

WARHAMMER AGE OF SIGMAR



GRAND ALLIANCE

DESTRUCTION



WARHAMMER AGE OF SIGMAR

From the maelstrom of a sundered world, the Eight Realms were born. The formless and the divine exploded into life. Strange, new worlds appeared in the firmament, each one gilded with spirits, gods and men. Noblest of the gods was Sigmar. For years beyond reckoning he illuminated the realms, wreathed in light and majesty as he carved out his reign. His strength was the power of thunder. His wisdom was infinite. Mortal and immortal alike kneeled before his lofty throne. Great empires rose and, for a while, treachery was banished. Sigmar claimed the land and sky as his own and ruled over a glorious age of myth.

But cruelty is tenacious. As had been foreseen, the great alliance of gods and men tore itself apart. Myth and legend crumbled into Chaos. Darkness flooded the realms. Torture, slavery and fear replaced the glory that came before. Sigmar turned his back on the mortal kingdoms, disgusted by their fate. He fixed his gaze instead on the remains of the world he had lost long ago, brooding over its charred core, searching endlessly for a sign of hope. And then, in the dark heat of his rage, he caught a glimpse of something magnificent. He pictured a weapon born of the heavens. A beacon powerful enough to pierce the endless night. An army hewn from everything he had lost. Sigmar set his artisans to work and for long ages they toiled, striving to harness the power of the stars. As Sigmar's great work neared completion, he turned back to the realms and saw that the dominion of Chaos was almost complete. The hour for vengeance had come. Finally, with lightning blazing across his brow, he stepped forth to unleash his creation.

The Age of Sigmar had begun.

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DESIGNED BY GAMES WORKSHOP IN NOTTINGHAM

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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

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

Printed by C&C, in China.

games-workshop.com



HOW TO USE THIS BOOK

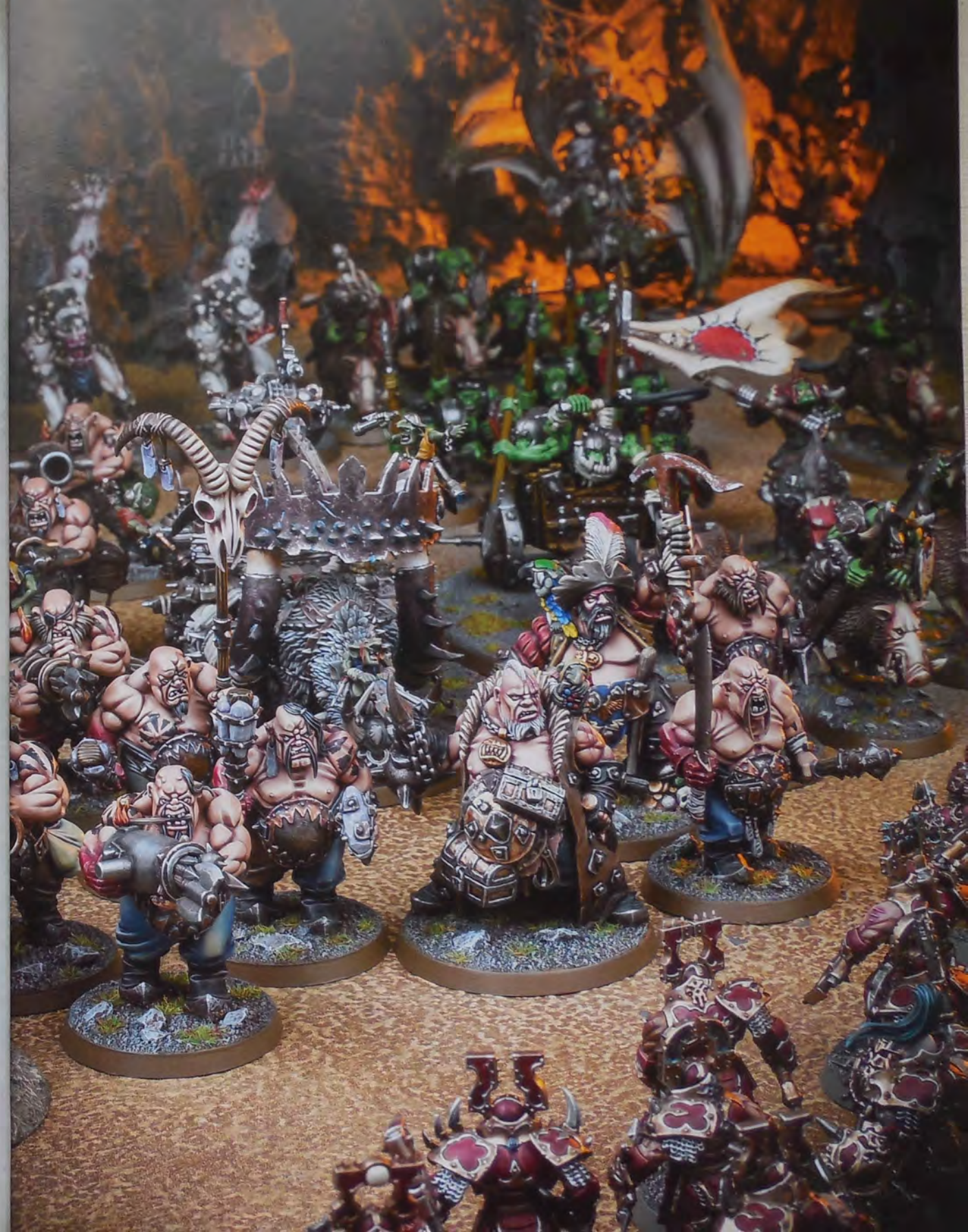
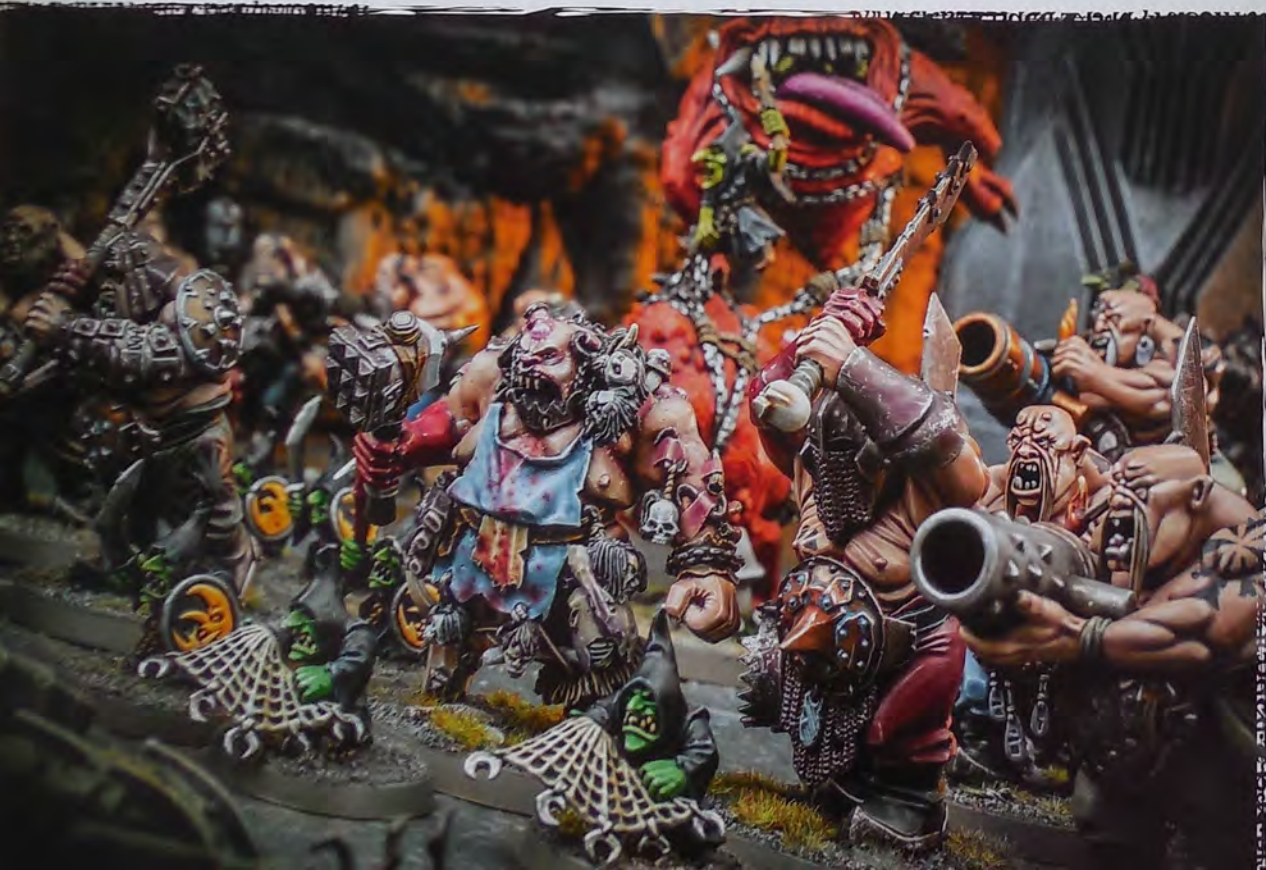
Savage creatures and races abound within the Mortal Realms. Mobs of orruks rage across the lands wreaking havoc, brutish ogors form vast nomadic armies in their endless hunt for food, and foul troggoths, towering gargants and wicked grots emerge from the wilds eager to tear down civilisation.

