



Killabosses are the warlords of the Kruleboyz. Each has wrested their position from rivals by being not only a potent warrior but also possessed of true Morkish kunnin', willing to use anyone or anything to garner an advantage.

WARSCROLL KILLABOSS WITH STAB-GROT

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boss-hacka	1"	4	3+	3+	-1	2
Rusting Flail	2"	2	3+	3+	-1	1
Prized Shiv	1"	3	4+	4+	-	1

A Killaboss with Stab-grot is armed with 1 of the following weapon options: Boss-hacka and Rusting Flail; or Boss-hacka and Skareshield.

The Save characteristic of a Killaboss with Stab-grot armed with a Boss-hacka and Skareshield is 3+ instead of 4+.

COMPANION: This Killaboss is accompanied by a Stab-grot that attacks with its Prized Shiv. The Stab-grot must remain within 1" of the Killaboss. For rules purposes, the Killaboss and Stab-grot are treated as a single model.

All Part of Da Plan: Kruleboyz and their allies tend to be very impressed by a Killaboss's kunnin' feats – so long as the boss has a plan, they are willing to face down even the most unlikely odds.

If a friendly **KRULEBOYZ** unit fails a battleshock test within 3" of any friendly units with this ability, only 1 model from that unit will flee.

You Hold 'Em Off: A Killaboss is not above using their Stab-grot lackey as a living shield when things get dicey.

Each time a wound or mortal wound is allocated to this unit and not negated, you can choose to risk this unit's Stab-grot. If you do so, you must roll a dice. On a 1-5, the Stab-grot is killed and the wound is negated. On a 6, the Stab-grot is not killed and the wound is negated. If the Stab-grot is killed, the model representing it is removed from play before the wound is negated.

KEYWORDS

DESTRUCTION, ORRUK WARCLANS, ORRUK, KRULEBOYZ, HERO, KILLABOSS, KILLABOSS WITH STAB-GROT



Particularly storied Killabosses are able to procure all manner of terrifying, swamp-dwelling mounts from the Beast-breakaz to show off their status. Great Gnashtoofs are one such monster, huge and vicious hounds whose swiftness is matched only by their ferocity.

WARSCROLL

KILLABOSS

ON GREAT GNASHTOOF

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Jagged Boss-stikka	1"	4	3+	3+	-1	2
Bone-crushing Fangs	1"	4	3+	3+	-2	2

A Killaboss on Great Gnashtoof is armed with a Jagged Boss-stikka.

MOUNT: This unit's Great Gnashtoof attacks with its Bone-crushing Fangs.

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

If a friendly **KRULEBOYZ** unit fails a battleshock test within 3" of any friendly units with this ability, only 1 model from that unit will flee.

Savage Hound: Great Gnashtoofs are canine monsters bred for feral savagery. When the stench of blood is in the air, they find the urge to bound forward and pounce nearly irresistible – this suits their Killaboss riders just fine, given the terror it inspires in the foe.

Add 1 to hit rolls for attacks made by this unit if this unit made a charge move in the same turn.

KEYWORDS

DESTRUCTION, ORRUK WARCLANS, ORRUK, KRULEBOYZ, HERO, KILLABOSS, KILLABOSS ON GREAT GNASHTOOF



Murknobs are champion warriors amongst the Kruleboyz, and they revel in taking the heads of their adversaries – honestly or otherwise. They alone are granted the honour of carrying the Belcha-bannas into battle, each a foul relic with all manner of strange powers.

WARSCROLL

MURKNOB

WITH BELCHA-BANNA

MELEE WEAPONS

Murknob Cleaver

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	3	3+	3+	-1	2

A Murknob with Belcha-banna is armed with a Murknob Cleaver.

Power of Kragnos: Each Belcha-banna is said to be linked to the mighty Kragnos. Certainly, the terrible roars that emanate from these icons are capable of chasing away even the power of the arcane.

