



HEDKRAKKA, GOB OF GORK



The self-proclaimed Gob of Gork says he can hear the voice of Gorkamorka through his pet squig-snake. It was that same serpent that convinced Hedkrakka and his mates to seek out and kill the Beastgrave, though it has yet to reveal how.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wurrzog Staff	1"	4	4+	3+	-	D3
Fanged Maw	1"	2	4+	3+	-	1

DESCRIPTION

Hedkrakka, Gob of Gork, is a named character that is a single model. He is armed with a Wurrzog Staff.

COMPANION: Hedkrakka is accompanied by a Squiggly Snake that attacks with its Fanged Maw. For rules purposes, it is treated in the same manner as a mount.

ABILITIES

Gobby Mask: *Hedkrakka's special Wurrzog mask instils a primal dread in those who try to strike him.*

Subtract 1 from hit rolls for attacks made with melee weapons that target this model.

An Eye for Weakness: *The canny Hedkrakka has an equally uncanny ability to spot an enemy's weak point.*

In your hero phase, you can pick 1 enemy unit within 18" of this model and visible to them. Until your next hero phase, add 1 to hit rolls for attacks made by this model that target that unit. In addition, until your next hero phase, add 1 to hit rolls for attacks made by a friendly **HEDKRAKKA'S MADMOB** unit that target that unit.

Venomous Bite: *The retractable fangs of Hedkrakka's squiggly snake drip with a deadly toxin.*

If the unmodified hit roll for an attack made with a Fanged Maw is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound roll or save roll).

MAGIC

Hedkrakka is a **WIZARD**. He can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Bone Krusha spells.

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 that unit is within 6" of the caster, it suffers D6 mortal wounds. If that unit is more than 6" from and within 12" of the caster, it suffers D3 mortal wounds. If that unit is more than 12" from the caster, it suffers 1 mortal wound.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, BONEGRINZ, HERO, TOTEM, WIZARD, WURRGOG PROPHET, HEDKRAKKA

ORRUK WARCLANS WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Hedkrakka, Gob of Gork	1	1	220	Leader	Unique. These units must be taken as a set for a total of 220 points. Although taken as a set, each is a separate unit.
Hedkrakka's Madmob	3	3			



HEDKRAKKA'S MADMOB



Together, the claw-fisted Boss Toofdagga, the club-wielding Wallop da Skul and the arrowboy Dakko Sharp-stikka form the faithful entourage of the shaman Hedkrakka. These mad lads gladly follow their Wurrzog Prophet into the most dangerous wilds of Ghur.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stinga Bow	18"	2	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Paired Toofdaggas	1"	4	3+	4+	-	1
Big Chompa	1"	2	4+	3+	-	2
Bone Shiv	1"	1	4+	4+	-	1

DESCRIPTION

Hedkrakka's Madmob is a unit that has 3 models. Toofdagga is armed with Paired Toofdaggas; Wallop da Skul is armed with a Big Chompa; and Dakko Sharp-Stikka is armed with a Stinga Bow and Bone Shiv.

ABILITIES

Primal Surge: *Hedkrakka's Madmob ride the wave of Waaagh! energy that courses through their veins as they crash into the enemy.*

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

Da Mad Mob: *Hedkrakka's Madmob will fight fanatically to protect the Wurrzog Prophet from harm.*

Roll a dice before you allocate a wound or mortal wound to a friendly **HEDKRAKKA** within 3" of this unit. On a 4+, you must allocate that wound or mortal wound to this unit instead.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, BONEGRINZ, HEDKRAKKA'S MADMOB

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