Grand Alliance: Destruction details the many different factions that make up the monstrous armies indigenous to the Mortal Realms. From teeming clans of brutal orruks and nasty grots to ground-shaking hordes of ravenous ogors and reeking troggoths, the armies of destruction infest every corner of the realms. This book explores the violent background and character of each faction, showing how they muster for war, what drives their clans, tribes and packs to battle, and how they

have carved out their place within the Mortal Realms. The information in this tome will provide you with an in-world context for your collection of Citadel Miniatures, and it will also show you how to marshal an army of beasts and monsters ready to smash, rend and stomp anything foolish enough to stand in its way.

Within the pages of this book you will find an extensive range of warscrolls covering the units and characters

available at the dawn of the Age of Sigmar to collectors of the myriad and deadly forces of Destruction. You will also find a number of sample armies that show you how the various factions of these bestial armies might form up for war, such as the wild and reckless Split-Toof Boyz or the gluttonous Golden Horde of the Gutlord. So muster the lumbering beasts of the badlands, bellow war cries to the savage god Gorkamorka, and prepare to unleash destruction!



WARSCROLLS

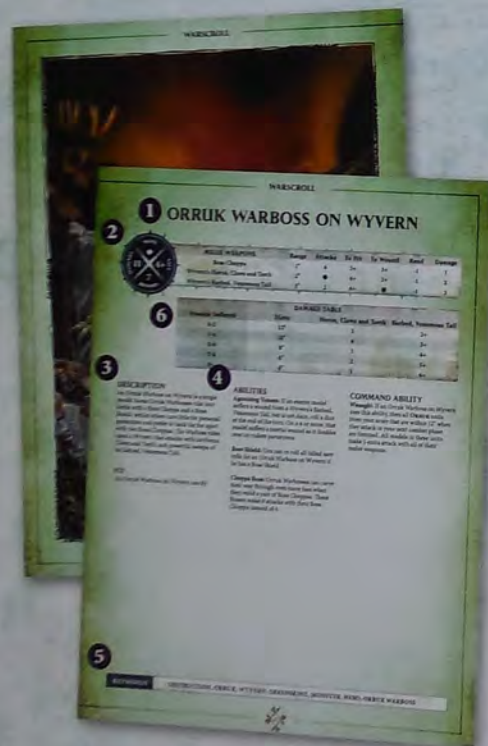
The warriors and creatures that battle in the Mortal Realms are incredibly diverse, each one fighting with their own unique weapons and combat abilities. To represent this, every model has a warscroll that lists the characteristics, weapons and abilities that apply to the model.

Every Citadel Miniature in the Warhammer range has its own warscroll, which provides you with all of the information needed to use that model in a game of Warhammer Age of Sigmar. This means that you can use any Citadel Miniatures in your collection as part of an army as long as you have the right warscrolls.