When a friendly **KRULEBOYZ ORRUK** unit wholly within 12" of this unit is affected by a spell or the abilities of an endless spell, you can roll a dice. On a 5+, ignore the effect of that spell or the effects of that endless spell's abilities on that unit.

Breath of the Mire-drakes: Belcha-bannas are typically built around the severed tongue of a mire-drake, creatures so vile that even after death, their remains belch forth clouds of soul-shrivelling gas.

At the start of the combat phase, roll a dice for each enemy unit within 3" of this unit. On a 1, nothing happens. On a 2-5, that enemy unit suffers 1 mortal wound. On a 6, that enemy unit suffers D3 mortal wounds.

KEYWORDS

DESTRUCTION, ORRUK WARCLANS, ORRUK, KRULEBOYZ, HERO, TOTEM, MURKNOB, MURKNOB WITH BELCHA-BANNA



Even for Kruleboyz, Swampcalla Shamans are foul creatures. These spell-flingers have an innate connection to the mires they inhabit, which they channel into noisome spells of debilitation while brewing up vile elixirs to aid their green-skinned kin.

WARSCROLL

SWAMPCALLA SHAMAN

AND POT-GROT

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bogbark Staff	3"	2	3+	3+	-1	D3
Back-up Stabba	1"	2	4+	4+	-	1

A Swampcalla Shaman and Pot-grot is armed with a Bogbark Staff.

This unit is a WIZARD and can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

COMPANION: This Swampcalla Shaman is accompanied by a Pot-grot that attacks with its Back-up Stabba. The Pot-grot must remain within 1" of the Swampcalla Shaman. For rules purposes, the Swampcalla Shaman and Pot-grot are treated as a single model.

Poisons and Elixirs: Swampcalla Shamans brew up deadly poisons and disgusting but life-saving elixirs, which they distribute to their Kruleboyz mates to aid them in battle.

In your hero phase, if this unit is more than 3" from all enemy units, instead of attempting to cast any spells with this unit, you can say that they are brewing either a poison or an elixir. If you do so, pick 1 friendly **KRULEBOYZ ORRUK** unit wholly within 12" of this unit, more than 3" from all enemy units and that has at least 1 model within 3" of this unit to be given that poison or elixir. A unit that has been given a poison or elixir cannot be given another poison or elixir in the same hero phase.

If that unit is given a poison, until your next hero phase, when you use the Venom-encrusted Weapons allegiance ability for that unit, mortal wounds are caused on an unmodified roll of

5+ instead of 6. If that unit is given an elixir, add 1 to save rolls for that unit until your next hero phase.

Summon Boggy Mist: Raising their hands with a guttural belch, the Swampcalla transmutes the ground into marshland. As they do so, thick and foul-smelling swamp mists smother the field, distracting enemies and aiding the Kruleboyz in a stealthy advance.

Summon Boggy Mist is a spell that has a casting value of 7. If successfully cast, until your next hero phase, add 1 to charge rolls for friendly **KRULEBOYZ ORRUK** units on the battlefield and subtract 1 from charge rolls for other units on the battlefield.

KEYWORDS

DESTRUCTION, ORRUK WARCLANS, ORRUK, KRULEBOYZ, HERO, WIZARD, SWAMPCALLA SHAMAN, SWAMPCALLA SHAMAN AND POT-GROT



Gutrippaz form the slimy heart of the Kruleboyz. These mobs of spear-wielding greenskins are known for their vicious kunnin' and the spiteful amusement they find in laying low the enemy with their wicked, poisoned weapons.

WARSCROLL GUTRIPPAZ

MELEE WEAPONS

Wicked Stikka

Each model in a Gutrippaz unit is armed with a Wicked Stikka.

CHAMPION: 1 model in this unit can be a Gutrippa Boss. Add 1 to the Attacks characteristic of that model's Wicked Stikka.

