy Maniaks charge over these bridges and spill into the vault, slaying dozens of Magmadroths and stealing their bones.

REALMGATE CARNAGE

The Realmgate Wars begin in earnest as the Stormcast Eternals seek to

seize control of the Realmgates, arcane pathways that lead between the realms. The Bloodtoofs work out that, by following the shiny warriors, they can seek out the 'glowy gatez', and they swiftly come to blows with Sigmar's champions. At the Battle of Blista Peak, the Bloodtoofs' relentless Gore-grunta charges smash their way through the battle lines of the Celestial Vindicators and plunge into the Blazing Portal. Transported an unthinkable distance in the blink of an eye, the orruks crash to earth amidst the barrowlands of Yighmur, much to the consternation of the Wight Kings who rule that lifeless kingdom.

STOMPING HOOVES

The Rukkasnort Stampede begins as a contest between Ironsunz Gore-grunta riders, but it quickly escalates into a continent-crushing cavalcade as other warclans, composed of Ironjawz and Bonesplitterz alike, join in the fun. The free cities of Blackwall and Taberna are both sacked by boar-riding boys who smash through their gates and rampage through the streets.

DEATH IN THE WATER

Seeking out the Great Voidwhales that dwell within the Dwindlesea, the Bonegrinz Warclan takes to the waves upon colossal rafts of bone and hide. Idoneth Deepkin of the Mor'phann enclave interrupt their voyage, and the pitch-black waters of the deathly ocean are soon thick with bobbing corpses as a frantic naval battle ensues.

BATTLE OF NAGASHIZZAR

Guided by the strange visions of Fungoid Cave-Shaman Snazzgar Stinkmullet, scores of orruk warclans charge into Shyish, battling their way through shambling hordes of undead to the very gates of Nagashizzar. Here, a fell ritual is gathering pace as the Great Necromancer, Nagash, seeks to invert the magical energies of the Realm of Death. The Ironsunz – charging forward at the forefront of the greenskin Waaagh! – are not particularly interested in the greater ramifications of this spell. Instead, they find a most memorable scrap as Nagash's elite Morghast guard

march forward to repel all invaders. The Ironjawz smash many of the soul-construct guardians into bony fragments, but they do not prevent Nagash's magical experiments from reaching a deadly crescendo.

THE DEFFSTORM

The Shyish necroquake rocks the Eight Realms, unleashing a tide of unstable magic and dragging forth baleful spirits from the underworlds. While the Ironjawz grumble about how unsatisfying it is to fight things that don't break when you hit them, many Bonesplitterz believe that Gorkamorka has chosen them to squash the spectral invasion they call the 'Deffstorm'. The Drakkfoot warclan, already locked in battle with daemons of Khorne, are enraged to find themselves attacked by yet more boneless beings. Wurrzog Prophet Rakkatak declares that Gorkamorka has had enough of all these 'spookz', and it is not long before almost every orruk of the Drakkfoot is chasing after the Nighthaunt processions, swiping at the formless gheists with beast-blessed chompas.

STONEKLAW'S CHOICE

The Gutstompas, warclan of the infamous Big Boss Gulgaz Stoneklaw, come across the Three Cankers, a trio of plague fortresses defended by Nurgle's mortal champions. Unable to decide which stronghold to smash up first, Stoneklaw consults with the severed heads he wears upon each shoulder. After several days of intense debate, Stoneklaw reaches his decision – only to discover that the Three Cankers have already been overwhelmed and burned to the ground by a Warrior Chamber of the Hallowed Knights. Furious at the Stormcasts' interference, Gulgaz unleashes his hollering horde upon the host of silver-armoured warriors.

FATED BATTLE

The prognosticators of Excelsis are overwhelmed with sheer terror when they foresee the coming of Gordrakk, the Fist of Gork. Armed with the fortress-shattering skull of the godbeast known as Hammergord, Gordrakk plans to level the City of Secrets.

GORDRAKK, THE FIST OF GORK

Amidst the yelling and bawling of the Ironjaw warclans, a single bass roar echoes louder than the rest. It heralds the destruction of armies and the death of civilisations, for it is the voice of Gordrakk, the Fist of Gork. Mightiest of all orruks, he is an unstoppable avalanche of primal wrath - the chosen champion of the Great Green God.

Gordrakk's name has become a byword for terror across the Mortal Realms. Even the noble houses of Azyr, safely ensconced with their star-scraping towers, have heard of the rampages of this green-skinned hurricane of destruction. He is the Fist of Gork, the Megaboss of Megabosses, the savage fury of Ghur made manifest. To most Ironjawz, he is nothing less than the living incarnation of their god's brutal favour. Warclans from all corners of the realms have flocked to swell the ranks of Gordrakk's Great Waaagh!, for every orruk worth his iron wishes to fight at the side of Gorkamorka's favoured son.

Many orruks believe that the Great Green God formed Gordrakk whole during the Age of Chaos. The story goes that, in their darkling mission to enslave the warclans of Ghur, Archaon's legions established a series of Dreadholds throughout the greenskin-held lands of the Wildheart. Taking offence to this, Gork slammed his mountain-sized fist into the centre of the network of fortifications. The raging storm of Waaagh! energy swiftly reduced the fortresses to rubble. When Gork's fist finally dissipated, it left behind a shard of knucklebone. As the green fire seared away its surface, a hulking Megaboss was revealed within. This Megaboss was swift to rally the Ironjawz of the Wildheart, crushing the remainder of the Dreadholds' castellans as they attempted to recover from the brutal divine intervention.

Such is not the only story told of Gordrakk's origin. The Fang-krushas warclan insists that Gordrakk was once one of their own and boast loudly of their supposed connection to the Fist of Gork. The Bonesplitterz, meanwhile, believe him to be sent by the Great Green God to lead a hunt for the Beast Spirit of Ghur itself. Ultimately, it matters little where Gordrakk came

from. Certainly, the Fist of Gork will never confirm nor deny any of these wild tales, for he cares only for ushering in the next Great Waaagh! and drowning the realms in a tide of unthinking violence.



In battle, there is nothing subtle about Gordrakk. Riding atop the huge Maw-krusha known as Bigteef, one of the only beasts almost as brutishly aggressive as Gordrakk himself, he leads through violent example. Fighting at the head of his vast green horde, Gordrakk and his mount plough into the deepest concentration of enemy warriors. Entire ranks are crushed under Bigteef's charge while limbs and heads are sent flying by strikes from the Fist of Gork's twin axes. These blades are especially deadly to enemy commanders - Smasha excels at cleaving through the armour of warrior-kings, whereas Kunnin' delights in spilling the magically charged blood of wizards. Long ago, these two axes were joined together to form the Worldchoppa, the legendary axe of Gorkamorka said to be forged of metal ripped from Sigmar's own throne. It was first bestowed upon Urrgrak Bonefist during the Age of Myth - how Gordrakk came to wield it is unknown, but he was quick to split it into his two trusty blades. When asked why he did so, the Fist

of Gork claimed that it was to make the weapon twice as killy - before brutally hacking apart the orruk who asked such a stupid question.

So great is Gordrakk's bestial authority that all worshippers of Gorkamorka - not merely the orruks - are enthused by the supernova of Waaagh! energy emanating from his muscled frame. Many Madcap Shamans of the Gloomspite Gitz swear blind that it is the Fist of Gork's leering face etched onto the surface of the Bad Moon. Ogor tribes murmur in awe of the time Bigteef chewed through a Stonehorn, spitting out the gems studding the beast's innards before Gordrakk demanded seconds for himself. Troggoths don't really know why they follow Gordrakk, but their herds lumber along in his wake anyway, even their tiny minds acknowledging the primacy of the mightiest Megaboss of them all.

Throughout the Realmgate Wars, Gordrakk's Great Waaagh! was a constant choppa in the side of the other races, most infamously freeing the godbeast Fangathrak from its imprisonment by Archaon's armies and denying the forces of Chaos and Sigmar alike access to the Mawgate within the vast worm-creature's gullet. In the aftermath of the necroquake, Gordrakk's hordes have been preoccupied with looting treasures from newly revealed Stormvaults across Ghur - most impressively the skull of the bull-headed godbeast Hammergord, which the Megaboss has had mounted onto a colossal battering ram. Gordrakk's ultimate ambitions for his new weapon are unknown, but warclans of all kinds have been seen marching towards the Ghurish city of Excelsis, stronghold of the Knights Excelsior, in massive number. If the Fist of Gork wishes to demonstrate his dominion over the Realm of Beasts, he could scarcely have picked a more tempting target.



BRUTAL AND CUNNING

Ironjaw bosses are amongst the mightiest warriors in the realms. Each is a living embodiment of the Waaagh! and a chosen of Gorkamorka – at least, that's what they claim, and their followers agree. Whether smashing enemies in the face, mustering the frenzy of the warclans or shaping deadly green magic, all are deadly opponents in battle.

MEGABOSSES

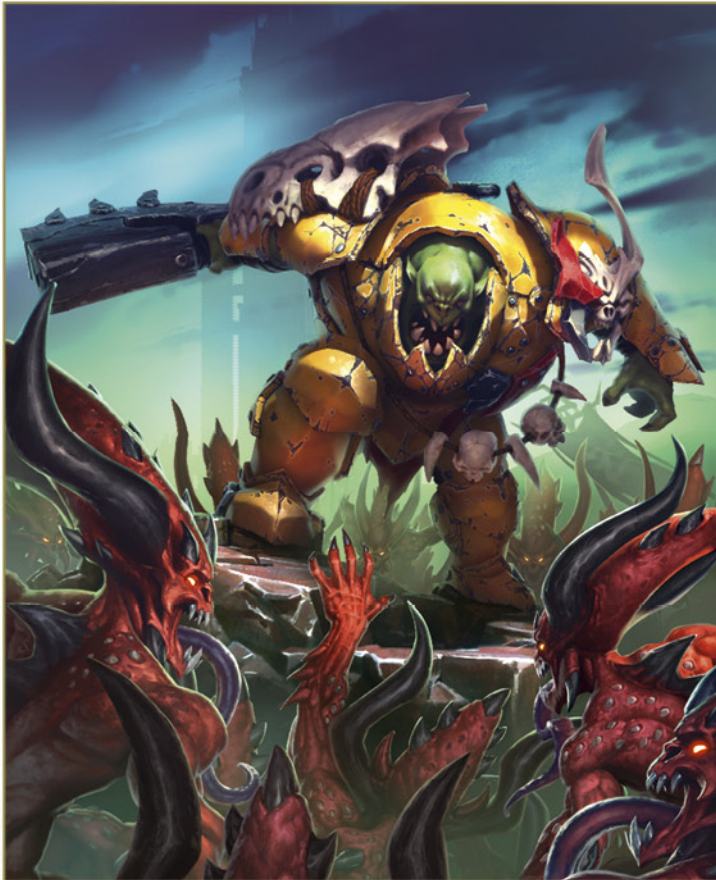
Might makes right amongst the Ironjaw warclans, and none are mightier than the Megabosses. They are the crushing fist of Gorkamorka made manifest, swollen by the power of the Waaagh! until they tower head and shoulder over even their hulking kin. With a single punch, a Megaboss can crush an armoured Chaos Warrior. A nimbus of green energy plays around them as they lead their vast armies to war.

As the biggest and strongest members of a warclan, Megabosses are a focal point for wild Waaagh! energy. This in turn brings more Ironjawz into their orbit, for every self-respecting orruk knows that

the greatest bosses bring about the greatest punch-ups. Megabosses cannot actively channel this power in the manner of shamans. This is not to say that some haven't tried – and when a Megaboss gets their hands on powerful arcane artefacts, the destruction that follows has to be seen to be believed – but their true strength lies in marshalling the fury of the orruks under their command. They are the forefront of the tidal wave that is a Waaagh!, crashing into the enemy and sweeping all before them with relentless brutality.

It is no secret that as an orruk fights, they gradually become larger and more imposing. With

Megabosses, however, this quirk of greenskin physiology is even more pronounced – a result of the excess Waaagh! power thrumming through these brutish war-leaders. Though it seems impossible to rational folk, a Megaboss can be observed to grow ever so slightly as they kill, even in the heat of battle. Each mortal blow from their boss choppa sees their muscles swell further. Violence itself fortifies a Megaboss, which is problematic for their adversaries, as it means these orruks are almost impossible to kill. Only the most devastating force stands a chance of putting a Megaboss down, for if they get a chance to start killing once more, they will only grow stronger.



Megabosses are natural show-offs. Competition between the leaders of a warclan's brawls can be fierce. These contests can take any form, but they often descend into straight-up fights before long. Megabosses truly seeking to prove their might will take the challenge of claiming a Maw-krusha as a mount. Bestial predators originating from Ghur's vast mountain ranges, Maw-krushas are narrow-sighted beasts that smash their way across the land regardless of anything in their way. Their skin is rugged and rocky, and they produce bellows of such force that those hit by the wall of sound have their innards rupture. Hyshian mystics have been driven mad trying to deduce how these heavy-set beasts are able to fly given the disparity between sheer bulk and wingspan – the wisest conclude that gravity has no desire to mess with the Maw-krushas and leave it at that. Ironjawz do not so much 'tame' a Maw-krusha as they batter it into submission; for many Megabosses, the attempt proves fatal. Those who succeed find themselves with a truly monstrous edge, for Maw-krushas are kindred spirits to the orruks and need little excuse to pulverise and crush anything foolish enough to get in their way.

WARCHANTERS

Most Ironjawz feel the Waaagh! ever-present in the back of their brutish minds, releasing the pent-up energy in brief, deadly bursts of shocking violence. There are, however, those who become consumed by the green energy, and loudest of all are the Warchanters. For these orruks, the thuggish drumbeat of the Waaagh! never stops hammering through their skulls. In battle, they furiously recreate this rhythm with anything they have to hand, whether it be by bashing their glowing stikks together, clanging their fists against chunks of shattered iron or bludgeoning their opponents over and over. The enemy's agonised screams only contribute to the beat raging within a Warchanter's soul.

As a Warchanter bashes out his endless rhythm, the sound of primal drumbeats fills the minds of nearby Ironjawz. They crash their crude weapons together eagerly, great green feet stomping upon the ground. The furnace of Waaagh! energy within the chest of each Ironjaw is stoked to an inferno by a Warchanter's relentless drumming; whether it sees the orruks run faster, hit harder, or strike with whirlwind fury, this soul-deep drumming renders the Ironjawz deadlier than ever. Most Megabosses have at least one or two Warchanters accompanying their brawls to stoke the fury of their lads. Some Ironjaw hordes – Gordrakk's Great Waaagh! not least amongst them – contain many of the brutal greenskin chanters. Orruks from miles around are drawn to the booming drumbeat by an instinctive compulsion, swelling the horde's ranks further as the furious heartbeat of Gorkamorka echoes across the land.

WEIRDNOB SHAMANS

Even the Ironjawz do not know exactly why some of their number become Weirdnob Shamans; admittedly, this may be because most simply don't care. Whilst Warchanters are suffused with Waaagh! energy until they are driven quite mad, Weirdnobs are living conduits for Gorkamorka's power. This doesn't stop them also

being more than a little manic at the best of times. Twitching and spasming as they shuffle about, green light occasionally sparking in their eyes, it is these orruks that shape the power of the Waaagh! into a crude form of spellcraft. How this manifests is never predictable, but it is always destructive – as well as highly entertaining for those Ironjawz nearby.

Weirdnobs consider themselves to be the 'wise orruks' of the warclans. In practice, however, all of their advice – whether it relates to healing battle-wounds, finding a new choppa or deciding what a rampaging horde of Ironjawz should knock over next – revolves around the swift application of violence in some fashion. Ironjawz nevertheless pay close attention to a Weirdnob's words, believing they speak with Gork's (or possibly Mork's) voice. Since the dawning of the Arcanum Optimar, or the 'time of Ded Killy Magik' as the orruks

know it, there has been an increasing number of Weirdnobs that have risen to lead entire Ironjaw warclans, proving their superiority over their rivals by conjuring up the most powerful, lingering manifestations of the Waaagh!

Bonesplitterz tend to look down on Ironjaw Weirdnobs as being less 'in tune' with the will of Gorkamorka than their Wurrnog Prophets. The Ironjawz counter that an orruk who can unleash burning streams of green ectoplasm from their mouth and eyes, or conjure huge warty fists to crush an enemy army, is about as in tune with the Great Green God as you can get. However, when battle is joined and the power of the Waaagh! is pumping through the orruk horde, Ironjaw and Bonesplitter alike meet every destructive magical outburst from the Weirdnobs with howls of savage delight, united by their love of wanton carnage.

WAAAGH! MAGIC

Much like the orruks themselves, Waaagh! magic is violent, unpredictable and very dangerous to everything in its immediate vicinity. Its essence sits outside the typical 'laws' of magic, neither drawn from a particular realmsphere nor corrupted by the touch of dark sorcery – the sorcerous power of the orruks simply 'is', as sure as Aqshy burns or grots are weedy. The arcane scholars of more enlightened races have long had difficulty attempting to define where the primal energy that infects a greenskin horde ends and proper Waaagh! magic begins. In truth, these two concepts are one and the same; the fury that powers an orruk mob in battle is the same power that the Weirdnob Shamans draw upon to work their destructive spells, the savage breath of Gorkamorka channelled through these brutish mystics to be unleashed upon the hapless foe.

As more orruks mass in a particular place and work themselves into a frenzy, the magical power of the Weirdnobs is further enhanced through the amalgamation of this same primal Waaagh! energy. For those who dismiss orruks as mere brutish savages, this sheer reserve of power can prove a fatal surprise; more than one sneering Tzeentchian sorcerer or fey Aelven mystic has entered into a magical duel with a mad-eyed Weirdnob, only to find themselves overwhelmed by green power beyond their reckoning. Waaagh! magic is notoriously volatile; one of the first things an Ironjaw yoof learns upon joining a warclan is to avoid thumping a Weirdnob unless absolutely necessary, lest the shaman detonate with spectacular magical force. This doesn't stop the occasional curious orruk from doing so anyway – and while some of their fellows have the good sense to take cover when they see a Weirdnob twitch and shudder with renewed force, most can't help but get up close to watch the shaman 'go off' in an explosion of scouring green light.

IRONCLAD HORDES

The ground shakes as the Ironjaw warclans march to war. Their armies are vast hordes of heavily armoured orruks, each clutching a brutal choppa or spiked maul in their mailed green fists. Whether they be a hulking Brute, eager Ardboy, or grunta-riding shock troop, they seek only to batter their enemies into bloody ruin.

BRUTES

Brutes consider themselves the greatest of all the Ironjawz. This belief is founded on three essential principles: they are amongst the largest of all orruks, the most heavily equipped and – as a result – often get to fight the biggest enemies a warclan encounters. Those who witness a Brute mob in battle find it difficult to contest their claims of supremacy. With an eardrum-bursting bellow of ‘Waaagh!’, the Brutes charge in as an armoured scrum, crushing armies beneath their heavy stomping treads.

A Brute’s wargear is not so much forged as it is beaten into shape from lumps of corrugated metal. Thick layers of iron are bent and bolted together to form the armour, yet somehow this does not reduce the structural integrity of these formidable defences. A Brute’s weapons are as direct as the greenskin that wields them. Weighty choppas and long-hafted gore-hackas are abundant in their mobs. Some Brutes wield a massive

gore-choppa, an enormous blade capable of inflicting hideous injury on whatever it strikes. Brute bosses, as the biggest and strongest of their number, get first pick in terms of weapons. Huge crushing claws and colossal bludgeoning clubs are perennial favourites – the better to tear through heavily armoured enemies or the thick hides of predatory creatures.

If a Brute mob cannot overcome their foe with bloody-minded violence alone – and given their talent for destruction, this is a rare occurrence indeed – they will instead seek to crush them through raw numerical superiority. The sheer amount of Brutes that can be mustered by successful Megabosses is often an unpleasant surprise to their foes. A considerable proportion of a warclan’s strength will often consist of these hulking orruks; this ready reserve of green muscle has given rise to the common Brute sentiment, ‘If smashin’ it don’t work, get more boys and smash it again’.

Brutes have a proud history of taking down monsters, an inheritance of the first Ironjaw warclans that rampaged across the savannahs of Ghur. There is a measure of bestial pragmatism behind this choice of foe. Like all orruks, fighting empowers Brutes, and there are few better ways to test their strength than by clobbering beast-riding enemy lords or other ‘big ’uns’. Deep within the Brutes’ psyche may also exist a kernel of irritation at being confronted by anything bigger and harder than they are, though those who express such a belief to a Brute’s face soon have their skull smashed in for their trouble.

GORE-GRUNTAS

Gruntas are massive porcine creatures with razor-sharp tusks, filthy hides and beady, rage-filled eyes. Though indigenous to Ghur, their great stampedes rampage across all the realms save Azyr. To keep up with their fearsome metabolism, gruntas must consume just about everything in their path. Fortunately, their digestive system is robust enough to allow them to do just that. They readily devour fallen warriors, armour and all, crunching their way through metal armour plates. Ironically, this is one of the few materials that gruntas cannot digest effectively. This hindrance means that the inevitable product of a grunta’s hunger is full of lumps of metal. The Ironjawz have learnt to harvest this to provide the raw materials for their armour, coining the term ‘pig iron’ for the foul but useful spoils.

Gruntas are brought into a warclan’s arsenal through ‘grunt hunts’. This involves cornering a rampaging grunta, battering it senseless with fists and choppas and nailing iron plates onto the dazed creature, slowing the beast down enough to ride. A particularly daring orruk will then attempt to claim it as a mount.

Gutrok punched the ghouls face out of the back of its head and into the face of the one behind it. The Ironjawz had stumbled into the nest of Flesh-eaters by chance, but now, as the pale creatures spilled from the shadows, they were met by whole mobs of grinning orruks with ready choppas. Amidst the reeking masses, Gutrok spied a hulking rot-skinned monster.

“Ere, dis one’s mine! Any git that gets in my way is going to get himself krumped!”

To drive home the point to those around him, Gutrok raised his rusted boss klaw and gave it a grinding snap. Roaring out a bellowing battle cry, he charged towards the newcomer. In response, the beast gave off a low animal hiss through rows of needle-sharp teeth. Towering over the boss, the Crypt Horror attacked swiftly, its filthy claws raking down Gutrok’s face and siding in a shower of blood and sparks. With a crunch of iron, Gutrok brought up his boss klaw and grabbed the beast around its neck.

“Here comes the good bit,” thought Gutrok, oblivious to the blood running down his side or the fact one of his eyes didn’t see so good any more. With a chuckle, he snapped shut his klaw. Tainted blood sprayed across his face from the Horror’s now-severed neck stump. Turning back towards the fray, Gutrok grinned through the gore and charged.

That is not to say that they tame the creature; gruntas are too belligerent to ever accept a rider without a fight. Even if the Brute is not quickly gored to death, they often struggle to dismount safely. This suits the orruks just fine, for the destructive power of the gruntas is well worth it.