When fighting a battle, simply refer to the warscrolls for the models you are using. Warscrolls for all of the other models in the Warhammer Age of Sigmar range are available from Games Workshop. Just visit our website at games-workshop.com for more information on how to obtain them.

The key below explains what you will find on a warscroll, and the Warhammer Age of Sigmar rules sheet explains how this information is used in a game. The warscroll also includes a picture of a unit of the models that the warscroll describes, and a short piece of text explaining the background for the models and how they fight.

- Title:** The name of the model that the warscroll describes.
- Characteristics:** This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.
- Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
- Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.
- Damage Table:** Some models have a damage table that is used to determine one or more of the model's characteristics. Look up the number of wounds the model has suffered to find the value of the characteristic in question.



HINTS & TIPS

Modifiers: Many warscrolls include modifiers that can affect characteristics. For example, a rule might add 1 to the Move characteristic of a model, or subtract 1 from the result of a hit roll. Modifiers are cumulative.

Random Values: Sometimes, the Move or weapon characteristics on a warscroll will have random values. For example, the Move characteristic for a model might be 2D6 (two dice rolls added together), whereas the Attacks characteristic of a weapon might be D6.

When a unit with a random Move characteristic is selected to move in the movement phase, roll the indicated number of dice. The total of the dice rolled is the Move characteristic for all models in the unit for the duration of that movement phase.

Generate any random values for a weapon (except Damage) each time it is chosen as the weapon for an attack.

Roll once and apply the result to all such weapons being used in the attack. The result applies for the rest of that phase. For Damage, generate a value for each weapon that inflicts damage.

When to Use Abilities: Abilities that are used at the start of a phase must be carried out before any other actions. By the same token, abilities used at the end of the phase are carried out after all normal activities for the phase are complete.

If you can use several abilities at the same time, you can decide in which order they are used. If both players can carry out abilities at the same time, the player whose turn is taking place uses their abilities first.

Save of '-': Some models have a Save of '-'. This means that they automatically fail all save rolls (do not make the roll, even if modifiers apply).

Keywords: Keywords are sometimes linked to (or tagged) by a rule. For example, a rule might say that it applies to 'all MOONCLAN GROTS'. This means that it would apply to models that have the Moonclan and Grots keywords on their warscroll.

Keywords can also be a useful way to decide which models to include in an army. For example, if you want to field a Moonclan army, just use models that have the Moonclan keyword.

Minimum Range: Some weapons have a minimum range. For example '6"-48"'. The weapon cannot shoot at an enemy unit that is within the minimum range.

Weapons: Some models can be armed with two identical weapons. When the model attacks with these weapons, do not double the number of attacks that the weapons make; usually, the model gets an additional ability instead.



GREENSKINZ

As a race, greenskins are almost as varied in appearance as they are widespread. To many, however, the word is synonymous with the numberless hordes of orruks that rampage across the Mortal Realms in a tide of unrestrained violence, smashing, kicking and chopping apart everything in their path.

Brutal and cunning, orruks are never as happy as when they are at war. Their warclans descend upon the peoples of the realms in an avalanche of hulking warriors eager for the joyous anarchy of battle. In the lead of each tribe is a huge warboss wielding the best weapons and armour they can get their meaty paws on. Whether on foot, mounted upon a war boar or riding a terrifying wyvern, the boss is usually the first into the fray.

No less deadly than the bosses are the shamans, who can call upon the destructive power of the Waaagh!.

As battle draws near, these half-mad wizards become so charged with energy that they must expel it, often with spectacular and deadly results. Gigantic feet descend from the sky to crush hapless warriors, and storms of glowing fists punch enemies into bloody paste.

In the shadow of the warboss and shamans come teeming mobs of boys. Whether slogging it on foot, clinging to the backs of ferocious boars or gripping the rails of crude chariots, they charge forward en masse, waving their choppas and roaring their battle-lust.

Kingdoms fall and entire races are crushed in the face of the destruction wrought by the orruks. They care little for grand strategy or the expanding of empires, living only in the ruins left by their latest victims until they get wind of another scrap in the offing. Indeed, the Mortal Realms are littered with the orruks' savage handiwork; countless ramshackle effigies of Gorkamorka – thrown together out of scrap, dung and stone – stand sentinel over ruined fortresses, flattened cities and toppled monuments where civilisation once thrived.



DAKRUG'S GREAT GREEN FIST

Stomping about like they own the place, Dakrug's boys thunder into battle screaming their lungs out and waving their choppas like their lives depend on it. Above, Dakrug bellows orders, usually telling his boys just how he'll rip their faces off if they don't get stuck in and start kicking some heads.

Dakrug is a nasty piece of work. For years he bashed his way through his clan until he was the big boss, and since that time, he has turned his attentions to smashing up the realms. His Great Green Fist is made up of the hardest

boys he can find, and like him, they love wrecking stuff. Chariots and boars chase stuff down, while mobs of orruks batter enemy formations. Dakrug even has a few shamans that fling about glowy green magic to make things even

more explosive. Special foes, like heroic champions and generals, however, are reserved for Dakrug and his wyvern Bloodeye. These unfortunate warriors end their days as another skull on Dakrug's belt.



ORRUK WARBOSS ON WYVERN



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Boss Choppa	1"	6	3+	3+	-1	1
Wyvern's Horns, Claws and Teeth	2"	☼	4+	3+	-1	2
Wyvern's Barbed, Venomous Tail	3"	2	4+	☼	-1	3

DAMAGE TABLE

Wounds Suffered	Move	Horns, Claws and Teeth	Barbed, Venomous Tail
0-2	12"	5	2+
3-4	10"	4	3+
5-6	8"	3	4+
7-8	6"	2	5+
9+	4"	1	6+

DESCRIPTION

An Orruk Warboss on Wyvern is a single model. Some Orruk Warbosses ride into battle with a Boss Choppa and a Boss Shield, whilst others care little for personal protection and prefer to hack the foe apart with two Boss Choppas. The Warboss rides upon a Wyvern that attacks with its Horns, Claws and Teeth, and powerful sweeps of its Barbed, Venomous Tail.

FLY

An Orruk Warboss on Wyvern can fly.