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	2	4+	4+	-	1

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

At the start of the charge phase, if this unit is more than 3" from all enemy units, you can pick 1 enemy unit within 12" of this unit that is not a **HERO** or **MONSTER** and roll 2D6. Add 1 to the roll for every 5 models in this unit. If the roll is equal to or greater than the Bravery characteristic of that enemy unit, subtract 1 from hit rolls for attacks made by that enemy unit that target this unit until the end of that turn.

KEYWORDS

DESTRUCTION, ORRUK WARCLANS, ORRUK, KRULEBOYZ, GUTRIPPAZ



Mobs of Hobgrot Slittaz have often been witnessed accompanying the Kruleboy orruks to war. These malicious little brutes delight in eviscerating the foe with their slitta-knives and employing explosive devices pilfered from their duardin paymasters to blow unlucky enemies apart.

WARSCROLL

HOBGROT SLITTAZ

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sulphuric Scrap-grenades	8"	1	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slitta-knives	1"	2	4+	5+	-	1

Each model in a Hobgrot Slittaz unit is armed with Slitta-knives and Sulphuric Scrap-grenades.

CHAMPION: 1 model in this unit can be a Hobgrot Boss. Add 1 to the Attacks characteristic of that model's Slitta-knives.

STANDARD BEARER: 1 in every 10 models in this unit can be a Scrap Totem Bearer. You can re-roll battleshock tests for a unit that includes any Scrap Totem Bearers.

MUSICIAN: 1 in every 10 models in this unit can be a Noise-maker. This unit can run and still shoot later in the turn if it includes any Noise-makers.

Stab 'Em Good!: Hobgrot Slittaz are surprisingly dexterous and are able to wield two weapons extremely effectively (for grots).

If the unmodified hit roll for an attack made with Slitta-knives is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

KEYWORDS

DESTRUCTION, ORRUK WARCLANS, HOBGROT, KRULEBOYZ, HOBGROT SLITTAZ



The fiendish crossbows wielded by the Man-skewer Boltboyz are powerful enough to take down a charging grunta with one shot, while the poisons coating their projectiles induce spasming deaths that are highly entertaining to these cruel orruks.

WARSCROLL

MAN-SKEWER BOLTBOYZ

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Man-skewer Crossbow: Hasty Shot	12"	2	4+	3+	-1	2
Man-skewer Crossbow: Aimed Shot	24"	1	2+	3+	-1	2
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Jaggedy Blade	1"	2	4+	4+	-	1

Each model in a Man-skewer Boltboyz unit is armed with a Man-skewer Crossbow and Jaggedy Blade.

Pick 'Em Off: Boltboyz prefer to keep well away from the main battleline when possible, remaining stationary to fire carefully aimed shots at their enemies.

When this unit attacks with a Man-skewer Crossbow, use the Aimed Shot missile weapon characteristics if it did not make a normal move in the same turn and is more than 3" from all enemy units. Otherwise, use the Hasty Shot missile weapon characteristics.

KEYWORDS

DESTRUCTION, ORRUK WARCLANS, ORRUK, KRULEBOYZ, MAN-SKEWER BOLTBOYZ

KRULEBOYZ PITCHED BATTLE PROFILES

WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Gutrippaz	10	180	Battleline	
Killaboss with Stab-grot	1	140	Leader	Single
Killaboss on Great Gnashtoof	1	200	Leader	Single
Murknob with Belcha-banna	1	115	Leader	Single
Swampcalla Shaman and Pot-grot	1	125	Leader	Single
Hobgrot Slittaz	10	95		
Man-skewer Boltboyz	3	120		

KRULEBOYZ ALLEGIANCE ABILITIES

Venom-encrusted Weapons: *The weapons used by Kruleboyz are smeared with toxins extracted from poison sludge, venomous swamp creatures and the orruks' own spit, so the wounds they inflict quickly become infected.*

If the unmodified hit roll for an attack made by a **KRULEBOYZ ORRUK** model is 6, that attack causes a number of mortal wounds to the target equal to the weapon's Damage characteristic and the attack sequence ends (do not make a wound or save roll). This ability has no effect on attacks made by a mount.