These Gore-gruntas are the shock cavalry of the Ironjawz. The ground shudders as their mobs charge ahead of their warclan, searching for enemies to flatten. Those who attract their attentions will be hacked down by the bellowing orruk riders, or they are simply be trampled into the dirt by the unstoppable gruntas. Some Megabosses have come up with 'kunnin' taktikz' to employ with their Gore-gruntas, such as the Hoof Puncher or Tusks of Gork. In true orruk fashion, all of these tend to revolve around the tried-and-tested principle of assembling the Gore-gruntas into a big mob and sending them to smash straight through the enemy lines.

ARDBOYS

While Brutes make up much of a warclan's strength, the great mass of an Ironjawz army is often filled by the Ardboys. Though they are the physically smallest of the armoured greenskin hordes, only a fool underestimates these battle-hardened orruks. A single Ardboy is capable of slaughtering several Freeguild soldiers without pause, a toothy grin on their face as they shrug off the blows of their enemies.

Ardboys take war very seriously, and they are often considered a bit dour and humourless by other orruks. They are not actually Ironjawz in the conventional sense; rather, they are the toughest members of orruk clans from across the realms that have been attracted to the cyclone of violence propagated by the Ironjawz. Fighting alongside their brother greenskins, they seek to draw the power of the Waaagh! to themselves, growing bigger and stronger in the process. Should an Ardboy win enough fights, he may become large enough to be considered a Brute, though he will always be looked down on by the 'true-blue' Ironjawz.



Though they are terrifyingly strong, Ardboys are not able to batter metal into shape with their fists as easily as Brutes. Because of this, they must scavenge or forge their own equipment – or bully others into doing it for them – a fact that accounts for the somewhat eclectic mixture of weapons found in their mobs. Ardboys are surprisingly disciplined by orruk standards. They march across the battlefield in something resembling a military formation, waving their banners and advancing to the sonorous beating of war drums. The Brutes and Megabosses who witness this tend to consider it a 'bunch of time-wastin' nonsense' – though, to be fair, they consider anything that isn't punching their enemies in the face to be time-wasting nonsense. The Ardboys discipline pays off in battle, however, allowing them to grind down even the densest hordes or overwhelm foes many times their size under a storm of bludgeoning blows.

Since the necroquake and the beginning of the Soul Wars, many Ironjawz warclans have begun to grudgingly induct mobs of Ardboys into their ranks to replace the casualties inflicted by the endless waves of undead hordes. To the Ardboys, this is a sign that they have 'made it', and many of them have developed quite a swagger in response to their new-found status. Nevertheless, plenty of warclans still consider the Ardboys to be distinctly weedy, and in some cases, mobs of the armoured orruks have struck out on their own rather than chase the approval of the Ironjawz. Amongst the most infamous of these mobs are Gurzag Ironskull's Boyz. Trapped in the cursed mirror-city of Shadespire decades ago after a looting expedition went awry, these Ardboys have since come to find the endless battle within it much to their liking – after all, for all their pretence of discipline, no orruks can resist the urge for some good old fashioned carnage.

POWER OF THE WAAAGH!

Leading the Bonesplitter warclans are all manner of savage mystics, magically gifted orruks filled with the primal essence of Gorkamorka. Utterly insane as they may be, none are better at sniffing out powerful beast spirits than these shamans, and their command of deadly Waaagh! magic makes them terrifying opponents to face in battle.

WURRGOG PROPHETS

No orruks are as attuned to the will of Gorkamorka as the Wurrnog Prophets. They are the undisputed leaders of the Bonesplitter warclans, and entire nations of maddened green disciples hang on their every gibbered word. To them falls the most sacred duty of any Bonesplitter: it is their task to interpret the signs and dream-visions left for them by the Great Green God and lead their followers to new and prosperous hunting grounds.

Wurrnog Prophets are a far cry from the scholarly wizards of other races. Wearing garish wooden beast-masks and clad in the hides of monsters they have killed, it is easy to dismiss them as demented creatures hopping manically from foot to foot and hooting nonsensical commands. This apparently random lunacy is, however, not what it seems. Wurrnog Prophets possess a strange wisdom – as if they have tapped into some primal cosmic truth. Behind their bizarre actions lies solid orruk sense; a Prophet's intimidating beast-mask contains the trapped essence of the most fearsome creatures he has slain and thus actually does amplify his powers. The warpaint he daubs across his Bonesplitterz contains mystical ingredients as well as the ground-up organs of beasts hunted by the warclan, and its magical properties have proven capable of deflecting even hostile sorceries.

When it comes to unleashing their own devastating magic, the Wurrnog Prophets excel – after all, for all their barbarous wisdom, they are still orruks. As leaders of the Bonesplitter warclans, they claim the most powerful bones for themselves, and thus they can tap into the strongest beast spirits. When a Wurrnog summons up the power of Gorkamorka, the land cracks, trees are violently uprooted and the very earth of the realms is turned against their foes. Entire ranks of enemies

are flattened and crushed under a rain of pummelling green fists that descend from the skies, the Wurrnog Prophet hollering in bellicose joy as he unleashes an avalanche of savage, destructive power.

before battle is joined. How they do this is up to the Wardokk, though most prefer to employ a variety of methods ranging from strange war dances to good old-fashioned smacks across the gob.

WARDOKKS

Around each Wurrnog Prophet can be found an array of lesser shamans, most prominent of which are the Wardokks. They often enforce the bizarre commands of the warclan's leader, and it is from their ranks that a Wurrnog's successor will usually be chosen should the Prophet fall in battle or accidentally blow himself up. It is also their job to work the warclan up into a proper frenzy



Wardokks are entrusted with knowledge of each warclan's secret ritual dances. All Bonesplitterz are good at jumping around and causing a racket, but only a Wardokk knows how to truly summon the power of Gorkamorka through his motions. When a Wardokk leads his mobs in such a dance, the energy of the Waaagh! responds. Tattoos glow with extra protective strength, greenskin wizards find their magic bolstered and even the most hideous wounds close shut as these shamans tap into their strange, but undeniably effective, powers.



BOARBOY MANIAKS

There are Bonesplitterz, there are truly insane Bonesplitterz, and then there are the Boarboy Maniaks. At some point in the past, these demented orruks managed to climb onto the back of a snorting war boar. Though they should have been brutally gored to death in short order, somehow the Maniaks not only managed to survive those first moments but have claimed for themselves deadly, if ill-tempered, mounts. Discarding even the crude shields used by their fellows, these crazed greenskins wield sharp bone blades in each hand, howling as they urge their boars onwards with a series of firm kicks. A war boar's hide is so tough that this doesn't hurt them – rather, it just makes them madder.

Boarboy Maniaks often see the most ferocious fighting out of an entire Bonesplitter warclan. They are usually the first orruks to crash headlong into the ranks of the foe.

What they may sacrifice in precise control of their mounts, they make up for in the press of melee, for Maniaks can unleash a seemingly endless storm of blows. Even the most determined shieldwalls buckle under a Maniak charge, the orruks swinging their twin weapons back and forth with boundless energy while the sharp tusks of the war boars slip between or punch straight through the foe's defences. Fuelled by the ferocious spirit-madness bubbling within them, the Maniaks will not stop until they or their enemies lie dead. Each orruk redoubles his violent efforts as he watches his mates literally tear apart the enemy with savage blows.

MANIAK WEIRDNAKS

Some orruk shamans witness the destructive rampages of the Maniak Boarboys and become inspired. Already pushed over the edge of reason by the power of Gorkamorka constantly rattling around in their thick skulls, these Weirdnaks claim the most unruly of a warclan's boars as their steed. The Wurrnog Prophets consider the madness of the Maniak Weirdnaks to be a sign that the Great Green God commands the crazed shamans to lead the grunting 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 path of the Weirdnaks, observing their knack for locating the best fights.

The fetish-draped staffs of the Maniak Weirdnaks are more than just symbols of authority. Each is a bone taken from a particularly powerful beast that still contains the primal essence of the slain creature. As he charges into battle, a Maniak can call upon this beast-soul to empower himself and his allies; a thick green mist surrounds the shaman, resolving into the image of a mighty dragon or other such fearsome monster. An animalistic rage fills the minds of nearby Bonesplitterz as they strike with renewed fury, salivating and roaring as monstrous power courses through them.

SQUIGGLY BEASTS

All manner of squiggly beasts infest the dark, dank and unpleasant places of the Mortal Realms. They are strange, waxy creatures that are often – though not always – globular in shape. Sharp fangs line their oversized maws, and even the smallest are capable of hamstringing an unwary warrior. It is the Gloomspite Gitz that have the closest relationship with squigs, capturing or breeding them in vast numbers to use as a deadly, if unpredictable, force in battle. Whilst most squigs are valued for their single-minded destructiveness, there are a few rare sub-species that brim with curious, but potent, magical energies.

It is these more arcane creatures that most interest the Bonesplitter shamans. On occasion, squigs filled with their strange breed of magic will creep from their caves and track down the Bonesplitter hordes on their own. It is unclear whether these squigs are attracted by the thrumming power of the Waaagh! or are simply looking for a good meal among what the orruks leave behind. These squiggly beasts accompany the shamans just about everywhere. The mystical orruks can tap into the magical energy locked within them to empower their own spells, and at least one Wurrnog Prophet – Grakkadrak of the Skullcrackas Warclan – considers his squig to be his most trusted advisor.

Alas, not all squiggly beasts hold such an honoured position. Many shamans have got the idea into their heads to grind the creatures down and use them as a component of their warclan's warpaint, a notion that quickly spreads when it appears that the magical essence of these rare squigs really does seem to offer increased protection to the wearers.



GREAT GREEN CLANS

Bonesplitterz warclans are built on hordes of unwashed green muscle, hundreds of savage orruks storming across the field to hack apart their prey. Despite their primitive appearance and simplistic weapons, they are no easy foe, for the Waaagh! energy that suffuses these brutish creatures grants them power beyond rational comprehension.

SAVAGE ORRUKS

When an orruk becomes a Bonesplitter, he will usually mob together with a bunch of his frenzied kin. Having discarded burdensome things such as metal, clothing and what limited sanity greenskins possess, these mobs are tireless in their pursuit of the great monsters of the realms. Wielding bone blades known as 'chompas', sharpened flint-tipped spears or crude but effective hunting bows, they crash into the ranks of the enemy like an unstoppable green wave. While some may see their lack of armour as a weakness, to the Savage Orruks it makes perfect sense – after all, iron plates have little chance of stopping the claw of a dragon or a chimera, but the mystical warpaint daubed across their bodies by a warclan's boss-shamans just might.

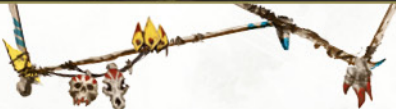
Led into battle by mighty Big Bosses, mobs of Savage Orruks hurtle across the field at a blistering pace. As they amass, the power of the Waaagh! flows through them, their piggish eyes growing wilder as their green muscles bulge. It is far from a simple task to kill a Savage Orruk under the influence of a Waaagh! frenzy – which is all of them – for such is their manic energy that they must be almost entirely dismembered before succumbing to death. The Big Bosses know how to best inspire a killing fury in their lads, often by simply getting stuck into the foe and breaking some heads themselves.

BOARBOYS

Not every wild beast encountered by the Bonesplitterz is destined to end up with its bones stuck through an

orruk's hide. Bonesplitterz have long ridden atop the backs of war boars, large porcine creatures related to the fearsome gruntas. These mounted warriors are skilled at employing hit-and-run tactics, disengaging from melee to circle around the prey before charging back into close quarters, where their chompas, stikkas and the gouging tusks of the boars themselves can cause the most damage.

Wild boars are compelled to follow Bonesplitter warclans through various means. Enterprising orruks will set up crude 'boar traps' to attempt to snare entire herds at once. Often this is done by digging a massive pit and hoping the unstoppable momentum of a rampaging herd will see them charge straight in, but the most proven



method is simply to leave a trail of offal for the creatures to follow. Some boars are fed with shards of precious beast-bone in the hope that they will absorb a measure of the fallen creature's power. Given how senselessly violent orruks can be, it is surprising how well they treat their mounts. Warpaint is daubed across the creature's fur to protect them, while bone piercings are applied to further amplify their strength. Few crimes amongst the Bonesplitter warclans are more heinous than killing another orruk's boar. Those who transgress in such a fashion will often be ridden down and brutally trampled by a mob of vengeful greenskin cavalry.

MORBOYS

Even other Bonesplitterz think that there is something a little unnerving about the Morboys. The Wurrnog Prophets claim that when an orruk absorbs a particularly potent beast spirit, the predatory creature's soul may overpower the warrior and leave them trampled in a constant state of

bestial fury. Of course, it is possible that the Morboys simply weren't all there to begin with. Mobs of these frothing orruks often accompany a warclan's Wardokks, the earth shaking beneath their furious dances as the Morboys are driven into even more terrifying rages.

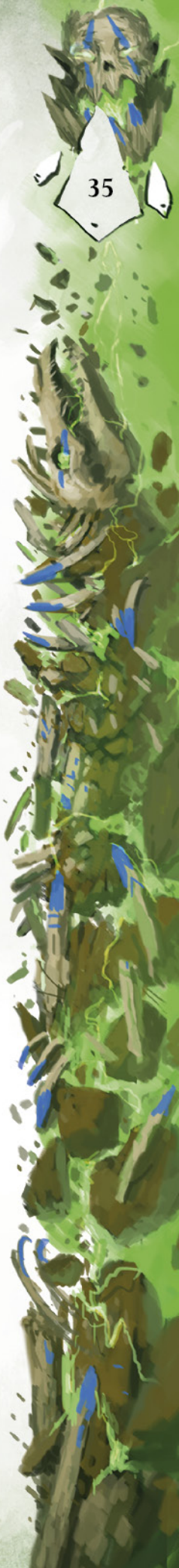
Armed with a bone blade in each hand – 'to hit stuff fasta' – Morboy mobs dash off in the enemy's direction at the battle's outset. After that, a warclan's leaders simply have to hope for the best. Often this pays off, for a mob of Morboys is easily capable of hacking their way through hordes of enemies without breaking stride. Bolstered by the raging energy of Gorkamorka, their power only increases as towering monsters fall around them, their warpaint glowing brighter with every battered foe.

BIG STABBAS

Big Stabba teams consist of two orruks wielding a massively oversized spear known as a

Gorktoof. Tipped with sharp points of flint, or occasionally shards of powerful beast bone, these spears inflict hideous injury on whatever they strike. Warclans consider each Gorktoof to be sacred; the Wurrnog Prophets claim each spear takes on the qualities of the beasts it kills, thrumming in its bearer's hands with furious bloodlust.

Even amongst the Bonesplitterz, Big Stabbas are renowned as fearless and daring monster hunters. Without hesitation, they will charge headlong into a roaring Magmadroth's flames or between the stabbing forelimbs of an Arachnarok Spider, trusting in Gorkamorka to protect them as they drive their Gorktoof deep into the body of their monstrous quarry. Even death cannot stop a Big Stabba team claiming their prey. With a howl, the orruks will use the last of their strength to hurl their huge spear with unerring accuracy, often taking their adversary down into Shyish's underworlds alongside them.





With a booming cry of 'Waaagh!', the forces of the warclans charge into the fray. Bestial minds filled with the call to war, the greenskin hordes smash aside any who dare stand before them.



FISTS OF IRON

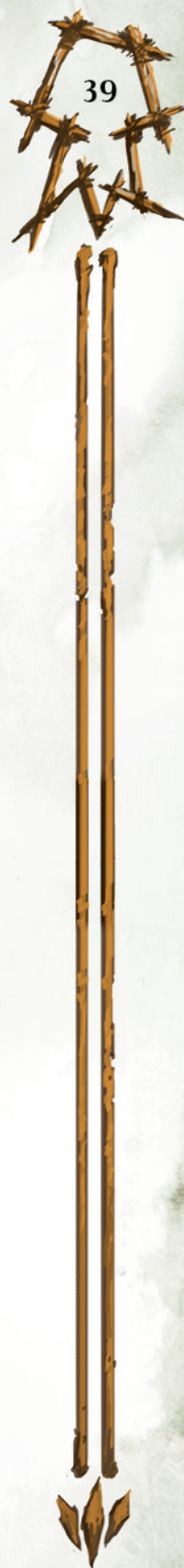
Those who dare face the Ironjawz are confronted by an innumerable mass of hulking, metal-clad marauders accompanied by huge and savage creatures. Here, we present a showcase of Ironjawz models expertly painted by Games Workshop's very own 'Eavy Metal Team and Design Studio army painters.



When a Big Waaagh! gathers, entire empires can be swept away under the stomping feet of the orruks.



Gordrakk, the Fist of Gork





Ironsunz Warchanter



Ironsunz Megaboss



Ironsunz Brute with gore-choppa



Ironsunz Brute with two brute choppas



Ironsunz Brute Boss with boss choppa



The Ironsunz consider it a point of pride to duff up the 'ardest and strongest enemies they can find.



*Kryptboyz Brute with jagged
gore-hacka*



*Kryptboyz Brute Boss with boss klaw
and brute smasha*



*Kryptboyz Brute with jagged
gore-hacka*



41



None can predict where the Bloodtoofs will emerge as they hurtle through a Realmgate, only that they will inevitably cause massive destruction wherever they arrive.





Bloodtoofs Gore-grunta with pig-iron choppa



Ironsunz Gore-grunta with jagged gore-hacka



There are few things a Gore-grunta enjoys more than trampling bones into powdered dust.



Da Choppas Warchanter



Da Choppas Weirdnob Shaman



Even the daemons of Chaos must be wary of the strange yet destructive powers of a Weirdnob Shaman.

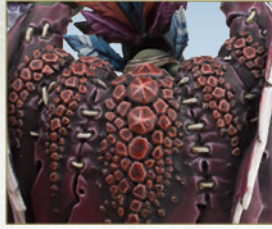
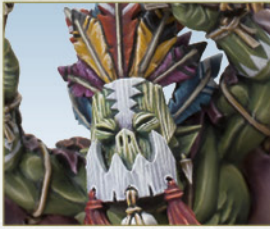


SAVAGE HORDES

The Bonesplitterz are a striking force on the battlefield, a horde of green flesh daubed with bright warpaint and carrying all manner of monstrous remains. Here, we present a showcase of Bonesplitterz models expertly painted by Games Workshop's very own 'Eavy Metal Team and Design Studio army painters.



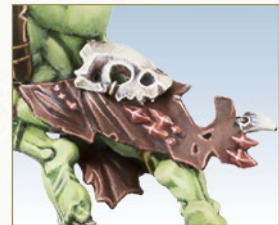
Led by a wild Maniak Weirdnob, the Bonesplitterz charge across the Mortal Realms looking for monsters to slay.



Wurrzog Prophet



Maniak Weiridnob



Wardokk



Savage Big Boss





The maddened visions of the Wurrzog Prophets lead the Bonesplitterz to new hunting grounds.



Even the mightiest of creatures cannot escape the crazed beast-hunters of the Bonegrinz Warclan.



Flintjawz Savage Orruk with chompa



Burnbiters Savage Orruk with chompa



Bonegrinz Arrowboy



Morboy Boss



Big Stabba team



Savage Boarboy with bone totem



Savage Boarboy



Boarboy Maniak



GREAT GREEN FURY

Wherever the warclans of the orruks go, anarchy, destruction and some good old-fashioned brawling are sure to follow – just as Gorkamorka would want. There are many ways to go about collecting an orruk army, and these pages offer just one example of how the green hordes can be mustered for war.

When collecting a Warhammer Age of Sigmar army, it's good to start with a plan for picking units – whether by choosing your favourite models, devising tactics to use on the tabletop or recreating a narrative that captured your imagination. For orruks, with their wide variety of models from the brutal Ironjawz to the manic Bonesplitterz, planning what kind of force you want to build is very important. However you decide to collect, the end goal is the same – to build a battle-ready army! Here is how we assembled the collection shown on these pages.

First, we have to choose which set of allegiance abilities our army will use. Choosing a Big Waaagh! force allows us to combine Ironjawz and Bonesplitterz into one army, making for a striking and powerful collection of models on the battlefield. Of course, with this in mind, there's only one real choice for the general – the Fist of Gork himself, Gordrakk! With his twin axes and powerful mount, Gordrakk is a force to be reckoned with, and in a Big Waaagh! army, he gets even better at empowering his fellow orruks.

To support Gordrakk's command, we've selected a range of other powerful heroes. A Megaboss and Savage Big Boss are useful for powering up Ironjawz and Bonesplitterz respectively, and both of them are deadly warriors in a fight. A Warchanter's thumping beats offer a variety of effects that can swing the course of any battle. Finally, a Wurrhog Prophet and Weirdbob Shaman offer some serious magical clout to the army. Both of these wizards are capable of devastating their enemies with an array of fearsome spells.



Next, the army needs a solid backbone of infantry. Some Savage Orruks, their crazed Morbooy brethren and a mob of Ardboys fill this role. At two wounds per model, they're tough to crack, making them perfect for holding objectives and bashing anyone who comes too close. A unit of Brutes completes this infantry force. Not only do the models look like they mean some serious business, but a Brute mob can easily crush several enemy units over the course of a game with its powerful attacks in combat. When fighting alongside Gordrakk or the Megaboss, the Brutes become even stronger, allowing them to really do some damage.

The last thing our army needs is speed. A unit of Savage Boarboys and Boarboy Maniaks provides a

fast outrider force and can get stuck into combat as quickly as possible. Following in their wake is a trio of Gore-gruntas. Each of these heavy cavalry is as tough as a hero from another army. While they may not be as swift as the Boarboys, anything that stands in their way is sure to end up thoroughly crushed under their hooves.

Looking at the units we've chosen, we can group some of them into powerful warscroll battalions – the Savage Boarboys, Savage Orruks, and their Big Boss form a Brutal Rukk, while the Brutes, Ardboys, and Gore-gruntas can be assembled into an Ironfist. Both of these battalions make the units within them swifter, allowing them to get into battle and start breaking heads all the sooner.

This orruk army presents a painter with a great variety of units to enjoy, and it has plenty of tactical options on the tabletop that ensure every game will be highly enjoyable.

1. Gordrakk, The Fist of Gork
2. Orruk Megaboss
3. Orruk Warchanter
4. Wurgog Prophet
5. Orruk Weirdnob Shaman
6. Savage Orruk Morboys
7. Boarboy Maniaks

BRUTAL RUKK

8. Savage Big Boss
9. Savage Orruks
10. Savage Boarboys

IRONFIST

11. Ardboys
12. Brutes
13. Gore-gruntas



PAINTING YOUR ORRUKS

The armies of the orruk warclans are remarkably varied, from the metal textures of the Ironjawz to the striking warpaint of the Bonesplitterz. Whether you are painting up a collection for the first time or are already a dab hand with a brush, the following hints and tips will help you to get your lads looking ready for a proper fight.

One of the most enjoyable aspects of the Games Workshop hobby is bringing your Citadel Miniatures to life through painting. Even a single model looks fantastic when carefully painted and based. However, nothing beats assembling your collection into a completed army upon the field of battle and revelling in the glorious spectacle they present.