ABILITIES

Agonising Venom: If an enemy model suffers a wound from a Wyvern's Barbed, Venomous Tail, but is not slain, roll a dice at the end of the turn. On a 4 or more, that model suffers a mortal wound as it doubles over in violent paroxysms.

Boss Shield: You can re-roll all failed save rolls for an Orruk Warboss on Wyvern if he has a Boss Shield.

Choppa Boss: Orruk Warbosses can carve their way through even more foes when they wield a pair of Boss Choppas. These Bosses make 8 attacks with their Boss Choppa instead of 6.

COMMAND ABILITY

Waaagh!: If an Orruk Warboss on Wyvern uses this ability, then all **ORRUK** units from your army that are within 12" when they attack in your next combat phase are frenzied. All models in these units make 1 extra attack with all of their melee weapons.

KEYWORDS

DESTRUCTION, ORRUK, WYVERN, GREENSKINZ, MONSTER, HERO, ORRUK WARBOSS



ORRUK WARBOSS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boss Choppa	1"	6	3+	3+	-1	1
Massive Choppa	1"	3	4+	3+	-2	D3
Great Waaagh! Banner	2"	4	4+	4+	-	1
War Boar's Tusks	1"	2	4+	4+	-	1

DESCRIPTION

An Orruk Warboss is a single model. Some Orruk Warbosses are armed with a Boss Choppa and a Boss Shield, while others wield a pair of Boss Choppas. Some instead enter battle with a single Massive Choppa or a Great Waaagh! Banner.

WAR BOAR

Some Orruk Warbosses ride to battle on War Boars; these models have Move 9" instead of 5" and gain the War Boar's Tusks attack.

ABILITIES

Choppa Boss: Orruk Warbosses can carve their way through even more foes when they wield a pair of Boss Choppas. These Bosses make 8 attacks instead of 6.

Great Waaagh! Banner: An Orruk Warboss with a Great Waaagh! Banner gains the **TOTEM** keyword. You can re-roll all wound rolls of 1 for **ORRUK** units from your army that are within 16" of a Great Waaagh! Banner when they attack in the combat phase.

Boss Shield: You can re-roll all failed save rolls for an Orruk Warboss with a Boss Shield.

COMMAND ABILITY

Waaagh!: If an Orruk Warboss uses this ability, then all **ORRUK** units from your army that are within 12" when they attack in your next combat phase are frenzied. All models in these units make 1 extra attack with all of their melee weapons.

KEYWORDS

DESTRUCTION, ORRUK, GREENSKINZ, HERO, ORRUK WARBOSS



ORRUK GREAT SHAMAN



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Totemic Staff	2"	1	4+	3+	-	D3
War Boar's Tusks	1"	2	4+	4+	-	1

DESCRIPTION

An Orruk Great Shaman is a single model. It is armed with a Totemic Staff.

WAR BOAR

Some Orruk Great Shamans ride to battle on War Boars; these models have Move 9" instead of 5" and gain the War Boar's Tusks attack.

ABILITIES

Waaagh! Energy: Add 1 to casting rolls made by an Orruk Great Shaman that is within 8" of 20 or more **ORRUK** models.

MAGIC

An Orruk Great Shaman is a wizard. It can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. An Orruk Great Shaman knows the Arcane Bolt, Mystic Shield and Gaze of Mork spells.

GAZE OF MORK

As the Shaman chants and thrusts its head forward, beams of green energy blast outwards to smash into its victims. Gaze of Mork has a casting value of 6. If successfully cast, select up to 3 visible enemy units within 20". Roll a dice for each unit chosen; on a 1 it escapes unharmed, on a 2-5 it suffers 1 mortal wound, and on a 6 it suffers D3 mortal wounds.

KEYWORDS

DESTRUCTION, ORRUK, GREENSKINZ, HERO, WIZARD, ORRUK GREAT SHAMAN

ORRUKS



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
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Orruk Bow	18"	1	5+	4+	-	1
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MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
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Choppa	1"	1	4+	4+	-1	1
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Pigstikka Spear	2"	1	4+	4+	-	1
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Cutta	1"	1	4+	5+	-	1
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DESCRIPTION

A unit of Orruks has 10 or more models. Most units of Orruks are armed either with Choppas or Pigstikka Spears, and carry Waaagh! Shields. Some units of Orruks are instead armed with a pair of Choppas. A few units are instead armed with Orruk Bows to shoot the enemy, and Cuttas for when things close and personal.

ORRUK BOSS

The leader of this unit is an Orruk Boss. An Orruk Boss makes 2 attacks rather than 1.

WAAAGH! DRUMMER

Models in this unit may be Waaagh! Drummers. You can add 2 to the charge rolls of a unit that includes any Waaagh! Drummers.

STANDARD BEARER

Models in this unit may be Standard Bearers. Standard Bearers can carry either an Orruk Banner or a Skull Icon.

ABILITIES

Orruk Banner: You can add 2 to the Bravery of all models in a unit that includes any Orruk Banners as long as there is an enemy model within 3" of the unit.

Skull Icon: If a model flees from a unit that includes any Skull Icons, roll a dice; on a 6 the Icon Bearer thumps some courage back into the cowardly Orruk – it returns to the fight and doesn't flee.

Choppas: Wielding two weapons gives an Orruk a better chance of landing a blow. You can re-roll hit rolls of 1 for a model attacking with two Choppas.

Mob Rule: Orruks make 1 extra attack with their melee weapons if their unit has 20 or more models.

Waaagh! Shield: You can re-roll save rolls for a unit with Waaagh! Shields in the combat phase.

Ready Boyz! Aim! Fire! You can add 1 to the hits rolls of Orruk Bows if the unit using them is more than 3" away from any enemy units, and did not move in the preceding movement phase.

KEYWORDS

DESTRUCTION, ORRUK, GREENSKINZ, ORRUKS



ORRUK BOARBOYS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Choppa	1"	1	4+	4+	-1	1
Pigstikka Spear	2"	1	4+	4+	-	1
War Boar's Tusks	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Orruk Boarboys has 5 or more models. Units are armed with either Choppas or Pigstikka Spears, and carry Tusker Shields. They ride upon foul-tempered War Boars that gore the foe with their sharp Tusks.

ORRUK BOARBOY BOSS

The leader of this unit is an Orruk Boarboy Boss. An Orruk Boarboy Boss makes 2 attacks rather than 1 with its Choppa or Pigstikka Spear.

GLYPH BEARER

Models in this unit may be Glyph Bearers. You can add 2 to the Bravery of all models in a unit that includes any Glyph Bearers as long as there is an enemy model within 3" of the unit.

WAAAGH! HORNS

Models in this unit may carry Waaagh! Horns. You can add 2 to the charge rolls of a unit that includes any Waaagh! Horns.

ABILITIES

Tusker Charge: You can re-roll failed wound rolls when attacking with a War Boar's Tusks if its unit charged in the same turn.

Tusker Shield: You can re-roll save rolls for a unit with Tusker Shields in the combat phase.

KEYWORDS

DESTRUCTION, ORRUK, GREENSKINZ, ORRUK BOARBOYS



ORRUK BOAR CHARIOTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Pigstikka Spears	2"	2	4+	4+	-	1
War Boars' Tusks	1"	4	4+	4+	-	1

DESCRIPTION

A unit of Orruk Boar Chariots can have any number of models. Each chariot has a Crew of Orruks armed with Pigstikka Spears. The ramshackle chariots have Scythed Wheels and are drawn into battle by War Boars that bite and gore the foe with their sharp Tusks.

ABILITIES

Scythed Wheels: Roll a dice after an Orruk Boar Chariot has successfully charged during its turn: on a 4 or more it inflicts D3 mortal wounds on an enemy unit within 1".

Tusker Charge: You can re-roll failed wound rolls when attacking with a War Boar's Tusks if its unit charged in the same turn.

KEYWORDS

DESTRUCTION, ORRUK, GREENSKINZ, ORRUK BOAR CHARIOTS



IRONJAWZ

Crashing, clanking steel and guttural bellows announce the arrival of the Ironjaw warclans. Bigger than any other type of orruk, these warriors loom over their enemies, all thick iron armour and aggression. As members of a race who believe might makes right, the Ironjawz are the top of the pile.

Ironjawz are the toughest and meanest orruks around, and they know it. Any other greenskin that looks at them sideways – or any other ways for that matter – is asking for trouble. The mere sight of an Ironjaw warrior wading into combat is enough to send some enemies running, especially if they have seen what the hulking brutes can do with a bit of sharpened iron and a measure of oversized muscle. It is a well-known fact among the greenskins that the more an orruk fights, the bigger he gets, something never so true as in the brutal armies of the Ironjawz. They lord it over all other orruks, going

about smashing in faces and stomping on heads just so no one forgets how hard they are.

Years of battle and blood across the ages have seen the Ironjawz rise to become the de facto leaders of all orruk-kind. Greenskins respect strength above all else; after all, if someone can snap your neck, then that orruk is worth following about, if for no other reason that to watch him snap people's necks. This is a simple fact of orruk life: grots kick about snotlings, big orruks kick about smaller orruks, and Ironjawz kick about everyone.

Where massed mobs of greenskins gather, the Ironjawz will be there, their huge muscle-bound bosses wading through knots of scrapping boys to crack skulls and get them ready for proper fighting. Their favoured place is at the front of any attack, where their sheer bulk and hefty choppas can cause the most carnage. In most battles, the Ironjawz bash ragged holes in the enemy lines, pulverising and dismembering foes. As the Ironjawz charge ahead, looking for more things to fight, the rest of the greenskin army follows behind, eager to add to the violent mayhem.



Among the largest Ironjaw warriors are the Megabosses. Veterans of countless brutal melees, they radiate violence from their bruised knuckles to the nick-covered edges of their massive choppas. Other orruks know better than to mess with a Megaboss, unless they feel they are missing some broken bones and ruptured organs. As the hardest of the Ironjawz, they ride about on equally belligerent beasts known as Maw-krushas, which barrel across the battlefield crushing everything in reach.

Staggering into battle next to the Megabosses are the Weirdnobs and Warchanters. Potent shamans, the Weirdnobs channel the power of the Waaagh! to devastating effect, flattening their enemies under gigantic green feet or caving in their faces with crackling fists. Warchanters are the heralds of the warclans, and keep the thumping

tempo of battle with their Gorkstikks and Morkstikks, calling ever more orruks to war.

The combined might of an Ironjaw warclan is terrible to behold. These brutal armies are organised by Ironjaw bosses into 'fists', each one usually made up of five mobs. For Ironjawz, this is the perfect number of mobs to give an enemy a good bashing, and only partially has to do with the fact that most orruks can't count higher than five. Among these fists, thundering mobs of Gore-gruntas barrel into the fray. Plate-clad orruks clinging to the backs of huge porcine predators, they stampede across the battlefield. Enemies not hacked apart by the Ironjawz are devoured by their mounts. Charging in the wake of the gruntas are the Brutes. Carrying huge choppas that they wield with awesome strength,

Brutes smash their enemies into bloody ruin. Return blows, meanwhile, spark and screech harmlessly off the Brutes' thick armour, and serve only to draw the orruks' attention to their next kill.

Then there are the fists of Ardboys. Drawn from other breeds of orruk, they have proven their worth to the Ironjawz with savagery and strength in battle. Clad in forged plate and wielding keen-edged weapons, they wade into combat seeking to emulate their larger kin.

As the Storm of Sigmar rolls out across the Realms, the Ironjawz bellow and bash their way toward ascendancy. And, at the zenith of their brutal empire stands Gordrakk, the Fist of Gork, a bestial warrior without peer that stands ready to call Gorkamorka back to the Mortal Realms and usher in the next Great Waaagh!.



GORDRAKK, THE FIST OF GORK



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Innard-bursting Bellow		8"	1	2+	3+	-1	D6
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Smasha		1"	5	2+	3+	-1	2
Kunnin'		1"	5	2+	3+	-	1
Bigteef's Mighty Fists		1"	5	☼	3+	-2	3
Bigteef's Bladed Tail		1"	3	4+	3+	-1	1

DAMAGE TABLE			
Wounds Suffered	Move	Mighty Fists	Destructive Bulk
0-3	12"	2+	8 dice
4-6	10"	3+	7 dice
7-9	8"	4+	6 dice
10-12	6"	5+	5 dice
13+	4"	6+	4 dice

DESCRIPTION

Gordrakk, the Fist of Gork, is a single model. Gordrakk is armed with two axes, one called Smasha and the other Kunnin'. He rides into battle on the back of a huge Maw-krusha called Bigteef, who batters opponents with his Mighty Fists, flattens them with his Destructive Bulk, and smashes them with his Bladed Tail. Even his Innard-bursting Bellow can kill foes!