How you choose to paint your Citadel Miniatures is entirely up to you. Some painters enjoy spending hours working on every model, bringing them up to the most impressive standard they can, while others prefer to paint their models in large batches – getting them ready

for battle swiftly while still looking great upon the tabletop. Within the pages of this battletome and other Age of Sigmar publications, you will see many colour schemes that you can replicate in order to mark your orruks as belonging to a particular warclan. Alternatively, perhaps you will want to come up with a new warclan of your own devising and invent your own colour scheme designed to strike terror into your enemies!

As with all aspects of the Age of Sigmar hobby, the most important thing is that you're happy with the end result. Whether you're looking to dabble with painting a few greenskin warriors or amass

a vast collection of mobs to smash up the realms, these pages contain invaluable information on how to go about doing just that.

WARHAMMER TV

Warhammer TV's painting tutorials have insights for everyone, as they show you how to paint Citadel Miniatures from start to finish. The guides are available for free on games-workshop.com and can also be watched via the Warhammer TV YouTube channel. Why not take a moment to check them out?

IRONSUNZ FLESHTONE



1 Apply a wash of Ork Flesh contrast paint over a base of Wraithbone.



2 Layer over with Warboss Green.



3 Highlight with Ogryn Camo.

TEEF AND CLAWS

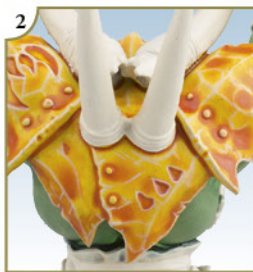


Rakarth Flesh (Base); Agrax Earthshade (Shade); Pallid Wych Flesh (Highlight).

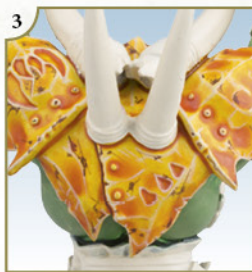
IRONSUNZ YELLOW ARMOUR



1 Apply a wash of Iyanden Yellow contrast paint over a base of Wraithbone.



2 Edge highlight with Screaming Skull.



3 Use Rhinox Hide to make some scratches along the edges of the armour.

TOP TIP

Contrast paints can be easily chipped off of a model when you play games with it. Apply a layer of Storm Shield to an area painted with contrast paint to ensure that the paint stays on the model.

ORRUK FLESH



Ogryn Camo (Base); Biel-Tan Green (Shade); Ogryn Camo (Highlight); Flayed One Flesh (Highlight).



Death Guard Green (Base); Athonian Camoshade (Shade); Straken Green (Highlight); Nurgling Green (Highlight).

ORRUK WEAPONS



Leadbelcher (Base); Gore-grunta Fur (Contrast) + Lahmian Medium (1:3 mix); Troll Slayer Orange (Stipple); Stormhost Silver (Edge Highlight).



Apply Blood for the Blood God (Technical) in a spatter pattern on the blade.

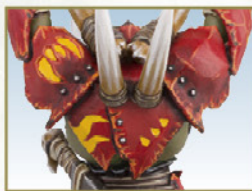
ARMOUR AND METALS



Leadbelcher (Base); Nuln Oil (Shade); Runefang Steel (Highlight).



Macragge Blue (Base); Nuln Oil (Shade); Calgar Blue (Highlight).



Mephiston Red (Base); Agrax Earthshade (Shade); Evil Sunz Scarlet (Highlight); Fire Dragon Bright (Highlight).

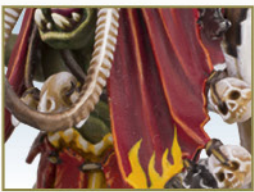


Corax White (Base); Seraphim Sepia (Shade) + Lahmian Medium (1:1 mix); Pallid Wych Flesh (Highlight).

ORRUK MATERIALS



Macragge Blue (Base); Nuln Oil (Shade); Calgar Blue (Highlight); Fenrisian Grey (Highlight).



Mephiston Red (Base); Agrax Earthshade (Shade); Evil Sunz Scarlet then Fire Dragon Bright (Highlight).



Leadbelcher (Base); Agrax Earthshade (Shade); Runefang Steel (Drybrush).



Rhinoceros Hide (Base); Skrag Brown (Highlight); Tau Light Ochre (Highlight).

GORE-GRUNTA AND BOAR FUR AND SKIN



Base the fur with Abaddon Black and the skin with Cadian Flestone over a Corax White undercoat.



Add a shade of Seraphim Sepia to the skin.



Highlight raised details using Kislev Flesh for skin and Dark Reaper for fur.



Add final highlights of Flayed One Flesh to the skin. Drybrush the fur with Dawnstone.



DAGZ AND MARKINGS



To apply the check pattern, begin by painting a grid using an Artificer Brush and Ultramarine Grey.



Using the same brush and colour, fill in alternating checks.



Finish the pattern by painting back over the remaining lines using Macragge Blue.

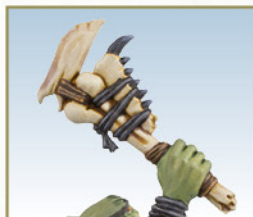
BONESPLITTERZ DETAILS



Use your chosen warpaint colour to block out parts of the face and paint patterns.



Mechanicus Standard Grey (Base), Agrax Earthshade (Shade); Dawnstone (Highlight); Administratum Grey (Highlight).



Wraithbone (Base); Skeleton Horde (Contrast); Screaming Skull (Highlight); Pallid Wych Flesh (Highlight).



Stegadon Scale Green (Base); Nuln Oil (Shade); Thunderhawk Blue (Highlight); Fenrisian Grey (Highlight).

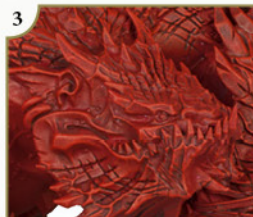
MAW-KRUSHA SCALES



Apply Mephiston Red Spray and then give it an all-over shade of Agrax Earthshade.



Drybrush Mephiston Red.



Drybrush Astorath Red.



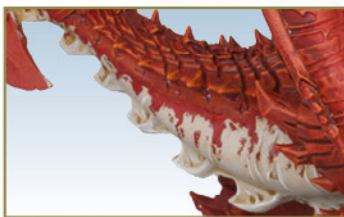
Drybrush Fire Dragon Bright.

WING MEMBRANE



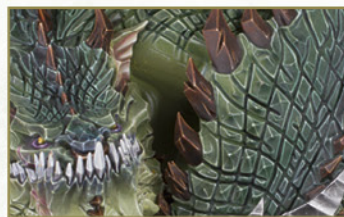
Carefully paint the membrane sections with Abaddon Black. Then drybrush the areas with Dark Reaper. Finish with a lighter drybrush of Stormfang.

UNDERBELLY



Apply Rakarth Flesh in a dappled pattern on the sides. Add an all-over shade of Seraphim Sepia. Add highlights of Pallid Wych Flesh to the ridges.

GREEN SCALES



Death Guard Green (Base); Athonian Camoshade (Shade); Straken Green (Highlight); Nurgling Green (Highlight).

MAW-KRUSHA SPINES



1 Basecoat the spines with Rhinox Hide.



2 Layer the spines with Balor Brown by applying tapered lines, leaving Rhinox Hide showing in the recesses.



3 Layer the spines with Screaming Skull by applying tapered lines, leaving Balor Brown showing in the recesses.

WARCHANTER STIKKS



1 Begin with a Rakarth Flesh basecoat.



2 When dry, apply an all-over shade of Agrax Earthshade. Make sure it reaches all the recesses.



3 Apply Rakarth Flesh again, keeping to the raised areas and leaving the recesses shaded.



4 Highlight by applying Pallid Wych Flesh to the uppermost parts of the raised details.

WARCHANTER STIKKS GLOW



1 Paint the face design by first applying Ceramite White.



2 When dry, carefully glaze with Waywatcher Green.

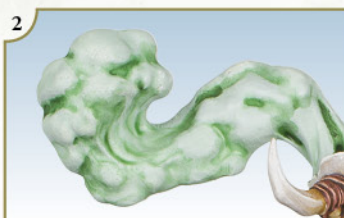


3 Lastly, define the edges of the design by carefully applying White Scar.

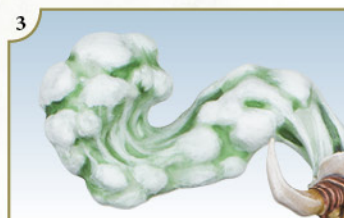
WAAAGH! SMOKE



1 Apply an even coat of Ulthuan Grey to the entire area. The off-white hue of this paint helps to create a smoky, ethereal effect.



2 When dry, give the smoke an all-over shade of Biel-Tan Green, which lends the plume a spooky, otherworldly appearance.



3 To finish, pick out the raised smoke puffs using White Scar.



ARMIES OF THE WAAAGH!

This battletome contains all of the rules you need to field your Orruk miniatures on the battlefields of the Mortal Realms, from a host of exciting allegiance abilities to a range of warscrolls and warscroll battalions. The rules are split into the following sections.

ALLEGIANCE ABILITIES

This section has three different sets of allegiance abilities, one for an Ironjawz army (pg 55-62), one for a Bonesplitterz army (pg 66-72), and one for a Big Waaagh! army (pg 76-77). The rules for using allegiance abilities can be found in the *Warhammer Age of Sigmar Core Book*.

You must decide which faction your army will belong to when you pick the army. All of the units in an Ironjawz army must be **IRONJAWZ**, all of the units in a Bonesplitterz army must be **BONESPLITTERZ**, and all of the units in a Big Waaagh! must be **ORRUKS**.

Each set of allegiance abilities will have one or more of the following sections.

BATTLE TRAITS

Abilities available to units in the army.

COMMAND TRAITS

Abilities available to the general of the army if it is a **HERO**.

ARTEFACTS OF POWER

Artefacts available to **HEROES** in the army.

SPELL LORES

Spells available to **WIZARDS** in the army.

BATTLEPLAN

A new narrative battleplan that can be played with the army.

PATH TO GLORY

This section contains rules for using your Orruk collection in Path to Glory campaigns (pg 78-83).

WARSCROLLS

This section includes all of the warscrolls you will need to play games of Warhammer Age of Sigmar with your Orruk miniatures.

There are two types of warscroll included in this section:

WARSCROLL BATTALIONS

These are formations made up of several Orruk units that combine their strengths to gain powerful new abilities (pg 84-91).

WARSCROLLS

A warscroll for each unit is included here. The rules for using an Orruk unit, along with its characteristics and abilities, are detailed on its warscroll (pg 92-102).

PITCHED BATTLE PROFILES

This section contains Pitched Battle profiles for the units and warscroll battalions in this book (pg 103).

ALLIES

This section contains a list of the allies an Ironjawz, Bonesplitterz and Big Waaagh! army can include.



IRONJAWZ ALLEGIANCE ABILITIES

IRONJAWZ BATTLE TRAITS

IRONJAWZ WARCLANS

Many Ironjawz warclans fight in their own unique fashion.

If your army is an Ironjawz army, you can give your army the **BLOODTOOFS** keyword, **CHOPPAS** keyword, or **IRONSUNZ** keyword. All **IRONJAWZ** units in your army gain that keyword, and you can use the extra abilities listed for that warclan (pg 60-62).

EAGER FOR BATTLE

Ironjawz are always spoiling for a good fight.

Add 1 to charge rolls for friendly **IRONJAWZ** units.

MAD AS HELL

Nothing infuriates the Ironjawz more than cowardly foes that attack them from afar.

At the end of any phase, if any wounds or mortal wounds have been inflicted in that phase on an **IRONJAWZ** unit that is more than 9" from any enemy units, that **IRONJAWZ** unit can move D6".

BRUTALITY INCARNATE

SMASHING AND BASHING

When one Ironjawz mob smashes up the enemy, it inspires other mobs to do the same.

In the combat phase, after a friendly **IRONJAWZ** unit has fought, if the attacks made by that unit resulted in any enemy units being destroyed, you can pick 1 friendly **IRONJAWZ** unit that has not yet fought in that combat phase and that is within 3" of an enemy unit. That unit fights immediately, before the opposing player picks a unit to fight in that combat phase. That unit cannot fight again in that combat phase unless an ability or spell allows it to fight more than once.

COMMAND ABILITIES

If you have an Ironjawz army, you can use the following command abilities:

Mighty Destroyers: *The Ironjawz allow nothing to stop them from getting to grips with their enemies.*

You can use this command ability in your hero phase. If you do so, pick 1 friendly **IRONJAWZ** unit wholly within 12" of a friendly **IRONJAWZ HERO** or wholly within 18" of a friendly **IRONJAWZ HERO** that is a general. That unit must make a normal move if it is more than 12" from any enemy units, must fight if it is within 3" of any enemy units, and must attempt to charge in any other circumstances. You cannot pick the same unit to benefit from this command ability more than once per hero phase.

Ironjawz Waaagh!: *Ironjawz fight even harder when their boss bellows out an almighty 'Waaagh!'.*

You can use this command ability once per battle, at the start of the combat phase, if you have an Ironjawz army and your general is a **MEGABOSS** and on the battlefield. If you do so, roll a dice and add the number of friendly **IRONJAWZ** units wholly within 18" of your general to the roll.

If the roll is up to 11, until the end of that phase add 1 to the Attacks characteristic of melee weapons used by friendly **IRONJAWZ** units wholly within 18" of your general.

If the roll is 12 or more, until the end of that phase add 2 to the Attacks characteristic of melee weapons used by friendly **IRONJAWZ** units wholly within 18" of your general.

IRONJAWZ COMMAND TRAITS

IRONCLAD WARLORDS

MEGABOSS only.

D6 Command Trait

- 1 **Hulking Muscle-bound Brute:** *Even by orruk standards, this boss is huge, and he is ever eager to throw his immense weight around in battle.*

After this general makes a charge move, you can pick 1 enemy unit within 1" of this general and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds.

- 2 **Live to Fight:** *The only time this warrior is not in combat is when they are charging headlong into a fresh set of enemies.*

You can re-roll wound rolls for attacks made by this general and their mount if they made a charge move in the same turn.

- 3 **Brutish Cunning:** *After countless battles, this general has learnt how to get his boys stuck into the enemy as quickly as possible.*

Once per battle round, this general can use the Mighty Destroyers command ability without spending 1 command point.

- 4 **Ironclad:** *Incoming blows bounce harmlessly off this general's impressively robust armour.*

Add 1 to save rolls for attacks that target this general.

- 5 **Bestial Charisma:** *With a deafening bellow, this greenskin lets every orruk around know that no one leaves the fight until it's over.*

Once per battle round, this general can use the Inspiring Presence command ability without spending 1 command point.

- 6 **Mighty Waaagh!:** *Waves of greenskins flock to the call of this bellicose orruk, knowing that they will be led to a mighty fight.*

If this general has the Ironjawz Waaagh! command ability, count the number of eligible units within 24" of this general instead of 18". In addition, if successful, the ability affects eligible units within 24" of this general instead of 18".



CHAMPIONS OF THE WEIRD

WEIRDNOB SHAMAN only.

D3 Command Trait

- 1 **Dead Kunnin':** *This shaman is a surprisingly deep thinker for an orruk, coming up with all manner of kunnin' ways to bash their enemies.*

At the start of the first battle round, you receive D3 additional command points.

- 2 **Master of the Weird:** *This shaman has learnt how to harness the magical power of the Waaagh! to maximum effect.*

Add 1 to casting, dispelling and unbinding rolls for this general.

- 3 **Bursting with Power:** *This gibbering shaman is capable of unleashing all manner of strange Waaagh! sorceries.*

This general knows 1 extra spell from the Lore of the Weird (pg 59). In addition, they can attempt to cast 1 extra spell in your hero phase.

IRONJAWZ ARTEFACTS OF POWER

DA BOSS'S HOARD

MEGABOSS only.

D6 Artefact of Power

- 1 **Armour of Gork:** *This bashed-together armour is thick and heavy, and when it was blessed by Gork, it gained its own fierce fighting spirit.*

If the unmodified save roll for an attack made with a melee weapon that targets the bearer is 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

- 2 **Destroyer:** *This brutal weapon can topple a gargant, though once discharged its powers can only be recharged under a blood-red moon.*

Pick one of the bearer's melee weapons. Once per battle, at the start of the combat phase, you can add 3 to the Damage characteristic of that weapon until the end of that phase.

- 3 **Daubing of Mork:** *The Daubing of Mork is a mark of great favour bestowed upon a particularly resilient orruk.*

Roll a dice each time a wound or mortal wound is allocated to the bearer. On a 6, that wound or mortal wound is negated.

- 4 **The Golden Toof:** *To acquire this prized fang, an orruk must first prove they mean business by smashing it out the mouth of its previous owner.*

Do not take battleshock tests for friendly IRONJAWZ units while they are wholly within 12" of the bearer.

- 5 **Metalrippa's Klaw:** *The bladed tips of this massive iron gauntlet can tear through even the thickest armour.*

Pick one of the bearer's melee weapons. Change the Rend characteristic of that weapon to -3 before applying any other modifiers to that weapon's Rend characteristic.

- 6 **The Boss Skewer:** *This gigantic spike has held aloft the heads of conquered kings over many long centuries.*

Add 1 to the Bravery characteristic of friendly IRONJAWZ units while they are wholly within 18" of the bearer, and subtract 1 from the Bravery characteristic of enemy units while they are within 12" of the bearer.

WEIRD TRINKETS

WEIRDNAO SHAMAN only.

D3 Artefact of Power

- 1 **Great Green Visions:** *When breathed deeply, the heady incense burning in this enchanted skull-brazier lends its bearer uncanny insight into the future as he reads the flow of Gorkamorka's warlike energies.*

At the start of your hero phase, roll a dice. On a 4+, you receive 1 command point.

- 2 **Amberbone Hoard:** *The Ghurish realmstone worn by the shaman, taking the form of glimmering amber skulls and horns, can fill him with tremendous bestial power and savagery in times of war.*

Add 1 the Attacks characteristic of melee weapons used by the bearer, and add 1 to save rolls for attacks that target the bearer.

- 3 **Shamanic Skullcape:** *An orruk shaman who takes the skulls of enemy wizards can draw on some of their residual power, bolstering his spells.*

Add 1 to casting rolls for the bearer. In addition, if an enemy WIZARD is slain by wounds inflicted by attacks made with the bearer's melee weapons, you can pick 1 spell known by the slain WIZARD. The bearer knows that spell for the rest of the battle.



IRONJAWZ MOUNT TRAITS

If an Ironjawz army includes any **HEROES** mounted on a **MAW-KRUSHA**, one of those **HEROES** can have a mount trait. Declare which **HERO** has the mount trait and then choose or roll for a mount trait from the following table. You can choose one extra **HERO** to have a mount trait for each warscroll battalion in your army. The same **HERO** cannot have more than one mount trait, and an army may not include duplicates of the same mount trait.

D6 Mount Trait

- 1 **Big 'Un:** *This large Maw-krusha is incredibly tough, even for one of its resilient breed.*

Add 1 to this model's Wounds characteristic.

- 2 **Fast 'Un:** *This aggressive Maw-krusha can close in on its prey with shocking swiftness.*

Add 2" to this model's Move characteristic.

- 3 **Mean 'Un:** *This bloodthirsty beast loves nothing more than to tear its victims into bloody chunks.*

Add 1 to the Damage characteristic of this model's Mighty Fists and Tail.

- 4 **Heavy 'Un:** *This monster uses its vast bulk and sheer momentum to flatten anything in its path.*

Add 1 to Destructive Bulk rolls for this model.

- 5 **Loud 'Un:** *This Maw-krusha's roar leaves even the mightiest enemies stunned and disorientated.*

Once per battle, at the start of the combat phase, this model can unleash a mighty roar. If it does so, until the end of that phase, subtract 1 from hit rolls for attacks made by enemy models within 3" of this model.

- 6 **Weird 'Un:** *This strange beast has an innate resistance to even the most powerful magic.*

Each time this model is affected by a spell or endless spell, you can roll a dice. If you do so, on a 4+, ignore the effects of that spell on this model.

WARCHANTER WARBEATS

Each **WARCHANTER** in an Ironjawz army knows one warbeat from the following table. You can either choose or roll for the warbeat each **WARCHANTER** knows. Each warbeat can only be attempted once per turn, regardless of how many **WARCHANTERS** know it.

D3 Warbeat

- 1 **Get 'Em Beat:** *Nearby orruks are eager to get to the foe.*

At the start of your charge phase, 1 model that knows this warbeat can use it. If they do so, roll a dice. On a 4+, pick 1 friendly **IRONJAWZ** unit wholly within 12" of this **WARCHANTER**. In that phase, you can attempt to charge with that unit if it is within 18" of the enemy instead of 12". Roll 3D6 instead of 2D6 when making the charge roll for that unit.

- 2 **Fixin' Beat:** *Even the most grievous wounds can be fixed by this magical beat.*

In your hero phase, 1 model that knows this warbeat can use it. If they do so, pick 1 friendly model within 12" of this **WARCHANTER** and roll a dice. On a 4+, you can heal up to D3 wounds allocated to that model.

- 3 **Killa Beat:** *This mesmerising beat reduces a foe to a near-catatonic state.*

At the start of the combat phase, 1 model that knows this warbeat can use it. If they do so, pick 1 enemy unit within 12" of this **WARCHANTER** and roll a dice. On a 4+, add 1 to hit rolls for attacks made with melee weapons that target that unit in that phase.

IRONJAWZ SPELL LORES

You can choose or roll for one spell from the following table for each **IRONJAWZ WIZARD** in an Ironjawz army.

LORE OF THE WEIRD

D6 Spell

- 1 **Brain-bursta:** *The shaman glowers at their target before letting loose a bolt of brain-melting force.*

Brain-bursta has a casting value of 5. If successfully cast, pick 1 enemy unit within 16" of the caster and visible to them, and roll 2D6. If the roll is greater than that unit's Bravery characteristic, that unit suffers D6 mortal wounds; if not, that unit suffers D3 mortal wounds.

- 2 **Mighty 'Eadbutt:** *This wave of green energy seeks out enemy bosses, and it is especially harmful to wizards.*

Mighty 'Eadbutt has a casting value of 5. If successfully cast, pick 1 enemy **HERO** within 16" of the caster and visible to them. That **HERO** suffers D3 mortal wounds. If that **HERO** is a **WIZARD**, they suffer D6 mortal wounds instead of D3.

- 3 **Da Blazin' Eyes:** *Mork (or possibly Gork) gives the shaman the ability to project beams of coruscating energy from their eyes.*

Da Blazin' Eyes has a casting value of 6. If successfully cast, pick a point on the battlefield within 4D6" of the caster that is visible to them. Then draw an imaginary straight line 1mm wide between that point and the closest part of the caster's base. Roll a dice for each enemy model passed across by this line. On a 4+, that model's unit suffers 1 mortal wound.

- 4 **Da Great Big Green Hand of Gork:** *A ghostly green hand picks up a mob of Ironjawz and plonks them back down where most needed.*

Da Great Big Green Hand of Gork has a casting value of 7. If successfully cast, pick 1 friendly **IRONJAWZ** unit wholly within 24" of the caster that is visible to them and more than 3" from any enemy units. Remove that unit from the battlefield and set it up again anywhere on the battlefield more than 9" from any enemy units. It may not move in the subsequent movement phase.