FLY

Bigteef can fly.

ABILITIES

Smasha: Smasha is filled with the brutal power of Gork, making it especially lethal to enemy champions. Wound rolls of 6 or more inflict D3 mortal wounds if the target is a **HERO** instead of their normal damage.

Kunnin': Kunnin' is filled with the kunnin' power of Mork, and it seeks out enemy wizards to slay. Wound rolls of 4 or more inflict D3 mortal wounds if the target is a **WIZARD** instead of their normal damage.

Strength from Victory: The more fights a Megaboss wins, the stronger they become. If Gordrakk makes an attack with Smasha or Kunnin' that slays an enemy **HERO**, add 1 to his Wounds characteristic and to the Attacks characteristic of the weapon that inflicted the killing wound.

Destructive Bulk: After Bigteef completes a charge move, pick an enemy unit within 1" and roll the number of dice shown for his Destructive Bulk on the damage table above; the enemy unit suffers 1 mortal wound for each roll of 4 or more.

On the Rampage: If the wounds inflicted by Bigteef's Destructive Bulk attack mean that there are no enemy models left within 3" of him, then he can immediately make another charge move (and can make another Destructive Bulk attack after the move if the charge is successfully carried out). Bigteef can make any number of charge moves like this in a single turn, so long as each one results in all enemy models within 3" being slain.

COMMAND ABILITY

Voice of Gork: Gordrakk's bellow carries the elemental force of his brutal god, and inspires his forces to surge into the enemy, hacking, bludgeoning and stomping with abandon. Once per battle, in your hero phase, you can pick a **DESTRUCTION** unit that is within 20" of Gordrakk. In the following charge phase, that unit can declare a charge if it is within 18" of the enemy, and you can roll three dice to determine the distance it can charge. In addition, the unit makes 2 extra attacks with each of its melee weapons in the following combat phase. If the unit you chose is part of a warscroll battalion, then these benefits also apply to all other units from the battalion.

KEYWORDS

DESTRUCTION, ORRUK, MAW-KRUSHA, IRONJAWZ, MONSTER, HERO, MEGABOSS, GORDRAKK

MEGABOSS ON MAW-KRUSHA



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Innard-bursting Bellow		8"	1	2+	3+	-1	D6
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Boss Gore-hacka		2"	3	3+	3+	-1	2
Scrap-tooth		1"	4	3+	3+	-	1
Choppa		1"	4	3+	3+	-1	2
Rip-tooth Fist		1"	1	4+	3+	-2	D3
Maw-krusha's Mighty Fists		1"	4	☀	3+	-2	3
Maw-krusha's Bladed Tail		1"	D3	4+	3+	-1	1

DAMAGE TABLE			
Wounds Suffered	Move	Mighty Fists	Destructive Bulk
0-3	12"	2+	8 dice
4-6	10"	3+	7 dice
7-9	8"	4+	6 dice
10-12	6"	5+	5 dice
13+	4"	6+	4 dice

DESCRIPTION

A Megaboss on Maw-krusha is a single model. The Megaboss rides on the Maw-krusha's back, and is armed with a Boss Gore-hacka and a Scrap-tooth or a Choppa and a Rip-tooth Fist. The Maw-krusha can batter opponents with its Mighty Fists, flatten them with its Destructive Bulk, or smash them with its Bladed Tail, while its Innard-bursting Bellow can kill foes from afar.

FLY

A Maw-krusha can fly.

ABILITIES

Strength from Victory: The more fights a Megaboss wins, the stronger they become. If a Megaboss makes an attack with their Boss Gore-hacka, Scrap-tooth, Choppa or Rip-tooth Fist that slays an enemy **HERO**, add 1 to their Wounds characteristic and to the Attacks characteristic of the weapon that inflicted the killing wound.

Destructive Bulk: After a Maw-krusha completes a charge move, pick an enemy unit within 1" and roll the number of dice shown for the Maw-krusha's Destructive Bulk on the damage table above; the enemy unit suffers 1 mortal wound for each roll of 4 or more.

On the Rampage: If the wounds inflicted by a Maw-krusha's Destructive Bulk attack mean that there are no enemy models left within 3" of it, then it can immediately make another charge move (and can make another Destructive Bulk attack after the move if the charge is successfully carried out). A Maw-krusha can make any number of charge moves like this in a single turn, so long as each one results in all enemy models within 3" being slain.

COMMAND ABILITY

Mighty Waaagh!: If a Megaboss on Maw-krusha uses this ability, count up the number of **IRONJAWZ** units within 15" of them at the start of the combat phase of the turn, and roll a dice. If the roll is less than or equal to the number of units, then this model and all models in those units make 1 extra attack with each of their melee weapons in that combat phase. If the roll is a 6, and there are at least 6 **IRONJAWZ** units within 15" of this model, then make 2 extra attacks rather than 1.

KEYWORDS

DESTRUCTION, ORRUK, MAW-KRUSHA, IRONJAWZ, MONSTER, HERO, MEGABOSS



ORRUK MEGABOSS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boss Choppa	1"	6	3+	3+	-1	2
Rip-tooth Fist	1"	2	5+	3+	-2	D3

DESCRIPTION

An Orruk Megaboss is a single model. They enter battle armed with a huge Boss Choppa in one hand, while their other hand is sheathed in a Rip-tooth Fist made of heavy iron.

ABILITIES

Go on Ladz, Get Stuck In!: An Orruk Megaboss can use a well-placed kick or thump to inspire the boys under their command to fight that little bit harder.

You can re-roll hit rolls of 1 for friendly units of **BRUTES** that are within 5" of this model when they make their attacks in the combat phase.

Strength from Victory: The more fights a Megaboss wins, the stronger they become. If a Megaboss makes an attack that slays an enemy **HERO**, add 1 to their Wounds characteristic and to the Attacks characteristic of their Boss Choppa.