- 5 **Bash 'Em, Ladz!:** *The shaman leaks mighty energy that boosts the prowess of nearby Ironjawz mobs.*

Bash 'Em, Ladz! has a casting value of 8. If successfully cast, until your next hero phase, you can add 1 to wound rolls for attacks made by friendly **IRONJAWZ** units while they are wholly within 16" of the caster.

- 6 **Wrath of Gork:** *The shaman draws on the energy of the boyz around them and uses it to conjure up a mighty fist to pound the foe.*

Wrath of Gork has a casting value of 8. If successfully cast, pick 1 enemy unit within 16" of the caster and visible to them, and then roll 2 dice for each friendly **IRONJAWZ** unit with 2 or more models that is wholly within 16" of the caster. For each 2+, you can inflict 1 mortal wound on that enemy unit.

IRONSUNZ

Few warclans are as kunnin' as the Ironsunz. Led by the most tactically gifted orruks that their Megaboss, Dakkbad Grotkicker, could bash into submission, the many Brute mobs of the Ironsunz advance at a slow but unstoppable pace before slamming into their foes with surprising speed.

It is Dakkbad's aim to one day rise to become the boss of the Great Waaagh! – and he may just be able to pull it off. If he wishes to usurp Gordrakk's position, however, the Megaboss knows he will need the biggest and 'ardest Ironjawz by his side. The ranks of the Ironsunz are therefore filled with Brutes and Megabosses. Orruks respect only strength, and the sight of so many battle-hardened Ironjawz in stark yellow armour is a sure sign of the Ironsunz might.

Yet despite the straightforward approach to warfare this assemblage of green muscle would suggest, the greatest strength of the Ironsunz is their low but deadly kunnin'. The warclan has devised many ways to disrupt the enemy and ensure that their hordes can close in for the kill, from stomping the ground hard enough to throw even the most vaunted swordsman off balance to releasing ravenous squiggly beasts amongst a foe's ammunition stores the night before a battle. They have mastered the Ironjawz art of the surprise attack, namely waiting for the enemy to come close before charging in when they least expect it. Dakkbad chooses his bosses not only on how hard they can hit – though that certainly plays a part – but also on their strategic capabilities. The cleverest are given especially strong armour in order to protect them, for Dakkbad knows just how difficult it can be to find Ironjawz with a talent for thinking.



ABILITIES

Ironsunz Kunnin': *The Ironsunz know that the less they get hit, the more hitting they can do, and they have come up with all manner of methods to ensure they can get stuck into the fight.*

Subtract 1 from hit rolls for attacks made by enemy units that target an **IRONSUNZ** unit in the first battle round.

COMMAND ABILITY

Alright – Get 'Em!: *At a bellowed command, the Ironsunz start to pick up a surprising momentum, their sudden onslaught catching the foe utterly off-guard.*

You can use this command ability at the end of the enemy charge phase. If you do so, pick 1 friendly **IRONSUNZ** unit that is within 12" of an enemy unit, wholly within 18" of a friendly **IRONSUNZ HERO**, and more than 3" from any enemy models. That unit can attempt to charge.

COMMAND TRAIT

An **IRONSUNZ MEGABOSS** general must have this command trait instead of one listed on page 56.

Right Fist of Dakkbad: *Ironsunz generals are carefully selected by Dakkbad from amongst the cleverest of their kind.*

At the start of the first battle round, you receive 1 additional command point.

ARTEFACT OF POWER

The first **IRONSUNZ MEGABOSS** to receive an artefact of power must be given the Sunzblessed Armour.

Sunzblessed Armour: *The heavy iron plates worn by this hulking Megaboss are marked with crude sigils of Gorkamorka and are so tough they can blunt even the sharpest blade.*

Worsen the Rend characteristic of attacks that target the bearer by 1 (to a minimum of '-').

BLOODTOOFS

The Bloodtoofs hold to a simple philosophy: the first orruk into the fight gets to experience the best of the scrapping. The warclan hurtles across the Eight Realms at a breakneck pace, massed mobs of Gore-gruntas and their ground-bound kin fearlessly plunging through Realmgates to find new and ever bloodier battles.

A cloud of thick dust covers the horizon as the Bloodtoofs close in; waves of Grunta-mounted orruks ride at the vanguard of the horde, followed by charging, war-hungry Brutes and Ardboys. True nomads, the Bloodtoofs are well accustomed to living and fighting on the move. Even the most heavily armoured amongst them is capable of keeping up a ferocious pace. By the time the enemy has grasped the true speed with which the warclan approaches, the Bloodtoofs are already amongst their ranks and joyously hacking them apart.

In their quest to smash as many enemies as possible as quickly as possible, the Bloodtoofs utilise all manner of means to get themselves into chopping range sooner. The warclan has a knack of emerging through Realmgates right in the midst of a good scrap, and the very sight of such a portal – and knowledge of the fights that no doubt wait on the other side – is enough to enervise the warriors of the Bloodtoofs. Artefacts and arcane trinkets that contain spells of translocation or raw speed are particularly prized by the warclan's leaders, even if the orruks do not know – or care – precisely how they work. The greatest asset to the Bloodtoofs' rapid style of warfare, however, is the relentless energy of the Ironjawz themselves. Those mobs that successfully smash through the foe seem to gain in momentum, soon speeding off to find new enemies to trample under foot and hoof.

ABILITIES

Hunt and Crush: *The Bloodtoofs are always on the move. They can cover the ground between themselves and their enemies in a terrifyingly short amount of time.*

Add 1 to run and charge rolls for **BLOODTOOF** units (the charge roll modifier is in addition to the Eager for Battle modifier).

COMMAND ABILITY

Break Through Da Line: *Bloodtoofs eagerly smash their way through anybody foolish enough to stand before them, their advance swiftly picking up speed once the enemy have been crushed into the ground.*

You can use this command ability at the end of your combat phase. If you do so, pick 1 friendly **BLOODTOOF** unit that fought in that combat phase and that is wholly within 24" of a friendly **BLOODTOOF HERO**. That unit can make a normal move, but cannot run or retreat.



COMMAND TRAIT

A **BLOODTOOF** general must have this command trait instead of one listed on page 56.

Get Da Realmgate: *The sight of a Realmgate fills the Bloodtoofs with joy for the promised battles to come.*

If there are any Baleful Realmgate terrain features on the battlefield when this general uses the Ironjawz Waaagh! command ability, add 2 to the dice roll that determines the effect of the ability.

ARTEFACT OF POWER

The first **BLOODTOOF MEGABOSS** to receive an artefact of power must be given the Quickduff Amulet.

Quickduff Amulet: *Bloodtoof bosses hoard any magic artefacts they find that get them into the fight quicker.*

Once per battle, the bearer can cast the Great Green Hand of Gork spell from the Lore of the Weird (pg 59). If they do so, that spell is automatically cast (do not roll 2D6) and cannot be unbound.



DA CHOPPAS

There is no length Da Choppas will not go to in their quest to cast down and defile everything they can get their grubby green hands on. Whooping and howling at the tops of their voices, vast mobs of Ardboys charge across the battlefield as a scrum of chequered blue armour, worked into a frenzy by the Choppas' many Warchanters.

There is nothing Da Choppas love more than causing some good old-fashioned anarchy on the battlefield. Seeing themselves as being on a mission to knock over anything that even resembles civilisation, the warclan's Ardboy hooligans are forever chomping at the bit to reduce the realms back to a pure and primal state, just as Gorkamorka intended. Those who would dismiss Da Choppas for possessing fewer Brutes or Gore-gruntas than other Ironjawz soon find themselves set upon by large mobs of the loutish orruks, for there is little that can hope to slow a Choppas charge once they have a target for their destructive appetites in their sight.

The Weirdnob boss of Da Choppas, Ka-rokk, takes this riotous agenda very seriously – and has the skull of the warclan's former Megaboss mounted on the end of his staff to make sure the lads remember that he's in charge. Warriors of Da Choppas who accomplish particularly awe-inspiring feats of destruction in Ka-rokk's eyes are permitted to wear more chequered patterns on their battered armour plates than their fellows. A sign of the Weirdnob's favour has a positively galvanising effect on the mobs around such an orruk. Many Warchanters are permitted to wear these marks; such is the talent of these orruks for causing a destructive ruckus that entire fists can be whipped into a violent frenzy all at once by the furious primal drumming of a Choppa's Warchanter.



ABILITIES

Vandal Hordes: *There is nothing a rowdy mob of Choppas enjoys more than ripping down and desecrating the monuments and structures of their enemies.*

You can re-roll charge rolls for **CHOPPAS** units that are within 12" of a terrain feature that is fully or partially in enemy territory.

COMMAND ABILITY

Rabble Rouser: *Warchanters of Da Choppas are experts at whipping large mobs of Ardboys and Brutes into a violent frenzy.*

You can use this command ability when you use a friendly **CHOPPAS WARCHANTER'S** Violent Fury ability. If you do so, you can pick up to 3 different friendly **CHOPPAS BRUTES** units and/or **CHOPPAS ARDBOYS** units to be affected by the ability instead of 1 friendly **IRONJAWZ** unit.

COMMAND TRAIT

A **CHOPPAS** general must have this command trait instead of one listed on page 56.

Checked Out: *Lots of blue and white checks on a Choppa's armour denote a reputation for being dead 'ard, anarchic and brutal on the battlefield.*

Add 2 to the Bravery characteristic of friendly **CHOPPAS** units while they are wholly within 18" of this general.

ARTEFACT OF POWER

The first **CHOPPAS WEIRDNOB** general to receive an artefact of power must be given the Megaskull Staff.

Megaskull Staff: *The skull mounted atop this staff once belonged to a mighty Megaboss, and it is still capable of inspiring a full-blooded Waaagh!*

The bearer is treated as having the **MEGABOSS** keyword for the purposes of the Ironjawz Waaagh! command ability (pg 55).



Dakkbad Grotkicker and his Ironsunz are renowned for their kunnin', though they, like all orruks, cannot resist the opportunity to have a good old-fashioned scrap from time to time.



BATTLEPLAN

TORNADO OF DESTRUCTION

The only thing that Ironjawz love more than a good fight is to inflict total, wanton destruction. Any foe who encounters a rampaging Ironjaw horde has little option but to stand and fight. Attempting to flee will only result in the destruction of all they hold dear, and in any case, the Ironjawz will eventually track them to their hiding place and force them to do battle anyway. This leaves the defenders with no choice but to attempt to defeat the Ironjawz before they have penetrated too far into their homeland. With luck, they will drive the greenskins back before the brutish horde can reduce everything to a blasted wilderness.

The Ironjawz have been looking for a good scrap for ages, and at last they have found an opponent willing to put up a fight. What is more, they seem determined to protect some of their puny buildings and idols from the orruks. The prospect of a good punch-up and the chance to inflict a bit of mindless violence has filled the Ironjawz with glee, and they can hardly wait to get stuck in!

THE ARMIES

Each player picks an army as described in the core rules. One player is the Ironjawz player and their opponent is the Guardian. The Ironjawz player must use an Ironjawz army.

THE BATTLEFIELD

You will need at least 6 terrain features to use this battleplan. Set the terrain features up so that at least half are wholly within the Guardian's territory. These terrain features represent the locations that the Guardian is defending from the Ironjawz horde.

SET-UP

The Ironjawz player sets up first, wholly within their own territory. The Guardian sets up second, wholly within their own territory.

FIRST TURN

The Ironjawz player takes the first turn in the first battle round.

COMMAND ABILITY

The Guardian can use the Living Bulwark command ability.

Living Bulwark: At a command from their leaders, the Guardian's warriors form a protective barrier to block the progress of the Ironjawz army.

You can use this command ability at the start of your movement phase. If you do so, pick up to D3 friendly units wholly within 18" of a friendly **HERO**. Until your next hero phase, those units cannot make normal moves or charge moves, but you can add 1 to hit rolls for attacks made by those units, and add 1 to save rolls for attacks that target those units.

VANDALISM

In their hero phase, if any models from the Ironjawz army are within 3" of a terrain feature that is wholly within the Guardian's territory, they can attempt to vandalise it.

If they do so, each player rolls a dice and adds the number of friendly models they have within 3" of the terrain feature to the roll. If the Ironjawz player rolls higher, then the feature has been vandalised.

In addition, one **WEIRDNAOB SHAMAN** in the Ironjawz army knows The Gorkamorka Stomp! spell, in addition to any other spells that they know.





The Ironjawz player must say which WEIRDNOB SHAMAN knows the spell when they are set up.

The Gorkamorka Stomp: *At the caster's demand, a gigantic green foot descends from the skies and proceeds to smash the terrain beneath it to dust!*

The Gorkamorka Stomp! has a casting value of 7. If successfully cast, pick 1 terrain feature within 12" of the caster and roll 2D6. If the roll is equal to or greater than the distance between the caster and the terrain feature, then it has been vandalised (see left).

GLORIOUS VICTORY

The Ironjawz player immediately wins a **major victory** if all of the terrain features wholly within the Guardian's territory have been vandalised. The Guardian immediately wins a **major victory** if every unit in the Ironjawz army has been destroyed.

If neither player has won a **major victory** by the end of the fifth battle round, the Ironjawz player wins a **minor victory** if at least half of the terrain features wholly within the Guardian's territory have been vandalised, and the Guardian wins a **minor victory** if fewer than half of the terrain features wholly within their territory have been vandalised.



BONESPLITTERZ ALLEGIANCE ABILITIES

BONESPLITTERZ BATTLE TRAITS

UNSTOPPABLE SAVAGERY

BONESPLITTERZ WARCLANS

Many Bonesplitterz warclans fight in their own unique fashion.

If your army is a Bonesplitterz army, you can give your army the **BONEGRINZ** keyword, **DRAKKFOOT** keyword, or **ICEBONE** keyword. All **BONESPLITTERZ** units in your army gain that keyword, and you can use the extra abilities listed for that warclan (pages 70-72).

TIRELESS TRACKERS

A Bonesplitterz army moves at a relentless pace when hunting its prey, appearing suddenly and giving the enemy no time in which to prepare.

After armies are set up, but before the first battle round begins, half the **BONESPLITTERZ** units in a Bonesplitterz army (rounding up) can move up to 5". If both players can move units before the first battle round begins, they must roll off, and the winner chooses who moves their units first.

WARPAINT

Bonesplitterz are daubed with warpaint that they believe bestows the favour of Gorkamorka. The collective belief is so great that these charms actually do protect them; arrows, swords and even arcane fireballs are all deflected by a self-generated aura of faith.

Roll a dice each time you allocate a wound or mortal wound to a model with this battle trait. On a 6, that wound or mortal wound is negated.

MONSTER HUNTERS

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

If a friendly **BONESPLITTERZ** unit is within 3" of an enemy **MONSTER** when it is chosen to fight, before it piles in, you can pick one of the following abilities to apply to it until the end of that phase:

Wild Abandon: That unit can move an extra 3" when it piles in.

Stab! Stab! Stab!: Add 1 to hit rolls for attacks made by that unit that target a **MONSTER**.

Berserk Strength: If the unmodified wound roll for an attack made by that unit that targets a **MONSTER** is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

SPIRIT OF THE BEAST

The Bonesplitterz are unrelenting in their desire to slay the greatest monsters they can find. When they do so, the released beast spirit imbues them with primal courage.

Do not take battleshock tests for a **BONESPLITTERZ** unit if any enemy **MONSTERS** were slain by wounds inflicted by that unit in the same turn.

COMMAND ABILITY

If you have a Bonesplitterz army, you can use the following command ability:

Bonesplitterz Waaagh!:

Bonesplitterz fight even harder when their boss bellows out an almighty 'Waaagh!'.

You can use this command ability once per battle, at the start of the combat phase, if you have a Bonesplitterz army and your general is on the battlefield. If you do so, roll a dice and add the number of friendly **BONESPLITTERZ** units wholly within 18" of your general to the roll.

If the roll is up to 11, until the end of that phase add 1 to the Attacks characteristic of melee weapons used by friendly **BONESPLITTERZ** units wholly within 18" of your general.

If the roll is 12 or more, until the end of that phase add 2 to the Attacks characteristic of melee weapons used by friendly **BONESPLITTERZ** units wholly within 18" of your general.

Extra Hits: Several abilities allow **BONESPLITTERZ** units to score 2 hits instead of 1 on an unmodified hit roll of 6. If two or more such abilities apply at the same time, you score 1 extra hit for each ability. For example, if two such abilities applied to a unit, it would score 3 hits for each unmodified 6 (1 for the hit, plus 2 for the two abilities). If three such abilities applied to a unit, it would score 4 hits for each unmodified 6, and so on.

BONESPLITTERZ COMMAND TRAITS

HERALDS OF THE GREAT GREEN GOD

WURRGOG PROPHET or SAVAGE BIG BOSS only.

D6 Command Trait

- 1 Killa Instinkt:** *This keen-eyed orruk knows exactly where to strike for maximum effect.*

If the unmodified wound roll for an attack made with a melee weapon by this general is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

- 2 Waaagh!-monger:** *This mighty boss is not only brutal, but very, very cunning.*

If this general is part of your army and on the battlefield at the start of your hero phase, roll a dice. On a 4+, you receive 1 extra command point.

- 3 Great Hunter:** *This tireless orruk drives his warclan relentlessly onward in pursuit of prey.*

If this general is part of your army, when you use the Tireless Trackers battle trait, you can move eligible units 8" instead of 5".

- 4 Power of the Beast:** *This huge orruk is filled with the life-sustaining power of the beasts they have slain.*

Add 2 to this general's Wounds characteristic.

- 5 Voice of Da Gods:** *This Bonesplitter speaks with the bellowing authority of Gork and Mork.*

Add 2 to the Bravery characteristic of friendly BONESPLITTERZ units while they are wholly within 18" of this general.

- 6 Monster Killa:** *Slaying a great beast of any kind drives this boss into a ferocious frenzy of killing.*

In the combat phase, after this general has fought for the first time in that phase, this general can fight for a second time if they are within 3" of any enemy MONSTERS.



SHAMANISTIC QUIRKS

BONESPLITTERZ WIZARDS only.

D3 Command Trait

- 1 Dead Kunnin':** *This shaman is a surprisingly deep thinker for an orruk, coming up with all manner of kunnin' ways to bash their enemies.*

At the start of the first battle round, you receive D3 additional command points.

- 2 Master of the Weird:** *This shaman has learned how to harness the magical power of the Waaagh! to maximum effect.*

Add 1 to casting, dispelling and unbinding rolls for this general.

- 3 Fuelled by the Spirits:** *This orruk has absorbed so many beast spirits that he is a wild font of Waaagh! energy.*

This general knows 1 extra spell from the Lore of the Savage Beast (pg 69). In addition, they can attempt to cast 1 extra spell in your hero phase.



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BONESPLITTERZ ARTEFACTS OF POWER

BOSS BONES AND OTHER GUBBINZ

BONESPLITTERZ HERO only.

D6 Artefact of Power

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

Once per battle, in your hero phase, you can heal D6 wounds allocated to the bearer.

- 2 **Savage Trophy:** *This bone trophy has an inspirational effect on the Bonesplitterz.*

Add 1 to the Bravery characteristic of friendly BONESPLITTERZ units while they are wholly within 18" of the bearer.

- 3 **Lucky Bone:** *Some bones are just lucky.*

Once per phase, you can either re-roll 1 hit roll or 1 wound roll for an attack made by the bearer, or you can re-roll 1 save roll for an attack that targets the bearer.

- 4 **Glowin' Tattooz:** *The most potent tattoos contain the spirits of powerful beasts, their glowing magic protecting the orruk from harm.*

When you use the Warpaint battle trait to negate a wound or mortal wound for this model, it negates the wound or mortal wound on a 4+ instead of a 6.

- 5 **Greatdrake Toof:** *These dragon fang weapons are able to hack apart the enemy with ease.*

Pick one of the bearer's melee weapons. If the unmodified wound roll for an attack made with that weapon is 6, double the damage inflicted by that attack.

- 6 **Weepwood Big Shiv:** *This jagged shiv grows stronger when fed on the spirits of monsters.*

Pick one of the bearer's melee weapons. Add 1 to the Attacks characteristic of this weapon.

RESERVOIRS OF WAAAGH! ENERGY

BONESPLITTERZ WIZARD only.

D6 Artefact of Power

- 1 **Big Wurrzog Mask:** *By tapping into this ancient mask's power, the wearer can shoot deadly green bolts from their eyes – but if they stare too long, their head may explode!*

In your hero phase, you can select 1 enemy unit within 12" of the bearer that is visible to them and roll up to 3 dice. If you do so, each roll of 2+ inflicts D3 mortal wounds on that unit and each roll of 1 inflicts D3 mortal wounds on the bearer.

- 2 **Mork's Boney Bitz:** *These bits of bone are especially strong in the power of the Great Green God.*

You can add 1 to casting rolls for the bearer. If there are two or more enemy MONSTERS within 24" of the caster, add 2 to casting rolls instead of 1.

- 3 **Mystic Waaagh! Paint:** *A shaman marked with this warpaint is a natural conduit for the wild power of Waaagh! magic.*

At the start of your hero phase, roll on the Lore of the Savage Beast table (pg 69). The bearer can attempt to cast that spell in that hero phase, in addition to any other spells that they can normally attempt to cast. If the bearer already knows that spell, they can attempt to cast it 1 extra time in that hero phase, in addition to any other spells that they can normally attempt to cast.

BONESPLITTERZ SPELL LORES

You can choose or roll for one spell from the following table for each BONESPLITTERZ WIZARD in a Bonesplitterz army.



LORE OF THE SAVAGE BEAST

D6 Spell

- 1 **Squiggly Curse:** *The shaman transforms a target into a squiggly beast. Scooping up the poor unfortunate victim, the orruk squeezes the magic from the tiny creature to boost their spells.*

Squiggly Curse has a casting value of 6. If successfully cast, pick 1 enemy **HERO** within 3" of the caster and roll a dice. That **HERO** suffers D3 mortal wounds. If that **HERO** is slain by those mortal wounds, you can add 1 to casting rolls for the caster for the rest of the battle. If the casting roll was a double, that **HERO** suffers D6 mortal wounds instead of D3 mortal wounds.

- 2 **Breath of Gorkamorka:** *Beseeching Mork (or maybe Gork) for help, the shaman calls down a blast of arcane power. Nearby Bonesplitterz are swept off their feet, hurling them through the air and into the fray.*

Breath of Gorkamorka has a casting value of 6. If successfully cast, pick 1 friendly **BONESPLITTERZ** unit wholly within 24" of the caster that is visible to them. Until your next hero phase, double that unit's Move characteristic. In addition, until your next hero phase, that unit can fly. If the casting roll was a double, triple that unit's Move characteristic instead of doubling it.

- 3 **Brutal Beast Spirits:** *The shaman summons roaring beast spirits to bolster the speed and fighting prowess of their boys.*

Brutal Beast Spirits has a casting value of 6. If successfully cast, pick 1 friendly **BONESPLITTERZ** unit wholly within 24" of the caster that is visible to them. Until your next hero phase, add 1 to run and charge rolls for that unit, and add 1 to hit rolls for attacks made by that unit. If the casting roll was a double, you can select 2 different friendly **BONESPLITTERZ** units within 24" of the caster to be affected by this spell instead of 1.