COMMAND ABILITY

Waaagh!: If a Megaboss uses this ability, count up the number of **IRONJAWZ** units within 10" of them at the start of the combat phase of the turn, and roll a dice. If the roll is less than or equal to the number of units, then this model and all models in those units make 1 extra attack with their melee weapons in that combat phase. If the roll is 6 or more, and there are at least 6 **IRONJAWZ** units within 10" of this model, then make 2 extra attacks rather than 1.

KEYWORDS

DESTRUCTION, ORRUK, IRONJAWZ, HERO, MEGABOSS



ORRUK WARCHANTER



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gorkstikk and Morkstikk	1"	4	3+	4+	-	1

DESCRIPTION

An Orruk Warchanter is a single model. They smash out rhythms on the skulls of their foes, hitting them with a Gorkstikk in one hand and a Morkstikk in the other.

ABILITIES

Warchanter's Beat: Each time you make a hit roll of 6 for a Warchanter's Gorkstikk and Morkstikk, you can make one additional attack with the weapon.

Frenzy of Violence: Pick one **IRONJAWZ** unit that is within 10" of the Warchanter in your hero phase. You can add 1 to all hit rolls made for that unit in the following combat phase.

KEYWORDS

DESTRUCTION, ORRUK, IRONJAWZ, HERO, TOTEM, WARCHANTER





ORRUK WEIRDNOB SHAMAN



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Waaagh! Staff	1"	D3	4+	3+	-1	D3

DESCRIPTION

An Orruk Weirdnob Shaman is a single model. They are armed with a Waaagh! Staff.

ABILITIES

Power of the Waaagh! Add 1 to a Weirdnob Shaman's casting or unbinding rolls if there are 10 or more **ORRUK** models within 10". Add 2 to the roll instead if there are 20 or more **ORRUK** models within 10". However, if the casting or unbinding roll

was a double, then the closest **ORRUK** unit within 10" suffers D3 mortal wounds.

MAGIC

A Weirdnob Shaman is a wizard. They can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. They know the Arcane Bolt, Mystic Shield, Green Puke and Foot of Gork spells.

Green Puke: Green Puke has a casting value of 8. Draw a straight line 2D6" long from the mouth of the Shaman. Each enemy unit crossed by the line suffers D3 mortal wounds.

Foot of Gork: Foot of Gork has a casting value of 10. If successfully cast, inflict D6 mortal wounds on a unit within 18". Then roll a dice – on a 4 or more Gork stomps again: resolve another D6 mortal wounds on an eligible unit. Gork keeps on stamping until you fail to roll a 4 or more.

KEYWORDS

DESTRUCTION, ORRUK, IRONJAWZ, HERO, WIZARD, WEIRDNOB SHAMAN



ORRUK BRUTES



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Two Brute Choppas	1"	4	3+	3+	-1	1
Jagged Gore-hacka	2"	3	3+	3+	-1	1
Gore-choppa	2"	3	4+	3+	-1	D3
Boss Choppa	1"	3	3+	3+	-1	2
Boss Klaw	1"	1	4+	3+	-1	2
Brute Smasha	1"	2	4+	3+	-2	D3

DESCRIPTION

A unit of Orruk Brutes has five or more models. Some units of Orruk Brutes are armed with two Brute Choppas, while others prefer to use double-handed Jagged Gore-hackas. In either case, 1 in every 5 models may instead be armed with a massive Gore-choppa.

BRUTE BOSS

The leader of this unit is a Brute Boss, armed with a Boss Choppa or a Boss Klaw and a Brute Smasha.

ABILITIES

Duff Up da Big Thing: You can re-roll failed hit rolls for an Orruk Brute if the target has a Wounds characteristic of 4 or more.

Da Grab an' Bash: When you make attacks for a Brute Boss armed with a Boss Klaw and Brute Smasha, roll to hit with the Boss Klaw first. If it scores any hits, then a model from the target unit has been grabbed by the Klaw, and the Brute Smasha hits automatically as long as it is used to attack the same target unit.

KEYWORDS

DESTRUCTION, ORRUK, IRONJAWZ, BRUTES



ORRUK GORE-GRUNTAS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pig-iron Choppa	1"	3	3+	3+	-1	1
Jagged Gore-hacka	2"	3	4+	3+	-1	1
Fanged Maw and Hooves	1"	4	4+	4+	-	1

DESCRIPTION

A unit of Orruk Gore-gruntas has three or more models. The riders of some units of Gore-gruntas are armed with Pig-iron Choppas, while others carry Jagged Gore-hackas. Their mounts tear at the enemy with their Fanged Maws and Hooves.

GORE-GRUNTA BOSS

The leader of this unit is a Gore-grunta Boss. They make 4 attacks rather than 3.

ABILITIES

Gore-grunta Charge: Even by the destructive standards of the Ironjawz, a Gore-grunta charge is horrific to behold, enemy units vanishing under a roaring, grunting mass. However, a grunta needs a bit of a run-up to really get going! When you declare a charge with a unit of Gore-gruntas, measure the distance to the nearest enemy unit. If the distance is 8" or more and the charge is successful, the gruntas' Fanged Maw and Hooves attacks inflict D3 Damage rather than 1.

KEYWORDS

DESTRUCTION, ORRUK, IRONJAWZ, GORE-GRUNTAS



ORRUK ARDBOYS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Orruk-forged Choppa or Smasha	1"	2	4+	3+	-	1
Orruk-forged Choppas and Smashas	1"	3	4+	3+	-	1
Orruk-forged Big Choppa	1"	2	4+	3+	-1	1

DESCRIPTION

A unit of Ardboys has 10 or more models. Each unit is armed with an array of weapons; some of the boys carry Orruk-forged Choppas and Smashas, while others wield Orruk-forged Big Choppas. Some of the boys may instead carry a single Orruk-forged Choppa or Smasha and an Orruk-forged Shield.

ARDBOY BOSS

The leader of this unit is an Ardboy Boss. Add 1 to all of their hit rolls.

WAAAGH! DRUMMER

Models in this unit may be Waaagh! Drummers. Add 2 to charge rolls for a unit that includes any Waaagh! Drummers.