- 4 **Bone Krusha:** *A swirl of green energy coalesces around the shaman's head before punching towards the enemy, breaking bones and rupturing organs.*

Bone Krusha has a casting value of 6. If successfully cast, pick 1 enemy unit within 24" of the caster that is visible to them. If the target is within 6" of the caster, it suffers D6 mortal wounds. If the target is more than 6" and within 12" of the caster, it suffers D3 mortal wounds. If the target is more than 12" from the caster, it suffers 1 mortal wound.

- 5 **Kunnin' Beast Spirits:** *This spell infuses the shaman's boys with stealthy predator spirits. Enemy attacks struggle to bring them down as the savage warriors close in for the kill.*

Kunnin' Beast Spirits has a casting value of 6. If successfully cast, pick 1 friendly **BONESPLITTERZ** unit wholly within 24" of the caster that is visible to them. Until your next hero phase, add 1 to save rolls for attacks that target that unit.

- 6 **Gorkamorka's War Cry:** *The shaman takes a huge gulp of Waaagh! magic before opening their mouth impossibly wide and letting it out in world-shaking roar.*

Gorkamorka's War Cry has a casting value of 7. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them. Inflict D3 mortal wounds on that unit. In addition, that unit fights at the end of the next combat phase.



BONEGRINZ

The Bonegrinz insist that they are the best beast hunters around, and anyone who disagrees is likely to get an arrow in the gob. The warclan swamps the battlefield with massive numbers of Arrowboys and Savage Orruks, relying on sheer weight of numbers to batter their foes into submission.

The Bonegrinz don't have time to waste chasing after their prey. They find it much more fun to fill their enemies so full of beast-infused stinga arrows that they are driven into a primal rage and charge right into the warclan's waiting spears. Though they are not great at hitting anything they are actually aiming at, Bonegrinz Arrowboys fill the sky with so many missiles that it rarely makes much difference. While the sun is blotted out by this ongoing barrage, the warclan's Savage Big Bosses goad their chompa-wielding boys into battle with a combination of shouting, weird shuffling and the occasional punch in the face.

The Prophets and Bosses that lead the Bonegrinz have battled some of the fiercest monstrosities to be found in the realms, and they have gained themselves a particularly brutal reputation. They adorn themselves with trophies ripped from creatures they have given a good kicking, and they enjoy bullying and battering anything they consider puny – which is basically everything they lay their beady eyes on. Many of the Bonegrinz' Big Bosses charge into battle waving totems made from the carcasses of different beasts. Maw-krusha bones are particularly prized, for they often resonate with the hulking creatures' mean and cruel spirits. It is said that those wielding such a potent relic can bellow at the same ear-splitting volume as the colossal reptiles.



ABILITIES

Bring It On!: *The stinga arrows and chompas used by the Bonegrinz are made from amber-tipped bone that awakens the beast within their victims, causing the target to charge forward so the Bonegrinz can get 'em.*

Enemy units within 12" of any friendly BONEGRINZ units at the start of their charge phase must attempt to charge and must make a charge move if it is possible for them to do so. In addition, any enemy unit within 3" of a friendly BONEGRINZ unit cannot retreat.

COMMAND ABILITY

Feel Da Spirit!: *Bonegrinz Big Bosses are expert at whipping up the furious spirit of Gorkamorka in their boys.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly BONEGRINZ unit wholly within 18" of a friendly BONEGRINZ SAVAGE BIG BOSS. Until the end of that phase, if the unmodified hit roll for an attack made by that unit is 6, that attack scores 2 hits on the target instead of 1.

COMMAND TRAIT

A BONEGRINZ general must have this command trait instead of one listed on page 67.

A Right Monster: *This boss's reputation for carnage and slaughter strikes terror into the hearts of their foes.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 12" of this general.

ARTEFACT OF POWER

The first BONEGRINZ SAVAGE BIG BOSS to receive an artefact of power must be given a Maw-krusha Beast Totem.

Maw-krusha Beast Totem: *Beast totems are made from the bones of different monsters, each evoking traits the Bonegrinz seek to emulate. With their foul temper and crushing strength, Maw-krushas are always a popular choice.*

Once per battle, in your shooting phase, the bearer can shoot as if they were armed with an Innard-bursting Bellow from the Megaboss on Maw-krusha warscroll.

ICEBONE

The Icebone hail from the frozen tundras of the Realm of Beasts, and Icebone orruks are as hardy and vicious as any winter beast from that savage land. Rampaging forth on snorting, white-furred war boars, they swing weapons crafted from supernatural ice that chill their foes' blood in their veins.

Befitting a warclan that venerates the spirit of the porcine godbeast Shattatusk, Gork's favoured mount, the Icebone make great use of war boars in battle. They take great care in breeding the most hardy and foul-tempered of these beasts, those with stark white fur and a penchant for ripping off limbs. It is tremendously difficult to bring down an Icebone boar, for their already thick hides are covered in a thick layer of hard rime ice that deflects all but the sharpest weapons. Not only this, but the beasts are terrifyingly fast, used to dashing across the frozen plains of the Skyblind Tundras in pursuit of fleeing prey.

The warclan's favoured tactic is to overwhelm their prey with bounding hordes of Morboys, who circle the foe as they hack away with their frost-encrusted weapons. Every blow chills the blood of the unfortunate victim. The Icebone show a surprising amount of patience for greenskins, waiting until their quarry is frozen almost solid before they rush in to smash it apart.

The greatest prey that the Icebone hunt are the kattanaks. These bear-like monstrosities are the apex predators of the Skyblind Tundras, with three heads that can breathe a stream of flesh-shattering cold. To claim the pelt of one of these beasts is a truly Gork-worthy task, and those Icebone Big Bosses who swagger about in one are considered the hardest orruks around.

ABILITIES

Freezing Strike: *Icebone warriors are armed with weapons made from shards of ice infused with Waaagh! energy that are capable of freezing whatever they hit right down to the marrow.*

If the unmodified wound roll for an attack made by an ICEBONE unit is 6, improve the Rend characteristic of that attack by 1.

COMMAND ABILITY

Freeze and Run: *Icebone boarboys circle the foe on their boars, charging in to hack away at them before backing off while their weapons slowly freeze it solid.*

You can use this command ability at the end of the combat phase. If you do so, pick 1 friendly ICEBONE BOARBOYS unit that is within 3" of an enemy unit and wholly within 18" of a friendly ICEBONE HERO. That ICEBONE BOARBOYS unit can retreat. In addition, until your next charge phase, subtract 2 from charge rolls for enemy units that were within 3" of that ICEBONE BOARBOYS unit before it retreated.



COMMAND TRAIT

An ICEBONE MANIAK WEIRDNOB general must have this command trait instead of one listed on page 67.

Pure-bred War Boar: *The Icebone warclan is renowned across the Mortal Realms for breeding some of the most dangerous and powerful of all war boars.*

Add 2" to this general's Move characteristic. In addition, add 1 to hit and wound rolls for attacks made by this model's War Boar.

ARTEFACT OF POWER

The first ICEBONE HERO to receive an artefact of power must be given a Kattanak Pelt.

Kattanak Pelt: *Kattanaks are enormous ursine monsters with three heads from the Skyblind Tundras. Their pelts are considered inspirational artefacts to the Icebones and are worn by their greatest champions.*

Add 1 to the Bravery characteristic of friendly ICEBONE units while they are wholly within 18" of the bearer.



DRAKKFOOT

No warclan channels the weird magic of Gorkamorka with as much potency as the Drakkfoot. Crazed green zealots, they believe their holy mission is to rid the realms of gheists and daemons. They aim to do this by zapping the 'spookz' with Waaagh! magic and bashing them with enchanted weapons.

In their own strange way, the Drakkfoot see themselves as crusaders of Gorkamorka, chosen specifically by the Great Green God to give the boneless abominations that haunt the Eight Realms a good battering. Such is their fervent belief in this sacred duty that they have actually proven rather successful at it. In true orruk fashion, their stubborn refusal to tolerate the floaty, ethereal nonsense of daemons and spectres manifests in a strange ability to render these foes corporeal – at least long enough to hack the spook to bits with their chompas. In addition to their hatred of spectral beings, the Drakkfoot have absolutely no time for any magic that does not come from the great green hand of Gorkamorka. The warclan's Prophets and Wardokks lead their boys in furious war dances and shouting matches that can disrupt the very fabric of their enemy's spells.

True beings of Aqshy, the Drakkfoot have thoroughly absorbed the raging magic that swells within the Ashland Gorelakes, where they make their home. They paint their tattoos using the bubbling blood of the Gorelakes, and rather than firing crackling bolts of Waaagh! magic, their mystical leaders instead hurl fiery spheres of greenish-red energy that explode with tremendous force, scattering their foes like dust from an erupting volcano.



ABILITIES

Strength of Purpose: *The zealous self-belief of Drakkfoot orruks disrupts the magic of daemons and turns spirits corporeal just long enough for the orruks to hit them.*

The Ethereal ability has no effect on attacks made by a **DRAKKFOOT** unit. In addition, any ability that negates wounds has no effect on wounds inflicted by a **DRAKKFOOT** unit.

COMMAND ABILITY

Shout Down da Magic!: *Drakkfoot prophets and shamans can inspire their lads to shout so loudly that it unbinds the spells cast by their enemies.*

You can use this command ability after an enemy **WIZARD** casts a spell. If you do so, pick 1 friendly **DRAKKFOOT** unit with 10 or more models that is wholly within 18" of a friendly **DRAKKFOOT WURRGOG PROPHET** or **DRAKKFOOT WARRDOKK**. That unit can attempt to unbind that spell (no other units can attempt to unbind that spell). Add 1 to the unbinding roll if that unit has 20 or more models.

COMMAND TRAIT

The general of a Drakkfoot army does not receive a command trait. Instead, all **DRAKKFOOT WIZARDS** know the Fireball spell instead of the Arcane Bolt spell.

Fireball: *The shaman conjures a ball of greenish flame that shoots forward and explodes amongst the foe.*

Fireball has a casting value of 5. If successfully cast, pick 1 enemy unit within 18" of the caster and visible to them. If that enemy unit has 1 model, it suffers 1 mortal wound; if it has 2-9 models, it suffers D3 mortal wounds; and if it has 10 or more models, it suffers D6 mortal wounds.

ARTEFACT OF POWER

The first **DRAKKFOOT HERO** to receive an artefact of power must be given Burnin' Tattooz.

Burnin' Tattooz: *These tattoos blaze with a fiery red light when awakened, burning foes that draw too close.*

When you use the Warpaint battle trait to successfully negate a wound or mortal allocated to the bearer, you can inflict 1 mortal wound on 1 enemy unit within 1" of the bearer.



Even fellow forces of Destruction, no matter how brutish, are not safe from the manic monster hunters and raving shamans of the Bonegrinz Warclan.

BATTLEPLAN BEAST HUNT

The goal of the Bonesplitterz is a straightforward one. Driven mad by the raging power of Gorkamorka, they seek to hunt and kill the mightiest monsters, harnessing the spirits of these beasts to bolster their own strength. In many cases, they will prey on wild creatures found roaming the blasted landscapes of each realm, yet on occasion a warclan will be fortunate enough to chance upon an army replete with monstrous beasts. When such a force is located, the orruks will hunt it down with relentless vigour, closing on their bestial prey with the certainty of a speeding arrowhead.

This battleplan tells of one such beast hunt. The Bonesplitterz have cornered an enemy force that has a large monstrous contingent upon the wild plains of Ghur, and now they are closing in for the kill. Their foes must try to slow down the onrushing mobs of orruks by sacrificing the lives of their own troops before even the most ferocious beasts they can muster are overrun and dragged down by the frenzied Bonesplitter hordes.

THE ARMIES

Each player picks an army as described below. One player is the Bonesplitterz player and their opponent is the Hunted. The Bonesplitterz player must use a Bonesplitterz army. The following rules and restrictions apply:

Hunted Army: The Hunted army is chosen first. It must have 1 to 4 MONSTERS. For each MONSTER unit in the army, it can have up to 2 extra units that are not MONSTERS.

Bonesplitterz Army: The Bonesplitterz army is chosen second. For each MONSTER in the Hunted army, the Bonesplitterz army can have up to 3 units, at least one of which must be a HERO (if available).

SET-UP

The Hunted player sets up first, anywhere within their territory (see map). The Bonesplitterz player sets up second, with all units wholly within 6" of an edge of the battlefield.

The Bonesplitterz are converging from several directions at the same time. Because of this, a maximum of 1 HERO and up to 2 other units that are not HEROES can be set up within 6" of each edge of the battlefield.

FIRST TURN

The Bonesplitterz player takes the first turn in the first battle round.

THRILL OF THE HUNT

The Bonesplitterz are filled with the thrill of the hunt, which has driven any thoughts of self-preservation from their minds.

Do not take battleshock tests for units in the Bonesplitterz army.

SAVAGE BEASTS

The monsters in the Hunted army are particularly aggressive and savage examples of their kind.

Add 1 to hit rolls for attacks made by MONSTERS in the Hunted army.

GHUR!

This battle takes place in Ghur, the fearsome Realm of Beasts.

The following Realm of Battle rules apply to this battle:

Wildform: *The wizard transforms their allies into swift-moving bestial forms.*





WIZARDS know the Wildform spell, in addition to any other spells that they know.

Wildform has a casting value of 5. If successfully cast, pick 1 friendly unit within 12" of the caster that is visible to them. Add 2 to run and charge rolls for that unit until your next hero phase.

Primal Violence: *Here every creature is red in tooth and claw, and both predator and prey.*

At the end of each combat phase, roll a dice. On a 6, carry out that combat phase again before moving on to the battleshock phase (do not roll again at the end of the second combat phase to see if a third combat phase takes place).

GLORIOUS VICTORY

The Bonesplitterz player immediately wins a **major victory** if all of the **MONSTERS** in the Hunted army are slain. The Hunted player immediately wins a **major victory** if every unit in the Bonesplitterz army is destroyed.

If neither player has won a **major victory** by the end of the fifth turn, the Bonesplitterz player wins a **minor victory** if at least half of the **MONSTERS** in the Hunted army have been slain, and the Hunted player wins a **minor victory** if less than half of the **MONSTERS** in their army have been slain.



BIG WAAAGH! ALLEGIANCE ABILITIES

BIG WAAAGH! BATTLE TRAITS

POSSESSED BY THE POWER OF THE WAAAGH!

THE BIG WAAAGH!

When orruks gather together as part of a Big Waaagh!, the power of Gorkamorka builds in them over time, reaching a climax of violent energy that is eventually unleashed with utterly destructive results.

The abilities bestowed by the Big Waaagh! are determined with Waaagh! points. You receive Waaagh! points in the following ways:

- D6 pts** At the start of your hero phase, if your general is on the battlefield. If your general is **GORDRAKK**, you receive 6 Waaagh! points instead of D6.
- 2 pts** At the start of your hero phase, for each friendly **WARCHANTER** that is on the battlefield.
- 1 pt** At the start of your hero phase, for each friendly **WURRGOG PROPHET** and **WARDOKK** that is on the battlefield.
- 1 pt** In your charge phase, for each friendly **ORRUK** unit with 10 or more models that makes a charge move.
- 1 pt** At the start of your combat phase, for each friendly **ORRUK HERO** within 3" of an enemy unit.
- 1 pt** At the start of your combat phase, for each friendly **ORRUK** unit with 10 or more models that is within 3" of an enemy unit.

The maximum number of Waaagh! points you can have is 30. Once your Waaagh! points reach this total, any further increases are ignored.

If your Waaagh! points are subsequently reduced to less than 30, you can start collecting Waaagh! points once more, but any that were ignored are permanently lost.



The number of Waaagh! points your army has determines which of the following Waaagh! powers your army receives. Note that the powers are cumulative – you have all of the powers that have a Waaagh! power point requirement that is equal to or less than your army's current total.

Pts Waaagh! Power

- 4 Zog 'Em:** *As the power of the Waaagh! builds, the orruks close with cowardly enemies attacking from range.*
- At the end of any phase, if any wounds or mortal wounds have been inflicted in that phase on an **ORRUK** unit that is more than 9" from any enemy units, that **ORRUK** unit can move D6".
- 6 Zap 'Em:** *The Waaagh! energy empowers the magical abilities of any orruk shaman.*

You can use the Waaagh! Magic battle trait (see right).

- 8 Get 'Em:** *The growing power of the Waaagh! sees the orruks charge into battle with renewed haste.*

Add 1 to charge rolls for friendly **ORRUK** units.

- 12 Laugh at 'Em:** *Surrounded by a nimbus of green energy, the orruks shrug off even the mightiest blows.*

Roll a dice each time you allocate a wound or mortal wound to a friendly **ORRUK** model. On a 6, that wound or mortal wound is negated.

- 16 Smash 'Em:** *As the Waaagh! pounds through their skulls, the orruk hordes fight with a trance-like intensity and focus.*

Add 1 to hit rolls for attacks made with melee weapons used by friendly **ORRUK** units.

- 20 Bash 'Em:** *As the Waaagh! begins to reach a crescendo, its green energy strengthens the sinews of the orruks.*

Add 1 to wound rolls for attacks made with melee weapons used by friendly **ORRUK** units.

- 24 WAAAGH!:** *The Waaagh! becomes barely containable, and requires just one last push to reach a critical mass.*

Your general can use the Da Big Waaagh! command ability (see right).

WAAAGH! MAGIC

If you have a Big Waaagh! army with at least 6 Waaagh! points, before making any casting, dispelling or unbinding rolls for a friendly **WIZARD**, you can say that they will draw on the power of the Waaagh! If you do so, you can reduce your army's Waaagh! points by D3 points and add 1 to that casting, dispelling or unbind roll, or by D6 points and add 2 to that casting, dispelling or unbind roll.

You cannot use this battle trait more than once for the same **WIZARD** in the same phase.



COMMAND ABILITIES

If you have a Big Waaagh! army, you can use the following command abilities.

'Ere We Go, 'Ere We Go, 'Ere We Go!: *The leaders of a Big Waaagh! know that a rousing chorus of 'Ere We Go does wonders for stoking the power of the Waaagh!*

You can use this command ability at the start of your hero phase. If you do so, choose 1 friendly **ORRUK HERO**. You receive 1 Waaagh! point for every 10 **ORRUK** models that are within 12" of that **ORRUK HERO**, or within 18" of that **ORRUK HERO** if they are a general or a **WARCHANTER**. You cannot use this command ability more than once in the same phase.

Da Big Waaagh!: *An Orruk warboss can unleash the full fury of his green horde by bellowing out a full-throated cry of 'Waaagh!'.*

You can use this command ability at the start of the combat phase if you have a Big Waaagh! army with at least 24 Waaagh! points and your general is on the battlefield. If you do so, add 1 to the Attacks characteristic of melee weapons used by friendly **ORRUK** units until the end of that phase. You cannot use this command ability more than once per phase.

At the end of any phase in which you use this command ability, you must roll a dice. On a 1, reduce the Waaagh! points for your army to 0. On a 2-5, halve the Waaagh! points for your army (rounding down). On a 6, nothing happens.

OTHER BIG WAAAGH! ALLEGIANCE ABILITIES

Units in a Big Waaagh! army can have the following allegiance abilities in addition to the Big Waaagh! battle traits. Except where modified below, the normal rules for taking allegiance abilities apply (you cannot give a **HERO** more than 1 artefact of power, command traits do not apply to mounts, and so on).

COMMAND TRAITS

If your army has an **IRONJAWZ** general, you can give them a command trait from the Ironjawz Command Traits tables (pg 56).

If your army has a **BONESPLITTERZ** general, you can give them a command trait from the Bonesplitterz Command Traits tables (pg 67).

ARTEFACTS OF POWER

One **HERO** in a Big Waaagh! army can have an artefact of power. You may choose 1 additional **HERO** to have an artefact of power for each warscroll battalion you include in your army.

Any artefact of power taken for an **IRONJAWZ HERO** must come from the Ironjawz Artefacts of Power tables (pg 57).

Any artefact of power taken for a **BONESPLITTERZ HERO** must come from the Bonesplitterz Artefacts of Power tables (pg 68).

MOUNT TRAITS

1 **IRONJAWZ HERO** in a Big Waaagh! army can have an Ironjawz mount trait (pg 58). You may choose 1 additional **IRONJAWZ HERO** to have a mount trait for each warscroll battalion you include in your army.

WARCHANTER WARBEATS

1 **IRONJAWZ WARCHANTER** in a Big Waaagh! army can have a Warchanter warbeat (pg 58). You may choose 1 additional **IRONJAWZ WARCHANTER** to have a Warchanter warbeat for each warscroll battalion you include in your army.

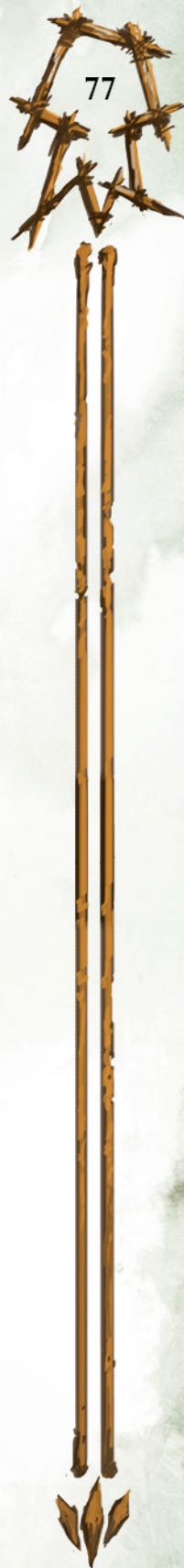
SPELL LORES

Each **IRONJAWZ WIZARD** in a Big Waaagh! army knows 1 spell from the Ironjawz Spell Lores table (pg 59).

Each **BONESPLITTERZ WIZARD** in a Big Waaagh! army knows 1 spell from the Bonesplitterz Spell Lores table (pg 69).

Big Waaagh! Example: *It is the start of the Orruk player's first hero phase. Their general is on the battlefield, so they roll a dice and get a 2, giving them 2 Waaagh! points. They also have a Warchanter on the battlefield, which gives them another 2 points, for 4 points altogether. This is just enough to activate the Zog 'Em Waaagh! power (see left), and the power will remain active as long as the Orruk player has at least 4 Waaagh! points.*

By the end of their second turn, the Orruk player has accumulated 10 Waaagh! points, and so the Zap 'Em and Get 'Em Waaagh! powers have also been activated. By the start of the combat phase in their third turn, the Orruk player has 26 Waaagh! points (including the points for the units within 3" of the enemy), and decides to use their Da Big Waaagh! command ability. At the end of that phase they roll a dice, getting a 4, which means they must halve the number of Waaagh! points they have from 26 down to 13.



PATH TO GLORY

Path to Glory campaigns centre around collecting and fighting a series of battles in the Mortal Realms. Players start off with a small warband. Over the course of several battles, each warband will gather more followers to join them in their quest for glory and renown.

In order to take part in a Path to Glory campaign, you will need two or more players. Each player will need a **HERO** to be their champion and must then create a warband to follow their champion into battle.

The players fight battles against each other using the warbands they have created. The results of these battles will gain their warbands glory. After battle, warbands may swell in numbers as more warriors flock to their banner, or existing troops may become more powerful.

After gaining sufficient glory or growing your warband enough to dominate all others through sheer weight of numbers, you will be granted a final test. Succeed, and you will be crowned as the victor of the campaign, your glory affirmed for all time.

CREATING A WARBAND

In a Path to Glory game, you do not select your army in the normal manner. Instead, you create a warband that consists of a mighty champion, battling to earn the favour of the gods, and their followers. The details and progress of each warband need to be recorded on a warband roster, which you can download for free from games-workshop.com.

To create a warband, simply follow these steps and record the results on your warband roster:

1. First, pick a faction for your warband. Each faction has its own set of warband tables that are used to generate the units in the warband and the rewards they can receive for fighting battles. The warband tables included in this battletome let you collect an Orruk warband, but other Warhammer Age of Sigmar publications include warband tables to let you collect warbands from other factions.

2. Next, choose your warband's champion by selecting one of the options from your faction's champion table. Give your champion a suitably grand name, and write this down on your warband roster.
3. Having picked your champion, the next step is to make follower rolls to generate your starting followers. The champion you chose in step 2 will determine how many follower rolls you have. To make a follower roll, pick a column from one of the followers tables and then roll a dice. If you prefer, instead of rolling a dice, you can pick the result from the followers table (this still uses up the roll).

Sometimes a table will require you to expend two or more rolls, or one roll and a number of Glory Points (see Gaining Glory), in order to use it. Note that the option to expend Glory Points can only be used when you add new followers to your warband after a battle (see Rewards of Battle). In either case, in order to generate a follower unit from the table, you must have enough rolls and/or Glory Points to meet the requirements, and you can then either roll once on the table or pick one result from the table of your choice. If you expend Glory Points, you must reduce your Glory Points total by the amount shown on the table.

Followers are organised into units. The followers table tells you how many models the unit has. Follower units cannot include additional models, but they can otherwise take any options allowed by their warscroll. Record all of the information about your followers on your warband roster.

4. You can use 1 follower roll to allow your champion to start the campaign with a Champion's

Reward or to allow 1 of your follower units to start the campaign with a Follower's Reward (see Rewards of Battle).

5. Finally, give your warband a name, one that will inspire respect and dread in your rivals. Your warband is now complete and you can fight your first battle. Good luck!



TO WAR!

Having created a warband, you can now fight battles with it against other warbands taking part in the campaign. You can fight battles as and when you wish, and you can use any of the battleplans available for Warhammer Age of Sigmar. The units you use for a game must be those on your roster.

When you use an Orruk warband in a Path to Glory game, you can use the Ironjawz battle traits from page 55 if all the models in the warband are **IRONJAWZ**, the Bonesplitterz battle traits from page 66 if all the models in the warband are **BONESPLITTERZ**, and the Big Waaagh! battle traits from pages 76-77 if the warband has a mix of **IRONJAWZ** and **BONESPLITTERZ**. You cannot use the Ironjawz or Bonesplitterz Warclans battle traits in Path to Glory. You cannot use any other allegiance abilities that are not battle traits.

Any casualties suffered by a warband are assumed to have been replaced in time for its next battle. If your champion is slain in a battle, it is assumed that they were merely injured; they are back to full strength for your next game, thirsty for vengeance!

GAINING GLORY

All of the players in the campaign are vying for glory. The amount of glory they have received is represented by the Glory Points that the warband has accumulated. As a warband's glory increases, it will also attract additional followers, and a warband's champion may be granted rewards.

Warbands receive Glory Points after a battle is complete. If the warband drew or lost the battle, it receives 1 Glory Point. If it won the battle, it receives D3 Glory Points (re-roll a result of 1 if it won a **major victory**).

Add the Glory Points you scored to the total recorded on your roster. Once you have won 10 Glory Points, you will have a chance to win the campaign (see Eternal Glory).

REWARDS OF BATTLE

After each battle you can take one of the three following options. Alternatively, roll a D3 to determine which option to take.

D3 Option

- 1 **Additional Followers:**
More loyal followers flock to your banner.

You receive 1 follower roll that can be used to select a new unit from a followers table and add it to your warband roster. See step 3 of Creating a Warband for details of how to use the followers table to add a unit to your warband. Once 5 new units have joined your warband, you will have a chance to win the campaign (see Eternal Glory).

- 2 **Champion's Reward:** *Your champion's prowess grows.*

Roll on the champion rewards table for your warband and note the result on your warband roster. Your champion can only receive one Champion's Reward – if they already have a Champion's Reward you must take a Follower's Reward instead.

- 3 **Follower's Reward:** *Your warriors become renowned for their mighty deeds.*

Pick 1 unit of followers and then roll on the followers rewards table for your warband. Note the result on your warband roster. A unit can only receive one Follower's Reward. If all of your follower units have one Follower's Reward, you must take Additional Followers instead.

ETERNAL GLORY

There are two ways to win a Path to Glory campaign: by Blood or by Might. To win by Blood, your warband must first have 10 Glory Points. To win by Might, your warband must have at least 5 additional units of followers. In either case, you must then fight and win one more battle to win the campaign. If the next battle you fight is tied or lost, you do not receive any Glory Points – just keep on fighting battles until you win the campaign... or another player wins first!

You can shorten or lengthen a campaign by lowering or raising the number of Glory Points needed to win by Blood or the number of extra units that must join a warband to win by Might. For example, for a shorter campaign, you could say that a warband only needs 5 Glory Points before the final fight, or for a longer one, you could say that 15 are needed.



ORRUK WARBAND TABLES

Use the following tables to determine the champion that leads your warband, the followers that make up the units that fight at their side, and the rewards they receive after battle.

CHAMPION TABLE

Champion	Follower Rolls
Megaboss on Maw-krusha	1
Orruk Megaboss	4
Maniak Weirdnob	4
Savage Big Boss	4
Wurrzog Prophet	4

IRONJAWZ BIG 'UNS FOLLOWERS TABLE (uses 2 rolls, or 1 roll and 1 Glory Point)

D6	Followers
1-4	5 Orruk Brutes
5-6	3 Orruk Gore-gruntas

BONESPLITTERZ BOARBOYS FOLLOWERS TABLE

D6	Followers
1-4	5 Savage Boarboys
5-6	5 Savage Boarboy Maniaks



ORRUK FOLLOWERS TABLE

D6	Bonesplitterz	Ironjawz
1-3	10 Savage Orruks	10 Orruk Ardboys
4-5	10 Savage Orruk Arrowboys	10 Orruk Ardboys
6	10 Savage Orruk Morboys	10 Orruk Ardboys

ORRUK HERO FOLLOWERS TABLE

D6	Bonesplitterz	Ironjawz
1-2	Savage Big Boss	Orruk Megaboss
3-4	Wardokk	Orruk Warchanter
5	Maniak Weirdnob	Orruk Weirdnob Shaman
6	Wurrzog Prophet	Orruk Weirdnob Shaman



BONESPLITTERZ ORRUKS AND BOARBOYS FOLLOWERS REWARDS TABLE

D6 Reward

- 1 Freezing Strike:** *These warriors are armed with weapons made from shards of ice infused with Waaagh! energy, and they are capable of freezing whatever they hit right down to the marrow.*

If the unmodified wound roll for an attack made by this unit is 6, improve the Rend characteristic of that attack by 1.

- 2 Strength of Purpose:** *The zealous self-belief of this mob disrupts the magic of daemons and turns spirits corporeal just long enough for the orruks to hit them.*

The Ethereal ability has no effect on attacks made by this unit. In addition, any ability that negates wounds has no effect on wounds inflicted by this unit.

- 3 Bring It On!:** *The weapons used by this mob are made from amber-tipped bone that awakens the beast within their victims, causing the target to charge forward so the orruks can get 'em.*

Enemy units within 12" of this unit at the start of their charge phase must attempt to charge and must make a charge move if it is possible for them to do so. In addition, any enemy unit within 3" of this unit cannot retreat.

- 4 Shout Down da Magic!:** *This mob shouts so loudly that it unbinds the spells cast by their enemies.*

This unit can attempt to unbind 1 spell in the enemy hero phase (no other units can attempt to unbind that spell).

- 5 Extra Warpaint:** *When this mob gathers for battle, the shamans daub its warriors in an extra layer of warpaint making them especially lucky.*

When you use the Warpaint battle trait for this unit, you can re-roll the dice that determines if a wound or mortal wound is negated.

- 6 Dead Sneaky:** *The orruks of this mob can be surprisingly sneaky when they want to be, catching out the foe with an unexpected advance or a sudden surprise attack.*

Once per battle, in your hero phase, this unit can make a normal move or shoot.



IRONJAWZ CHAMPION REWARDS TABLE

D6 Reward

- 1 **Hulking Muscle-bound Brute:** *Even by orruk standards, your champion is enormous, and he is ever eager to throw his immense weight around in battle.*

After your champion makes a charge move, you can pick 1 enemy unit within 1" of this champion and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds.

- 2 **Brutish Cunning:** *After countless battles, your champion has learnt how to get his boys stuck into the enemy as quickly as possible.*

Once per battle round, your champion can use the Mighty Destroyers command ability without spending 1 command point.

- 3 **Ironclad:** *Incoming blows bounce harmlessly off your champion's impressively robust armour.*

Add 1 to save rolls for attacks that target your champion.

- 4 **Good at Finkin':** *Your champion is amongst the cleverest of his kind.*

At the start of the first battle round, you receive 1 additional command point.

- 5 **The Golden Toof:** *To acquire this prized fang, an orruk must first smash it out of the mouth of its previous owner.*

Do not take battleshock tests for friendly IRONJAWZ units while they are wholly within 12" of your champion.

- 6 **Daubing of Mork:** *The Daubing of Mork is a mark of great favour bestowed upon a particularly resilient orruk.*

Roll a dice each time a wound or mortal wound is allocated to your champion. On a 6, that wound or mortal wound is negated.

BONESPLITTERZ CHAMPION REWARDS TABLE

D6 Reward

- 1 **Waaagh!-monger:** *This mighty champion is not only brutal but very, very cunning.*

If your champion is part of your army and on the battlefield at the start of your hero phase, roll a dice. On a 4+, you receive 1 extra command point.

- 2 **Power of the Beast:** *This huge orruk is filled with the life-sustaining power of the beasts it has slain.*

Add 2 to your champion's Wounds characteristic.

- 3 **Glowin' Tattooz:** *The most potent tattoos are those that contain the spirits of powerful beasts, their glowing magic protecting the orruk from harm.*

When you use the Warpaint battle trait to negate a wound or mortal wound allocated to your champion, it negates the wound or mortal wound on a 4+ instead of a 6.

- 4 **Greatdrake Toof:** *Weapons fashioned from the remains of dragons and drakes always stay sharp, their edges able to hack off limbs from even the largest creatures.*

Pick one of your champion's melee weapons. If the unmodified wound roll for an attack made with that weapon is 6, double the damage inflicted by that attack.

- 5 **Mystic Waaagh! Paint:** *This warpaint opens your champion's mind so that more of Gorkamorka's power can pour into it.*

At the start of your hero phase, roll on the Lore of the Savage Beast table (pg 69). Your champion can attempt to cast that spell in that hero phase, in addition to any other spells that they can normally attempt to cast.

- 6 **A Right Monster:** *Your champion has a particularly nasty reputation that strikes terror into the hearts of their foes.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 12" of your champion.



IRONJAWZ ORRUKS AND BIG 'UNS FOLLOWERS REWARDS TABLE

D6 Reward

- 1 **Zog 'Em:** *These orruks can't stand cowardly enemies attacking them from range.*

At the end of any phase, if any wounds or mortal wounds have been inflicted in that phase on this unit and it is more than 9" from any enemy units, this unit can move D6".

- 2 **Up and At 'Em:** *Urged on by their boss, this mob is forever rushing forwards to get stuck into the fight.*

Once in each of your hero phases, the leader of this unit can use the Mighty Destroyers command ability (pg 55) on this unit without spending 1 command point.

- 3 **Weird Mob:** *This mob is so filled with Waaagh! energy that it overcharges the spells of nearby Weirdnobs.*

If a friendly WEIRDNOB SHAMAN is wholly within 18" of this unit while this unit has 10 or more models, it can use its Brutal Power ability to attempt to cast Green Puke twice, in addition to any other spells it can cast, instead of only once.

- 4 **Hunt and Crush:** *This mob is always on the move, and they can cover the ground between them and their enemies in a terrifyingly short amount of time.*

Add 1 to run and charge rolls for this unit (this charge roll modifier is in addition to the Eager for Battle modifier).

- 5 **Vandal Hordes:** *There is nothing this rowdy mob enjoys more than ripping down and desecrating the monuments and structures of their enemies.*

You can re-roll charge rolls for this unit if it is within 12" of a terrain feature that is fully or partially in enemy territory.

- 6 **Kunnin' Plans:** *This mob has devised all kinds of cunning plans to avoid getting hit early on in the battle.*

In the first battle round, subtract 1 from hit rolls for attacks made by enemy units that target this unit.

ORRUK HERO FOLLOWERS REWARDS TABLE

IRONJAWZ

D3 Reward

- 1 **Hulking Muscle-bound Brute:** *Even by orruk standards, this hero is enormous.*

After your hero makes a charge move, you can pick 1 enemy unit within 1" of this hero and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds.

- 2 **Brutish Cunning:** *After countless battles, your hero has learnt how to get his boys stuck into the enemy as quickly as possible.*

Once per battle round, your hero can use the Mighty Destroyers command ability without spending 1 command point.

- 3 **Ironclad:** *Incoming blows bounce harmlessly off your hero's impressively robust armour.*

Add 1 to save rolls for attacks that target your hero.

BONESPLITTERZ

D3 Reward

- 1 **Power of the Beast:** *This huge orruk is filled with the life-sustaining power of the beasts it has slain.*

Add 2 to your hero's Wounds characteristic.

- 2 **Glowin' Tattooz:** *This hero's glowing tattoos protect them from harm.*

When you use the Warpaint battle trait to negate a wound or mortal wound allocated to your hero, it negates the wound or mortal wound on a 4+ instead of a 6.

- 3 **Greatdrake Toof:** *Weapons fashioned from the remains of dragons and drakes always stay sharp.*

Pick one of your hero's melee weapons. If the unmodified wound roll for an attack made with that weapon is 6, double the damage inflicted by that attack.



WARSCROLLS

This section includes Orruk warscrolls and warscroll battalions. Updated October 2019; the warscrolls printed here take precedence over any warscrolls with an earlier publication date or no publication date.

WARSCROLL BATTALION BRAWL



The ground shakes under the clanking, shuddering march of an Ironjawz brawl. Filled with mobs of hulking, bloody-minded orruks smashed together into mighty fists by their bosses, it is a vast green tide that sweeps away armies, kingdoms and empires in an endless storm of belligerent violence.

ORGANISATION

- 1 Orruk Megaboss
- 1 Orruk Warchanter
- 1 Orruk Weirdnob Shaman
- 3-5 Brutefist, Gorefist, Ardfist, Weirdfist or Ironfist warscroll battalions in any combination.

ABILITIES

Boss Waaagh!: *The Megaboss that leads a brawl is able to channel and direct the Waaagh! energy generated by the orruks under his command through his subordinate war leaders.*

Once per battle, if your general is from this battalion and is on the battlefield, another ORRUK HERO from this battalion can use the Ironjawz Waaagh! command ability. This does not stop the general from using the Ironjawz Waaagh! command ability, but you cannot use the command ability more than once in the same combat phase.

With a rousing battle cry, the brawl impacted the Khornate line with the force of a stampeding gargant tribe. Even the maddened blood-frenzy of the Chaos worshippers could do little to save them from being dragged down and summarily crushed by the momentum of the charging Brutefists and Gorefists. Had anyone asked Grokka, the green-skinned warlord would no doubt have claimed it was true orruky kunnin' that had seen him move his toughest mobs to absorb the wrath of the Bloodbound. The truth was far simpler. The biggest and toughest Ironjawz had simply bullied their way to the front of the brawl's warpath, and as such had been the first to crash into combat with the Khornates.

Not that it really mattered, the Megaboss supposed from atop his Maw-krusha, Godsnappa. A fight was a fight after all, and you had to give the Khornates credit – they knew how to scrap. Even now, several mortally wounded Chaos boys were attempting to hack through Godsnappa's thick-scaled hide with their cruel axes. The Maw-krusha let out a noise that Grokka could have sworn was a chuckle, before raising one of its huge fists and flattening the Khornates with a sickening bony crunch.

The endless drumbeats of the brawl's Warchanters filled the air as he exhorted his boys to further acts of carnage. The sound of his pounding heart rang in the orruk's ears. Or, at least, Grokka thought it did. As he carved through a rank of frothing Bloodbound, Grokka realised that the ground itself seemed to be shuddering and reverberating in time with the drumming. As he strained his ears to listen over the clash of blades and cries of the dying, the Megaboss heard a heavy metallic clang ringing over and over. He could not help but chortle. The Ardboys that followed along after his warclan might have been a bit peculiar, muckin' about with all that 'formation' and 'taktikz' strangeness, but when fury overtook them, they were as willing to get into a proper scrap as any other orruk. They stomped their iron-shod feet in time with the drumming of the brawl's Warchanters, the sound sinking into the mind of every greenskin present. Grokka could feel it spreading through his brutish soul, the pounding rhythm of Gorkamorka's war cry driving out what few rational thoughts the Megaboss could be said to possess.

A green haze had descended over Grokka's vision, and not just from the erratic sorceries being hurled around the battlefield by his Weirdnobs. Godsnappa's rampage had taken the Megaboss right to the fore of the heaving orruk mass, yet even as he put distance between himself

and his Warchanters, the sound of drums did not fade. Thick ropes of saliva looped from between Grokka's sharp tusks as wild battle lust filled him. The sound of choppas crunching bones and cleaving flesh, the spark of axes clanging off iron, the guttural bellows of his fellow orruks – all of it contributed to the crushing tumult of battle that filled Grokka's mind. And above it all was the endless drumming, the voice of his boisterous god that egged the Ironjawz on to further and further heights of violence.

Amongst the Khornate throng, Grokka spotted a foe that might provide a worthy challenge. With a bloodthirsty howl, the Daemon Prince smashed aside its own servants as it pushed to the forefront of the melee, burning spittle flying from its mouth. With a wordless cry of his own, Grokka urged Godsnappa towards the dark champion.

The Daemon Prince's wings carried it into the air, out of the immediate warpath of the Maw-krusha's charge. It lashed out with its glowing rune-axe, burying the blade in the thick iron armour that covered Grokka's chest. The Megaboss stumbled back a step, blinking in surprise – but not pain. Even with the daemonic power behind the blow, it could not penetrate the haze of fury that surged through Grokka. The orruk boss looked back up at the Daemon Prince with a grin, wrapping a thick hand around the shaft of the axe.

'You ain't so tough,' the Megaboss grunted before yanking the daemon closer and slashing at the creature with his own blade. A shriek left the Daemon Prince as it flew back, intending to dive in again and bathe in the orruk's blood. But it had underestimated Godsnappa, who was fully capable of flight. With a howl, the Maw-krusha reared up, battering the Daemon Prince from the air and into the ground. The beast's thick fists smashed onto the prone daemon over and over, soon reducing it to little more than an ethereal crimson smear.

A howl of furious denial went up from the Khornate warhorde as they saw their overlord so brutally obliterated. Grokka tugged the cruel axe from his chest with a grunt of effort, tossing the heavy, blood-slicked weapon away without a second thought. The drumming in his head had reached a fever-pitch now, Gorkamorka's angry shout filling his mind. Throwing back his head, the Megaboss let loose a primal howl, one that was soon taken up by every orruk of his raging brawl.

'Waaagh!'



WARSCROLL BATTALION ARDFIST

ORGANISATION

- 1 Orruk Warchanter
- 3-5 Orruk Ardboys units

ABILITIES

Drawn to the Waaagh!: *The powerful beat drummed out by a Warchanter draws ever more Ardboys to the fight.*

You can use this command ability if the **ORRUK WARCHANTER** from this battalion is on the battlefield when a unit from this battalion is destroyed. If you do so, roll a dice. On a 4+, a new **ORRUK ARDBOYS** unit with 10 models is added to this battalion. Set up the new unit wholly within 6" of the edge of the battlefield and more than 9" from any enemy units.

WARSCROLL BATTALION BRUTEFIST

ORGANISATION

- 3-5 Orruk Brutes units

Pick 1 Brute Boss from a unit in this battalion to be the battalion's Big Boss. That model has a Wounds characteristic of 5 instead of 3.

ABILITIES

Green-skinned Battering Ram: *A Brutefist is a tide of destruction that can pulverise even the toughest of foes.*

After a model from a unit in this battalion makes a charge move, you can pick 1 enemy unit within 1" of that model and roll a dice. On a 4+, that enemy unit suffers 1 mortal wound. If that model's unit has more than 1 model, roll to determine if a mortal wound is inflicted each time a model from that unit completes its charge move, but do not allocate the mortal wounds until all of the models in that unit have moved.

WARSCROLL BATTALION GOREFIST

ORGANISATION

- 3-5 Orruk Gore-gruntas units

Pick 1 Gore-grunta Boss from a unit in this battalion to be the battalion's Big Boss. That model has a Wounds characteristic of 7 instead of 5.

ABILITIES

Da Boss's Big Idea: *Gore-grunta Big Bosses often come up with all manner of 'kunnin' taktikz' to ensure their lads can get into the scrap. Once the battle gets properly underway, however, such formations invariably break apart in all the excitement.*

In your first hero phase, each unit from this battalion that is wholly within 18" of the Big Boss from the same battalion at the start of that hero phase can make a normal move, but cannot run.

WARSCROLL BATTALION IRONFIST

ORGANISATION

- 3-5 Orruk Brutes, Orruk Gore-gruntas or Orruk Ardboys units in any combination

Pick 1 Brute Boss or Gore-grunta Boss from a unit in this battalion to be the battalion's Big Boss. Add 2 to that model's Wounds characteristic.

ABILITIES

Up and At 'Em: *Urged on by their Big Boss, the mobs of an Ironfist are forever rushing forwards to get stuck into the fight.*

Once in each of your hero phases, the Big Boss from this battalion can use the Mighty Destroyers command ability (pg 55) as if they were a MEGABOSS and without spending 1 command point.

WARSCROLL BATTALION WEIRDFIST

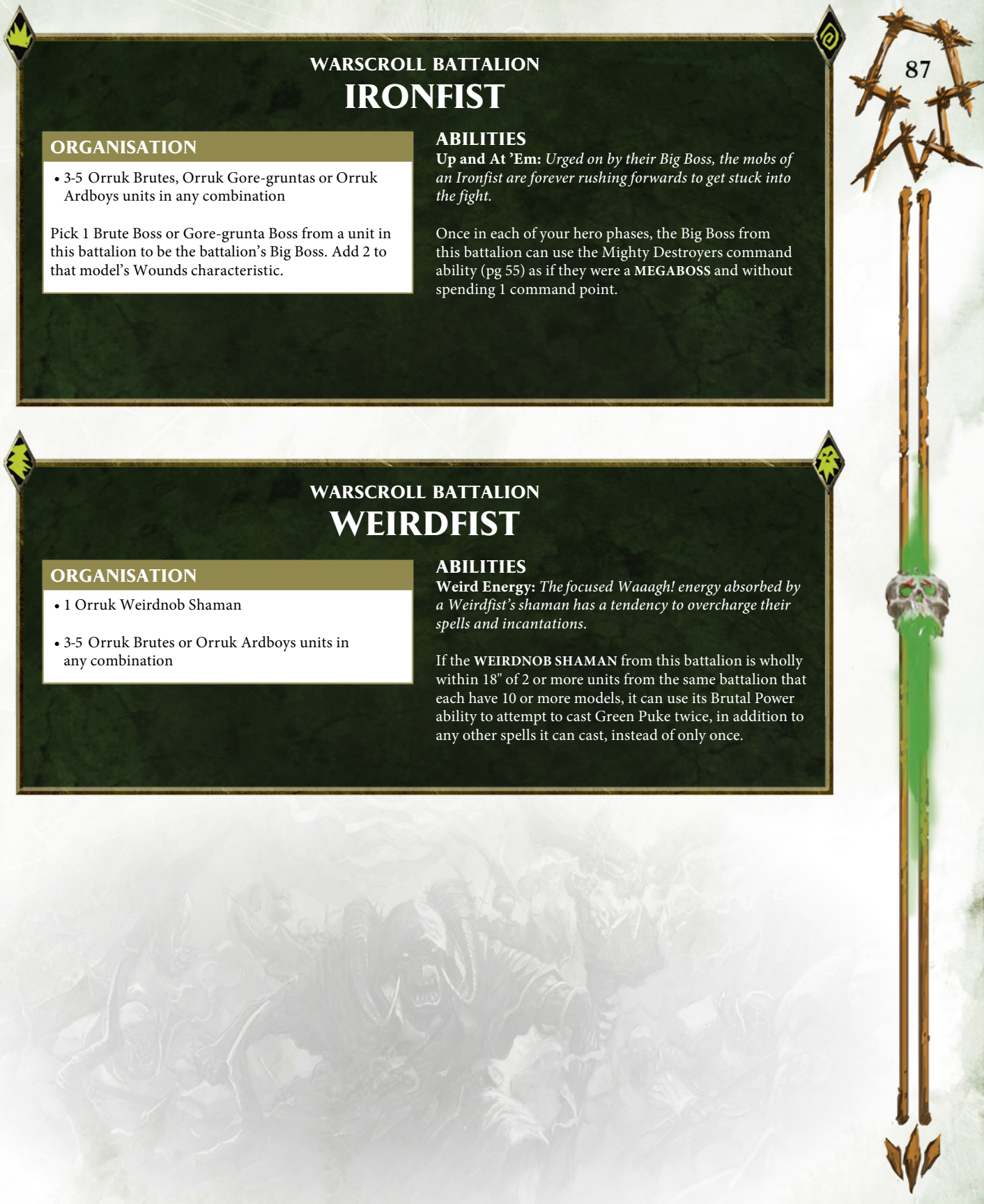
ORGANISATION

- 1 Orruk Weirdnob Shaman
- 3-5 Orruk Brutes or Orruk Ardboys units in any combination

ABILITIES

Weird Energy: *The focused Waaagh! energy absorbed by a Weirdfist's shaman has a tendency to overcharge their spells and incantations.*

If the WEIRDNOB SHAMAN from this battalion is wholly within 18" of 2 or more units from the same battalion that each have 10 or more models, it can use its Brutal Power ability to attempt to cast Green Puke twice, in addition to any other spells it can cast, instead of only once.



WARSCROLL BATTALION

BIG RUKK



As the rukks of a Bonesplitterz warclan gather in number, the roiling Waaagh! energy that surrounds them reaches a fever pitch. The warpaint covering each orruk's hide glows and squirms with renewed vigour, deflecting even the most sundering strikes as the savage mobs charge headlong into the fray.

ORGANISATION

- 1 Wurrnog Prophet
- 3-5 Brutal Rukk, Kop Rukk, Kunnin' Rukk, Snaga Rukk or Teef Rukk warscroll battalions in any combination

ABILITIES

Big Rukk Warpaint: *When a Big Rukk gathers for battle, the raging power of the Waaagh! that surrounds its warriors powers up their warpaint and makes it even more protective.*

When you use the Warpaint battle trait for a unit from this battalion, you can re-roll the dice that determines if a wound or mortal wound is negated.





The crack of aethershot filled the air as the Kharadron discharged their firearms. The hail of projectiles shredded the first rank of the Savage Orruks. As they slumped to the ground, the other Bonesplitterz hooted and howled, chanting nonsense war cries as they surged forth. A few tripped and stumbled over the bodies of their kin, but the majority of the warclan continued to advance unbroken.

'Reload and reform, you wazzocks!' Midshipman Krontlsson roared, his aetherflare pistol smoking in the aftermath of the deadly salvo. Despite the imminent threat, his Arkanauts responded with the professionalism Krontlsson demanded, loosing a last few shots before falling back towards the pair of skyvessels floating over the craggy plateau. Around them, fellow Companies, detachments of the Grundstok corps and a few bobbing Skyriggers retreated in similar good order, though several of the duardin were spitted by the rain of sharp flint-tipped arrows shot from the heaving mass of orruks.

Behind his aether-suit's mask, Krontlsson scowled. A simple take, the Admiral had said, an easy profit to be made. The Harkkraken graveyard, amidst Ghur's Twelve-Tusk mountains, was a treasure trove of amber realmstone nestled amongst the colossal bones of the aerial predators. Few ground-dwellers would be mad enough to trek up the perilous mountains to plunder the boneyards. The Kharadron had expected to drop in from above and swiftly make off with the valuable resources, but it appeared – to the duardin's misfortune – that the Bonesplitterz were crazed enough to scale the peak.

'I want another salvo to drop the next rank on their green backsides, then prepare to rappel up to the Grundklaz!' said Krontlsson, straining to project his deep voice over the clamour of shot and whooping chants. With a curse, the duardin had to duck, only narrowly avoiding one of the many green beams of deadly light that shot through the air. He had never known orruks to prefer mysticism to simple violence, but these Bonesplitterz employed magic with truly reckless abandon. The spell hit an Endrinrigger who had been hovering just behind Krontlsson. The Midshipman did not turn, but still winced as he heard his fellow Kharadron let out a pained cry before exploding in a blaze of blinding green light.

Shaking off his fellow duardin's unpleasant demise, Krontlsson aimed his pistol once more. He sighted down it, but in truth the Midshipman could hardly miss. The sea of tattooed green flesh that surrounded the Kharadron privateers was dense enough to ensure that accuracy wouldn't be a problem. With a wordless grunt, the duardin picked out what looked like a particularly hulking war leader. The hooting orruk swung its heavy axe round and round its head, whipping its kin into a wild frenzy as the mobs came on relentlessly.

'You'll do,' Krontlsson thought in the moments before he fired. In the same instance, the Grundklaz and its sister ship, the Skrandunk, unleashed their own barrage of heavy-calibre aethershot into the Bonesplitterz. Krontlsson's chosen target, along with the orruks around it, disappeared under a brief cloud of raw firepower. The grin on the duardin's face faltered as the obfuscation began to clear. Many orruks had fallen, but many – including the Bonesplitter champion – also remained standing. Barely a scratch, or at least new scratches, could be seen marking their leathery green flesh as their tattoos glowed and seemed to move of their own accord. The Savage Orruk boss let out a howling war cry as it raised its weapon, soon levelling it at the Kharadron holdout.

It was time to go. As rappelling lines descended from the twin frigates, Krontlsson could only watch as the slowest Arkanaut Companies to retreat were overwhelmed by a mass of boar-riding orruks swinging twin weapons with furious energy. Consoling himself with the time-honoured principle that those who fell behind were left behind, Krontlsson attached the cable to his belt and gave it a tug. The winches mounted upon the Grundklaz heaved for just a moment before beginning to lift the Midshipman, as well as those of his crew who had connected themselves in time. Skyriggers had darted down to recover those Arkanauts who had lagged, though at least one duo was brought down by more sustained arrow fire.

As he was lifted into the air, Krontlsson's eyes were drawn to the orruks surging across the ground below. Larger shapes moved through the mobs, bludgeoning their fellow greenskins out the way. Magnifying the zoom provided by his helmet, the Midshipman realised that they were teams of two orruks carrying massive bone-tipped spears. One of the pairs had crested a small rocky pile that rose amidst the boneyard. Howling and gibbering to each other, the Bonesplitterz took a moment to line themselves up, testing the weight of their weapon just a little.

'No,' whispered Krontlsson, his eyes widening as he realised what the orruks intended. With a howl, the Bonesplitterz hurled their spear through the air with startling accuracy. It slammed into the underside of the hovering Grundklaz, shearing straight through the metal. The impact reverberated through the ship, sparks of green energy coruscating along its superstructure until they reached the volatile aether-turbines. With an ear-splitting boom, the magic that had been locked within the bone spear caused the ship's endrin to detonate violently, shredding much of the Frigate – and the attached rappelling lines along with it.

Krontlsson and his crew barely had time to scream before they plummeted into the chanting mass of Bonesplitterz below.



WARSCROLL BATTALION BRUTAL RUKK

ORGANISATION

- 1 Savage Big Boss
- 2-5 Savage Orruks or Savage Boarboys units in any combination

ABILITIES

Savage Swiftmess: *Every Bonesplitter wants to be first into the scrap, and they will run at breakneck pace to ensure they get to the most powerful bones first.*

Units from this battalion that are wholly within 12" of the same battalion's Big Boss at the start of the charge phase can run and still charge later in the same turn.

WARSCROLL BATTALION KOP RUKK

ORGANISATION

- 2-5 Wardokks
- 2-5 Savage Orruk Morboys units

ABILITIES

Savage Weird Power: *The build up of Waaagh! energy in the presence of so many crazed orruks supercharges the Wardokks' power, making them even more dangerous.*

At the start of your hero phase, you can pick 1 **WARDOKK** from this battalion that is wholly within 18" of 2 or more units from the same battalion that each have 10 or more models. That **WARDOKK** can attempt to cast the Fists of Gork spell from the Wurrzog Prophet warscroll in that phase, in addition to any other spells it can cast.

WARSCROLL BATTALION KUNNIN' RUKK

ORGANISATION

- 1 Savage Big Boss
- 2-5 Savage Orruks or Savage Orruk Arrowboys units in any combination

ABILITIES

Dead Sneaky: *The small mobs that make up a Kunnin' Rukk can be surprisingly sneaky when they want to be, catching out the foe with a sudden surprise attack.*

In your hero phase, pick 1 unit from this battalion that is wholly within 12" of the **SAVAGE BIG BOSS** from the same battalion. That unit can make a normal move or shoot. Units from this battalion cannot have more than 20 models.

WARSCROLL BATTALION SNAGA RUKK

ORGANISATION

- 1 Maniak Weirdnob
- 2-5 Savage Boarboy Maniaks units

ABILITIES

Maniak Stampede: *Nothing can stop the mobs of a Snaga Rukk from charging full pelt once they have the enemy in sight.*

You can re-roll charge rolls for units from this battalion while they are wholly within 12" of the MANIAK WEIRDNOB from the same battalion.

WARSCROLL BATTALION TEEF RUKK

ORGANISATION

- 1 Savage Big Boss
- 2-5 Savage Big Stabbas units

ABILITIES

We're Da Best!: *The Big Stabbas of a Teef Rukk are always looking to prove to their boss that they are killier than any of the other mobs in the warclan.*

Add 1 to the Attacks characteristic of melee weapons used by units from this battalion while they are wholly within 12" of the SAVAGE BIG BOSS from the same battalion.





GORDRAKK, THE FIST OF GORK



Gordrakk is the mightiest of all orruks, a living embodiment of the power of Gorkamorka. From atop his armoured Maw-krusha, Bigteef, the Fist of Gork fights at the head of his Great Waaagh!, brutally crushing the mightiest enemy warriors.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Innard-bursting Bellow	8"	6	2+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Smasha	1"	5	2+	3+	-1	D3
Kunnin'	1"	5	2+	3+	-1	1
Mighty Fists and Tail	1"	☀	3+	3+	-2	2

DAMAGE TABLE			
Wounds Suffered	Move	Mighty Fists and Tail	Massively Destructive Bulk
0-3	12"	9	9 dice
4-6	10"	8	8 dice
7-10	8"	7	7 dice
11-13	6"	6	6 dice
14+	4"	5	5 dice

DESCRIPTION

Gordrakk, the Fist of Gork, is a named character that is a single model. He is armed with Smasha and Kunnin'.

MOUNT: Gordrakk's Maw-krusha, Bigteef, attacks with an Innard-bursting Bellow and his Mighty Fists and Tail.

FLY: This model can fly.

ABILITIES

Massively Destructive Bulk: *Bigteef is such an unstoppable avalanche of ill-tempered muscle that he turns all in his path into pulverised meat, and reduces terrain to rubble.*

After this model makes a charge move, you can pick 1 enemy unit within 1" of this model and roll a number of dice equal to the Massively Destructive Bulk value on this model's damage table. For each 5+, that enemy unit suffers 1 mortal wound.

In addition, after this model makes a charge move, you can pick 1 terrain feature within 1" of this model and roll a number of dice equal to the Massively Destructive Bulk value on this model's damage table. If any of the dice are a 6, units no longer receive the cover modifier to their save rolls for being on or within that terrain feature.

If the mortal wounds inflicted by this model's Massively Destructive Bulk mean there are no enemy models left within 3" of it, then it can

attempt to make another charge move, and can make another Massively Destructive Bulk attack after that move if the charge is successfully carried out. This model can attempt to make any number of charge moves in a single turn, so long as each one results in all enemy models within 3" being slain.

Kunnin': *Kunnin' is filled with the power of Mork and eagerly seeks out enemy wizards to slay.*

If the unmodified wound roll for an attack made by Kunnin' that targets a **WIZARD** is 4+, that attack inflicts D3 mortal wounds on the target and the attack sequence ends (do not make a save roll).

Smasha: *Smasha is filled with the brutal power of Gork, making it especially lethal to enemy champions.*

If the unmodified wound roll for an attack made by Smasha that targets a **HERO** that is not a **WIZARD** is 4+, that attack inflicts D3 mortal wounds on the target and the attack sequence ends (do not make a save roll or damage roll).

Strength from Victory: *The more fights a Megaboss wins, the stronger they become.*

At the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's attacks in that combat phase, add 1 to this model's Wounds characteristic and add 1 to the Attacks characteristic of Smasha and Kunnin'.

COMMAND ABILITIES

Voice of Gork: *Gordrakk's bellow carries the elemental force of his god and inspires his forces to surge into the enemy, hacking, bludgeoning and stomping with furious abandon.*

You can use this command ability at the start of the combat phase. If you do so, pick up to 3 friendly **DESTRUCTION** units wholly within 24" of this model. Until the end of that phase, add 1 to hit rolls for attacks made by that unit. A unit cannot benefit from this command ability more than once per phase, and a unit cannot benefit from this ability and the Go on Ladz, Get Stuck In! ability in the same phase.

KEYWORDS

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



♦ WARSCROLL ♦

MEGABOSS

ON MAW-KRUSHA



A charging Maw-krusha is a terrifying force of destruction, capable of pulverising entire formations single-handedly. The Megabosses that ride these beasts are amongst the most deadly of their kind, inspiring their lads through feats of excessive brutality.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Innard-bursting Bellow	8"	D6	2+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boss Gore-hacka and Choppa	2"	8	3+	3+	-1	2
Boss Choppa and Rip-toof Fist	1"	6	3+	3+	-1	2
Mighty Fists and Tail	1"	☀	3+	3+	-2	2

DAMAGE TABLE			
Wounds Suffered	Move	Mighty Fists and Tail	Destructive Bulk
0-3	12"	8	8 dice
4-6	10"	7	7 dice
7-10	8"	6	6 dice
11-13	6"	5	5 dice
14+	4"	4	4 dice

DESCRIPTION

A Megaboss on Maw-krusha is a single model armed with one of the following weapon options: Boss Gore-hacka and Choppa; or Boss Choppa and Rip-toof Fist.

MOUNT: This model's Maw-krusha attacks with an Innard-bursting Bellow and its Mighty Fists and Tail.

FLY: This model can fly.

ABILITIES

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

After this model makes a charge move, you can pick 1 enemy unit within 1" of this model and roll a number of dice equal to the Destructive Bulk value on this model's damage table. For each 5+, that enemy unit suffers 1 mortal wound.

If the mortal wounds inflicted by this model's Destructive Bulk mean there are no enemy models left within 3" of it, then it can attempt to make another charge move, and it can make another Destructive Bulk attack after that move if the charge is successfully carried out. This model can attempt to make any number of charge moves in a single turn, so long as each one results in all enemy models within 3" being slain.

Rip-toof Fist: *Orruks armed with one of the jagged gauntlets of heavy pig iron known as a rip-toof fist can block an enemy's blow before launching a deadly counter-attack with the weapon's fearsome twin-pronged spikes.*

If the unmodified save roll for an attack that targets a model with a Rip-toof Fist is 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

Strength from Victory: *The more fights a Megaboss wins, the stronger they become.*

At the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's attacks in that combat phase, add 1 to this model's Wounds characteristic and add 1 to the Attacks characteristic of this model's Boss Choppa and Rip-toof Fist or this model's Boss Gore-hacka and Choppa.

COMMAND ABILITIES

Go on Ladz, Get Stuck In!: *With a well-timed punch or ear-splitting bellow, a Megaboss inspires the Ironjawz under their command to fight all the harder.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **IRONJAWZ** unit wholly within 12" of a friendly model with this command ability, or wholly within 18" of a friendly model with this command ability that is a **MONSTER**. Until the end of that phase, add 1 to hit rolls for attacks made by that unit. A unit cannot benefit from this command ability more than once per phase.

KEYWORDS

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

ORRUK MEGABOSS

Clad in layers of thick iron and wielding massive weapons, Megabosses lead the charge of the Ironjaw warclans. The very act of fighting empowers these barbarous warlords. Once in the midst of combat, they are almost impossible to slay.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boss Choppa and Rip-toof Fist	1"	6	3+	3+	-1	2

DESCRIPTION

An Orruk Megaboss is a single model armed with a Boss Choppa and Rip-toof Fist.

ABILITIES

Rip-toof Fist: *Orruks armed with one of the jagged gauntlets of heavy pig iron known as a rip-toof fist can block an enemy's blow before launching a deadly counter-attack with the weapon's fearsome twin-pronged spikes.*

If the unmodified save roll for an attack that targets this model is 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

Strength from Victory: *The more fights a Megaboss wins, the stronger they become.*

At the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's attacks in that combat phase, add 1 to this model's Wounds characteristic and add 1 to the Attacks characteristic of this model's Boss Choppa and Rip-toof Fist.

COMMAND ABILITIES

Go on Ladz, Get Stuck In!: *With a well-timed punch or ear-splitting bellow, a Megaboss inspires the Ironjawz under their command to fight all the harder.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **IRONJAWZ** unit wholly within 12" of a friendly model with this command ability, or wholly within 18" of a friendly model with this command ability that is a **MONSTER**. Until the end of that phase, add 1 to hit rolls for attacks made by that unit. A unit cannot benefit from this command ability more than once per phase.

KEYWORDS

DESTRUCTION, ORRUK, IRONJAWZ, HERO, MEGABOSS



With a rowdy fist of Ironjawz following in his wake, a Megaboss of the Bloodtoofs searches out new enemies to smash, bash or otherwise hack into little pieces.

• WARSCROLL •

ORRUK WARCHANTER

The booming rhythm of a Warchanter's drumming draws orruks to battle from miles around. As the tempo of violence increases, so does the furious energy of a Warchanter's beat, driving those Ironjawz nearby into a destructive frenzy.



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MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gorkstikk and Morkstikk	1"	6	4+	3+	-	1

DESCRIPTION

An Orruk Warchanter is a single model armed with a Gorkstikk and Morkstikk.

ABILITIES

Rhythm of Destruction: *The Waaagh! power coursing through a Warchanter lends their attacks a boundless, febrile energy that enemies soon come to fear.*

If the unmodified hit roll for an attack made with a Gorkstikk and Morkstikk is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

Violent Fury: *Warchanters excel at stoking a wanton destructive fury in their lads.*

In your hero phase, you can pick 1 friendly **IRONJAWZ** unit wholly within 15" of this model. Until your next hero phase, add 1 to the damage inflicted by attacks made with melee weapons by that unit. A unit cannot benefit from this ability more than once per phase.

KEYWORDS

DESTRUCTION, ORRUK, IRONJAWZ, HERO, TOTEM, WARCHANTER

• WARSCROLL •

ORRUK WEIRDNOb SHAMAN

With crackling green light spilling from their eyes, Weirdnob Shamans channel the savage energy of the Waaagh! In battle, they unleash this power with glee, letting loose blasts of searing force that tear through the enemy ranks like a choppa through flesh.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Waaagh! Staff	1"	3	4+	3+	-1	D3

DESCRIPTION

An Orruk Weirdnob Shaman is a single model armed with a Waaagh! Staff.

ABILITIES

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

If this model is wholly within 18" of a friendly **IRONJAWZ** unit with 10 or more models at the end of its hero phase, it can attempt to cast the Green Puke spell in addition to any other spells it can cast, and even if a **WIZARD** has already attempted to cast the Green Puke spell in that hero phase.

MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Green Puke spells.

Green Puke: *The Weirdnob vomits forth a green river of searing ectoplasm.*

Green Puke has a casting value of 6. If successfully cast, pick 1 point on the battlefield within 2D6" of the caster that is visible to them, and draw an imaginary straight line 1mm wide between that point and the closest part of the caster's base. Each unit that has models passed across by this line suffers D3 mortal wounds.

KEYWORDS

DESTRUCTION, ORRUK, IRONJAWZ, HERO, WIZARD, WEIRDNOb SHAMAN

ORRUK BRUTES

Charging into battle with joyous bellows, Brutes seek out the largest enemies to batter into submission. Wearing the thickest armour and wielding huge weapons, they enjoy nothing more than dishing out a good and proper bashing.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pair of Brute Choppas	1"	4	3+	3+	-1	1
Jagged Gore-hacka	2"	3	3+	3+	-1	1
Gore-choppa	2"	3	4+	3+	-1	2
Boss Choppa	1"	3	3+	3+	-1	2
Boss Klaw and Brute Smasha	1"	4	4+	3+	-1	2

DESCRIPTION

A unit of Orruk Brutes has any number of models. The unit is armed with one of the following weapon options: Pair of Brute Choppas; or Jagged Gore-hacka. 1 in every 5 models can replace their weapon option with a Gore-choppa.

BRUTE BOSS: 1 model in this unit can be a Brute Boss. Replace the Brute Boss weapon option with a Boss Choppa, or a Boss Klaw and Brute Smasha.

ABILITIES

Duff Up da Big Thing: *Brutes excel at fighting and killing the most powerful of foes.*

Add 1 to the hit rolls for attacks made by this unit that target a unit with a Wounds characteristic of 4+.

KEYWORDS DESTRUCTION, ORRUK, IRONJAWZ, BRUTES

ORRUK GORE-GRUNTAS

Brutish snorting and ground-shaking hoofbeats herald the approach of the Gore-gruntas. The charge of these beasts hits home like the fist of Gorkamorka himself, their orruk riders bellowing war-cries as they add their own might to the slaughter.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pig-iron Choppa	1"	4	3+	3+	-1	1
Jagged Gore-hacka	2"	3	3+	3+	-1	1
Tusks and Hooves	1"	4	4+	4+	-	1

DESCRIPTION

A unit of Orruk Gore-gruntas has any number of models. The unit is armed with one of the following weapon options: Pig-iron Choppa; or Jagged Gore-hacka.

MOUNT: This unit's Gore-gruntas attack with their Tusks and Hooves.

GORE-GRUNTA BOSS: 1 model in this unit can be a Gore-grunta Boss. Add 1 to the Attacks characteristic of that model's Pig-iron Choppa or Jagged Gore-hacka.

ABILITIES

Gore-grunta Charge: *Even by the destructive standards of the Ironjawz, a Gore-grunta charge is horrific to behold. Enemies vanishing under an unstoppable tide of grunting muscle.*

Roll a dice for each enemy unit that is within 1" of a model from this unit after the model from this unit finishes a charge move. On a 4+, that enemy unit suffers 1 mortal wound. If this unit has more than 1 model, roll to determine if mortal wounds are inflicted after each model completes its charge move, but do not allocate the mortal wounds until after all of the models in the unit have moved.

In addition, add 1 to hit rolls and wound rolls for attacks made with this unit's Jagged Gore-hackas and Tusks and Hooves if this unit made a charge move in the same turn.

KEYWORDS DESTRUCTION, ORRUK, IRONJAWZ, GORE-GRUNTAS

ORRUK ARDBOYS

Mobs of Ardboys plough into the fray to the sound of booming war-drums and the clatter of heavy iron plate. Each Ardboy is a ferocious, battle-scarred fighter, smashing his way through the ranks of the enemy with a variety of crude but deadly weapons.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ardboy Choppas	1"	2	3+	3+	-1	1

DESCRIPTION

A unit of Ardboys has any number of models, each armed with Ardboy Choppas. Up to 2 in every 5 models in the unit can each carry an Orruk-forged Shield.

ARDBOY BOSS: 1 model in this unit can be an Ardboy Boss. Add 2 to the Attacks characteristic of that model's Ardboy Choppas.

WAAAGH! DRUMMER: 1 in every 5 models in this unit can be a Waaagh! Drummer. Add 2 to charge rolls for a unit while it includes any Waaagh! Drummers.

STANDARD BEARERS: 1 in every 5 models in this unit can either be a Gorkamorka Banner Bearer or a Gorkamorka Glyph Bearer.

Gorkamorka Banner Bearer: Add 2 to the Bravery characteristic of this unit while it includes any Gorkamorka Banner Bearers.

Gorkamorka Glyph Bearer: Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any friendly Gorkamorka Glyph Bearers.

ABILITIES

Orruk-forged Shields: *These bulky shields are almost as tough as the orruks who carry them.*

Roll a dice each time you allocate a wound to a model carrying an Orruk-forged Shield. On a 6, that wound is negated.

KEYWORDS DESTRUCTION, ORRUK, IRONJAWZ, ARDBOYS

IRONSKULL'S BOYZ

Everyone agrees that Gurzag Ironskull's Ardboys are the toughest orruks around. Anyone foolish enough to challenge this notion is likely to receive a bone-crushing headbutt from Gurzag, or otherwise be bashed and hacked to pieces by his warriors.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
'Eadbutt	1"	1	4+	3+	-	D3
Pair of Ardboy Choppas	1"	2	3+	3+	-1	1
Ardboy Big Choppa	1"	2	4+	3+	-1	2

DESCRIPTION

Ironskull's Boyz has 4 models. 3 models are each armed with a Pair of Ardboy Choppas, and 1 model is armed with an Ardboy Big Choppa.

GURZAG IRONSKULL: One of the 3 models armed with a Pair of Ardboy Choppas is Gurzag Ironskull. He is also armed with an 'Eadbutt. In addition, add 1 to the Attacks characteristic of his Pair of Ardboy Choppas.

ABILITIES

Dead 'Ard: *Whether through natural hardiness or sheer belligerence, Ironskull and his boys fight on through the most grievous wounds, hollering and cheering as they batter their foes into the ground.*

Roll a dice each time you allocate a wound or mortal wound to this unit. On a 6, the wound or mortal wound is negated. Wounds or mortal wounds allocated to Gurzag Ironskull are negated on a 5+ instead of a 6.

Paired Choppas: *A pair of choppas can be used to creating a swirling arc of destruction that is almost impossible to avoid.*

Add 1 to hit rolls for attacks made with a Pair of Ardboy Choppas.

KEYWORDS DESTRUCTION, ORRUK, IRONJAWZ, IRONSUNZ, ARDBOYS, IRONSKULL'S BOYZ

• WARSCROLL •

WURRGOG PROPHET

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



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wurrzog Staff and Bone Shiv	1"	4	4+	3+	-	D3
Fanged Maw	1"	D3	4+	3+	-	1

DESCRIPTION

A Wurrzog Prophet is a single model armed with a Wurrzog Staff and Bone Shiv.

COMPANION: A Wurrzog Prophet is accompanied by a Squiggly Beast that attacks with its Fanged Maw. For rules purposes, it is treated in the same manner as a mount.

ABILITIES

Beast Mask: The mask of a Wurrzog Prophet radiates the primal aura of Gorkamorka.

Subtract 1 from hit rolls for attacks made with melee weapons that target this model.

Prophet of Da Waaagh!: A Wurrzog Prophet's visions have a knack of aiding in battle.

If this model is part of your army and on the battlefield at the start of your hero phase, roll a dice. On a 4+, you receive 1 command point.

MAGIC

This model is a **WIZARD**. It can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Fists of Gork spells.

Fists of Gork: Great green fists rain down from the sky to pummel the foe.

Fists of Gork has a casting value of 5. If successfully cast, pick 1 enemy unit within 24" of the caster that is visible to them, and roll a number of dice equal to the number of models in that unit. For each 6, that unit suffers 1 mortal wound. If the casting roll was 10+, inflict 1 mortal wound for each 4+ instead of each 6.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, HERO, WIZARD, WURRGOG PROPHET

• WARSCROLL •

SAVAGE BIG BOSS

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



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

DESCRIPTION

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

ABILITIES

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

After this model has fought in a combat phase for the first time, you can pick 1 friendly **BONESPLITTERZ** unit that has not yet fought in that combat phase, that is within 3" of an enemy unit and that is wholly within 12" of this model. That unit fights immediately, before the opposing player picks a unit to fight in that combat phase. That unit cannot fight again in that combat phase unless an ability or spell allows it to fight more than once.

COMMAND ABILITIES

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

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

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, HERO, SAVAGE BIG BOSS

• 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 Bonesplitter mobs into a deadly fury.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bonebeast Staff	1"	3	4+	3+	-	D3
Tusks and Hooves	1"	2	4+	4+	-	1

DESCRIPTION

A Maniak Weirdnob is a single model armed with a Bonebeast Staff.

MOUNT: This model's War Boar attacks with its Tusks and Hooves.

ABILITIES

Tusker Charge: *The charge of a maddened war boar is terrifying to behold.*

Add 1 to hit rolls and wound rolls for attacks made with this unit's Tusks and Hooves if this unit made a charge move in the same turn.

Weird Squig: *A Maniak Weirdnob's squiggly beast is filled with Waaagh! energy.*

Once per turn, you can re-roll a casting, dispelling or unbinding roll for this model.

MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Bone Spirit spells.

Bone Spirit: *The Maniak Weirdnob draws out the great spirit locked within their bonebeast staff and infuses nearby mobs of Bonesplitterz with its bestial fury.*

Bone Spirit has a casting value of 7. If this spell is successfully cast, you can pick 1 friendly **BONESPLITTERZ** unit wholly within 12" of the caster and visible to them. Until your next hero phase, if the unmodified hit roll for an attack made by that unit is 6, that attack scores 2 hits on the target instead of 1.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, HERO, WIZARD, MANIAK WEIRDNOB

• 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 even heal the most grievous of wounds.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bonebeast Stikk	1"	1	4+	3+	-	D3

DESCRIPTION

A Wardokk is a single model armed with a Bonebeast Stikk.

ABILITIES

Ritual Dance: *Wardokks perform strange ritual dances to summon the power of Gorkamorka to aid them and their allies.*

At the start of your hero phase, you can say that this model is performing one of the following dances:

Grimdokk Dance: Pick 1 friendly **BONESPLITTERZ** model within 12" of this model and roll a dice. On a 3+, you can heal up to D3 wounds allocated to that model.

Glyphdokk Dance: Pick 1 friendly **BONESPLITTERZ** unit wholly within 12" of this model and roll a dice. On a 3+, add 1 to save rolls for attacks that target that unit until your next hero phase. A unit cannot benefit from this ability more than once per phase.

Weirddokk Dance: Pick 1 friendly **BONESPLITTERZ WIZARD** wholly within 12" of this model and roll a dice. On a 3+, add 1 to casting, dispelling and unbinding rolls for that

WIZARD until your next hero phase. A unit cannot benefit from this ability more than once per phase.

MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt and Mystic Shield spells.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, HERO, PRIEST, WIZARD, WARDOKK

• 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	Range	Attacks	To Hit	To Wound	Rend	Damage
Chompa	1"	2	4+	3+	-	1
Savage Stikka	2"	2	4+	4+	-	1

DESCRIPTION

A unit of Savage Orruks has any number of models. The unit is armed with one of the following weapon options: Chompa; or Savage Stikka.

SAVAGE BOSS: 1 model in this unit can be a Savage Boss. Add 1 to the Attacks characteristic of that model's Chompa or Savage Stikka.

SKULL THUMPER: 1 in every 10 models in this unit can be a Skull Thumper. Add 2 to charge rolls for a unit while it includes any Skull Thumpers.

BONE TOTEM BEARER: 1 in every 10 models in this unit can be a Bone Totem Bearer. Add 1 to the Bravery characteristic of a unit while it includes any Bone Totem Bearers.

ABILITIES

Spirit of Gorkamorka: Large groups of Bonesplitterz are soon filled by a primal battle lust that sees them strike with increased speed.

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

Bone Shield: The primitive shields carried by the Bonesplitterz offer increased protection in melee.

Add 1 to save rolls for attacks made with melee weapons that target this unit.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, SAVAGE ORRUKS

• 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	Range	Attacks	To Hit	To Wound	Rend	Damage
Chompa	1"	3	4+	3+	-	1
Savage Stikka	2"	3	4+	4+	-	1
Tusks and Hooves	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Savage Boarboys has any number of models. The unit is armed with one of the following weapon options: Chompa; or Savage Stikka.

MOUNT: This unit's War Boars attack with their Tusks and Hooves.

SAVAGE BOSS: 1 model in this unit can be a Savage Boss. Add 1 to the Attacks characteristic of that model's Chompa or Savage Stikka.

BOAR THUMPER: 1 in every 5 models in this unit can be a Boar Thumper. Add 2 to charge rolls for a unit while it includes any Boar Thumpers.

BONE TOTEM BEARER: 1 in every 5 models in this unit can be a Bone Totem Bearer. Add 1 to the Bravery characteristic of a unit while it includes any Bone Totem Bearers.

ABILITIES

Boarboy Charge: The charge of a mob of boar-mounted orruks is terrifying to behold.

Add 1 to hit rolls and wound rolls for attacks made with this unit's Savage Stikkas and Tusks and Hooves if this unit made a charge move in the same turn.

Bone Shield: The primitive shields carried by the Bonesplitterz offer increased protection in melee.

Add 1 to save rolls for attacks made with melee weapons that target this unit.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, BOARBOYS, SAVAGE BOARBOYS

• 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	Range	Attacks	To Hit	To Wound	Rend	Damage
Gorktoof	3"	3	3+	3+	-2	D3

DESCRIPTION

A unit of Savage Big Stabbas has any number of models, each armed with a Gorktoof.

ABILITIES

Da Final Fling: Should a Big Stabba team be slain, they will use their final breath to hurl their Gorktoof spear at the foe.

Each time a model from this unit is slain by an attack made with a melee weapon, before the model is removed from play, pick 1 enemy unit within 3" of the slain model and roll a dice. Add 2 to the roll if that enemy unit is a **MONSTER**. On a 4+, that unit suffers D3 mortal wounds.

The Bigger They Are...: A Gorktoof spear is so large that it can inflict crippling wounds on even the most monstrous of foes.

The Damage characteristic of an attack made with a Gorktoof is D6 if the target is a **MONSTER**.

Savagely Enthusiastic: The orruks of a Big Stabba team waste no time in getting to grips with their prey.

This unit can run and still charge in the same turn.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, SAVAGE BIG STABBAS

• WARSCROLL •

SAVAGE ORRUK MORBOYS

Roaring unintelligible war cries, the Morboys are amongst a 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	Range	Attacks	To Hit	To Wound	Rend	Damage
Chompa and Toof Shiv	1"	3	4+	3+	-	1

DESCRIPTION

A unit of Savage Orruk Morboys has any number of models, each armed with a Chompa and Toof Shiv.

SAVAGE BOSS: 1 model in this unit can be a Savage Boss. Add 1 to the Attacks characteristic of that model's Chompa and Toof Shiv.

SKULL THUMPER: 1 in every 10 models in this unit can be a Skull Thumper. Add 2 to charge rolls for a unit while it includes any Skull Thumpers.

BONE TOTEM BEARER: 1 in every 10 models in this unit can be a Bone Totem Bearer. Add 1 to the Bravery characteristic of a unit while it includes any Bone Totem Bearers.

ABILITIES

Spirit of Gorkamorka: Large groups of Bonesplitterz are soon filled by a primal battle lust that sees them strike with increased speed.

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

Power of the Beast Spirit: Morboys become even more brutal as great beasts are slain and their spirits released.

Add 1 to hit rolls for attacks made with melee weapons by this unit if any enemy **MONSTERS** have been slain.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, SAVAGE ORRUK MORBOYS

SAVAGE BOARBOY MANIAKS

Maniaks are 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 them with wild abandon.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pair of Chompas	1"	4	4+	3+	-	1
Tusks and Hooves	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Savage Boarboy Maniaks has any number of models, each armed with a Pair of Chompas.

MOUNT: This unit's War Boars attack with their Tusks and Hooves.

SAVAGE BOSS MANIAK: 1 model in this unit can be a Savage Boss Maniak. Add 1 to the Attacks characteristic of that model's Pair of Chompas.

BOAR THUMPER: 1 in every 5 models in this unit can be a Boar Thumper. Add 2 to charge rolls for a unit while it includes any Boar Thumpers.

BONE TOTEM BEARER: 1 in every 5 models in this unit can be a Bone Totem Bearer. Add 1 to the Bravery characteristic of a unit while it includes any Bone Totem Bearers.

ABILITIES

Maniak Fury: *The more Maniaks there are, the crazier it gets! Waaagh!*

Add 1 to the Attacks characteristic of this unit's Pairs of Chompas while it has 5 or more models.

Tusker Charge: *The charge of a maddened war boar is terrifying to behold.*

Add 1 to hit rolls and wound rolls for attacks made with this unit's Tusks and Hooves if this unit made a charge move in the same turn.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, BOARBOYS, SAVAGE BOARBOY MANIAKS

SAVAGE ORRUK ARROWBOYS

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



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

DESCRIPTION

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

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

SKULL THUMPER: 1 in every 10 models in this unit can be a Skull Thumper. Add 2

to charge rolls of a unit while it includes any Skull Thumpers.

BONE TOTEM BEARER: 1 in every 10 models in this unit can be a Bone Totem Bearer. Add 1 to the Bravery characteristic of a unit while it includes any Bone Totem Bearers.

ABILITIES

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

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

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

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

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, SAVAGE ORRUK ARROWBOYS

PITCHED BATTLE PROFILES

The table below provides points, minimum and maximum unit sizes and battlefield roles for the warscrolls and warscroll battalions in this book, for use in Pitched Battles. Spending the points listed on this table allows you to take a minimum-sized unit with any of its upgrades. Understrength units cost the full amount of points. Larger units are taken in multiples of their minimum unit size; multiply their cost by the same amount as you multiplied their size. If a unit has two points values separated by a slash (e.g. '60/200'), the second value is for a maximum sized unit. Units that are listed as 'Unique' are named characters and can only be taken once in an army. A unit that has any of the keywords listed on the Allies table can be taken as an allied unit by an Orruk army. Updated October 2019; the profiles printed here take precedence over any profiles with an earlier publication date or no publication date.

ORRUKS UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Savage Orruks	10	30	120/300	Battleline	
Maniak Weirdnob	1	1	120	Leader	
Orruk Megaboss	1	1	150	Leader	
Orruk Warchanter	1	1	110	Leader	
Orruk Weirdnob Shaman	1	1	110	Leader	
Savage Big Boss	1	1	100	Leader	
Wardokk	1	1	80	Leader	
Wurrzog Prophet	1	1	160	Leader	
Gordrakk, the Fist of Gork	1	1	540	Leader, Behemoth	Unique
Megaboss on Maw-krusha	1	1	460	Leader, Behemoth	
Ironskull's Boyz	4	4	80		Unique
Orruk Ardboys	5	30	90		Battleline in Ironjawz or Big Waaagh! army if unit has 10 or more models
Orruk Brutes	5	20	140		Battleline in Ironjawz or Big Waaagh! army
Orruk Gore-gruntas	3	12	160		Battleline in Ironjawz or Big Waaagh! army
Savage Big Stabbas	2	8	100		
Savage Boarboy Maniaks	5	20	140		Battleline in Bonesplitterz army
Savage Boarboys	5	20	130		Battleline in Bonesplitterz or Big Waaagh! army
Savage Orruk Arrowboys	10	30	120		Battleline in Bonesplitterz or Big Waaagh! army
Savage Orruk Morboys	10	30	120		Battleline in Bonesplitterz army



ORRUKS UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
<i>Ardfist</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Big Rukk</i>	-	-	80	<i>Warscroll Battalion</i>	
<i>Brawl</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Brutal Rukk</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Brutefist</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Gorefist</i>	-	-	130	<i>Warscroll Battalion</i>	
<i>Ironfist</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Kop Rukk</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Kunnin' Rukk</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Snaga Rukk</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Teef Rukk</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Weirdfist</i>	-	-	140	<i>Warscroll Battalion</i>	

FACTION	ALLIES
Big Waaagh!	Gloomspite Gitz
Bonesplitterz	Ironjawz, Gloomspite Gitz
Ironjawz	Bonesplitterz, Gloomspite Gitz



EXPLORE THE DIGITAL RANGE

RULES AND BATTLETOMES

The Age of Sigmar is an epic setting populated by myriad armies, powerful heroes and magnificent monsters. It plays host to vast, realm-spanning wars between the forces of Order and Chaos, Destruction and Death. Read on to explore these battle-torn landscapes and learn of the many peoples and creatures of the realms.



WARHAMMER AGE OF SIGMAR CORE BOOK

The Mortal Realms have been ground beneath the iron heel of the Dark Gods. These monstrous deities once believed their final victory to be near, yet they have underestimated the forces of Order that stand against them. Across the realms, bolts of energy deliver Sigmar's heroic Stormcast Eternals into battle as the Pantheon of Order gathers its strength. With new cities and fortresses raised in the wake of each conquest, civilisation takes root once more. Yet from the shadow of progress, new and deathly evils come into the light...

This book tells the epic story of the Age of Sigmar, from mythic beginnings to an arcane apocalypse, and provides you with exciting ways to forge your own legends. Inside you will find showcases of Citadel Miniatures, epic stories, and detailed maps of the Mortal Realms – as well as rules that bring your Warhammer Age of Sigmar battles to life on the tabletop.



ORDER BATTLETOME: STORMCAST ETERNALS

By Sigmar's will they are reformed, heroes locked in a hellish war without respite.

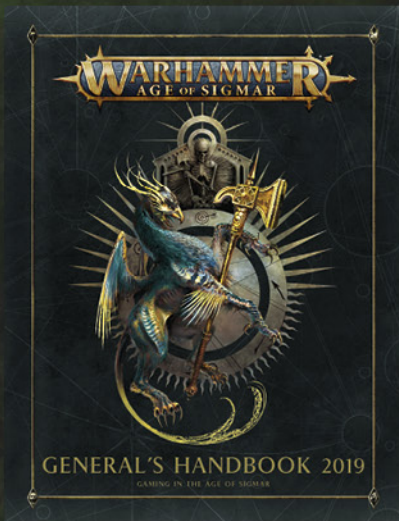
Each Stormcast Eternal was once a mortal who sought to defy the dominion of Chaos. Taken to Azyr by Sigmar and reformed in the fires of the God-King, these warriors have become living weapons that wield the power of the storm. Thundering down to the Mortal Realms in blasts of lightning, the Stormhosts take their bloody revenge on the hordes of Chaos over and over again. But of late, there are those brave enough to ask – at what cost?



DEATH BATTLETOME: FLESH-EATER COURTS

Bound by the madness of their kings, the Flesh-eater Courts surge across the land in search of their next grisly feast.

Once noble denizens of the Mortal Realms, the mordants of the Flesh-eater Courts now scabble amongst the ruins of their decayed civilisations. In their deranged minds they believe themselves to be knights and men-at-arms, defending their kingdoms against hostile invaders, but in truth they are savage cannibals, driven by the vampiric insanity of their abhorrants to depraved acts of slaughter.



GENERAL'S HANDBOOK 2019

A guide to playing games in the Mortal Realms. Packed with inspiration and brimming with battles, this volume explores all kinds of new and interesting ways for you to enjoy Warhammer Age of Sigmar.

This book expands on the Warhammer Age of Sigmar core rules to support an array of gaming styles that suit all hobbyists, from casual collectors who play occasional games with their friends to veteran warriors who spend years honing their forces for competitive tournaments.



WARHAMMER AGE OF SIGMAR: WARCRY CORE BOOK

From across the Mortal Realms, disparate warbands make the dark pilgrimage to the Eightpoints. The cursed and the damned are drawn by the Call of the Everchosen. These cannibal tribespeople, tyrannical despots and ambitious cut-throats have dedicated their souls to the Chaos Gods. They now seek to earn the favour of mighty Archaon, Exalted Grand Marshal of the Apocalypse, and a place within his unholy legions. Yet others also brave the monster-haunted wilds of this cursed domain – questing knights, tormented spirits, battle-obsessed brutes and countless more. Some are driven by duty, others by avarice or an overwhelming desire for revenge.

Warcry is a tabletop skirmish wargame in which two or more players control rival warbands of Citadel Miniatures, each with their own unique weapons, warriors and abilities. This book contains the core rules for Warcry, as well as rules for open play, matched play and more. Inside, you will also find information on the Eightpoints and its twisted denizens, along with a miniatures showcase.