STANDARD BEARER

Models in this unit may be Standard Bearers. Standard Bearers can carry either an Orruk Banner or an Icon of Gork.

ABILITIES

Orruk Banner: You can add 2 to the Bravery of all models in a unit that

includes any Orruk Banners, as long as the enemy are within 3" of the unit.

Icon of Gork: If a model flees from a unit that includes any of these Icons, roll a dice; on a 6 the Standard Bearer thumps the cowardly orruk – they return to the fight and don't flee.

Orruk-forged Shields: Roll a dice before allocating a wound to a model with an Orruk-forged Shield. On a roll of 6 the wound is ignored.

KEYWORDS

DESTRUCTION, ORRUK, IRONJAWZ, ARDBOYS

BONESPLITTERZ

The Bonesplitterz are tattoo-covered savages, who bellow their devotion to Gorkamorka as they sprint headlong into battle. Led by mysterious and magical shamans, they form vast tribal armies armed with flint and fury that hunt the great monsters of the realms.

Some orruks become so possessed by the power of the Waaagh! during battle that they never fully revert to what is considered normal by greenskins. Daubing themselves with warpaint or tattooing their flesh with representations of a myriad beasts, they charge fearlessly into battle. Directing these savages in combat are mysterious shamans, who the Bonesplitterz believe can speak directly to Gorkamorka. These mystical orruks muster the mobs and warclans, sending them out into the realms to hunt down ferocious monsters and claim their spirits. The

Bonesplitterz believe that a portion of Gorkamorka's strength resides in the souls of unruly animals, and that if they slay the creatures they can absorb that primal power into themselves.

In the vanguard of the Bonesplitter warclans are the Boarboys, who crash into their opponents with shuddering force. Flint spears spit enemies as tusks punch through armour and gore the flesh beneath. Arrows rain down as the orruks on foot join the fight. The missiles' shafts are given killing power by greenskin muscle, the force of each

arrow often enough to pierce steel shields and plate. Shooting as they charge, the Bonesplitter mobs plough into the enemy ranks, bows used as improvised melee weapons alongside bone spears and stone-bladed knives to continue the killing at close quarters. From among the press of wild green bodies, big stabbas are lugged forward. Huge spears held aloft by a pair of Bonesplitter boys, they make good weapons against massive monsters and arrogant heroes, their long, jagged points stabbing home like the thrust of a monstrous lance.



SPLIT-TOOF BOYZ

Kruk Split-toof hunts the monstrous beasts of the Mortal Realms. His Bonesplitterz follow the berserk shaman from one brutal battle to the next, bringing down creatures of colossal proportions before feasting on their spirits.

Kruk Split-toof hears the bellowing of Gork (or maybe Mork) in his head. Following instructions from the Great Green God, the shaman charges across the realms on his cantankerous war boar, seeking out suitable quarry

and promising the lads gigantic beasts to smash in the head. Like all Bonesplitterz, Kruk believes the more monsters he kills the stronger he becomes, and the members of his warclan mark themselves with warpaint

depicting the creatures they have slain. They also carry with them the bones of their kills, which make handy weapons in a pinch and are said to be rich in the monster juju the Split-toof Boyz crave so much.



SAVAGE ORRUK SHAMAN



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Totemic Bone-staff	2"	1	4+	3+	-	D3
War Boar's Tusks	1"	2	4+	4+	-	1

DESCRIPTION

A Savage Orruk Shaman is a single model. It is armed with a Totemic Bone-staff.

WAR BOAR

Some Savage Orruk Shamans ride to battle on War Boars; these have Move 9" instead of 5" and gain the War Boar's Tusks attack.

ABILITIES

Waaagh! Energy: Add 1 to casting rolls made by a Savage Orruk Shaman that is within 8" of 20 or more ORRUKS.

Warpaint: Roll a dice whenever a Savage Orruk Shaman suffers a wound or a mortal wound. On a 6 that wound is negated.

MAGIC

A Savage Orruk Shaman is a wizard. It can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. A Savage Orruk Shaman knows the Arcane Bolt, Mystic Shield and Mork's Fist spells.

MORK'S FIST

Mork's Fist has a casting value of 6. If successfully cast, select a visible unit within 18"; inflict D3 mortal wounds on that unit. Then roll a dice – on a 4 or more Mork smashes down again! Inflict another D3 mortal wounds on that unit.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, HERO, WIZARD, SAVAGE ORRUK SHAMAN



SAVAGE ORRUK WARBOSS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Granite Choppa	1"	7	4+	3+	-1	1
Stonecleava	2"	4	4+	3+	-2	D3
War Boar's Tusks	1"	2	4+	4+	-	1

DESCRIPTION

A Savage Orruk Warboss is a single model. Some Savage Orruk Warbosses are armed with a single massive Stonecleava. Others instead enter battle with a Granite Choppa and a Bone Shield, while others still wield a pair of Granite Choppas.

WAR BOAR

Some Savage Orruk Warbosses ride to battle on War Boars; these have Move 9" instead of 5" and gain the War Boar's Tusks attack.

ABILITIES

Warpaint: Roll a dice whenever a Savage Orruk Warboss suffers a wound or a mortal wound. On a 6 that wound is negated.

Granite Choppas: Wielding two weapons gives a Savage Orruk Warboss a better chance of landing a blow. You can re-roll failed hit rolls for a Savage Orruk Warboss attacking with two Granite Choppas.

Bone Shield: You can re-roll all failed save rolls for a Warboss with a Bone Shield.

COMMAND ABILITY

More Choppin!: If a Savage Orruk Warboss uses this ability, you can select a **BONESPLITTERZ** unit within 14". Until your next hero phase, whenever you roll a 6 to hit for a model in that unit in the combat phase, it can immediately make one extra attack using the same weapon.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, HERO, SAVAGE ORRUK WARBOSS

SAVAGE ORRUKS



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Feral Bow		18"	1	5+	4+	-	1
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Stone Choppa		1"	1	4+	4+	-1	1
Flint Spear		2"	1	4+	4+	-	1
Bone Shiv or Gnarled Fist		1"	1	4+	5+	-	1
Big Stabba		2"	2	4+	3+	-1	3

DESCRIPTION

A unit of Savage Orruks has 10 or more models. Some units of Savage Orruks fight with Stone Choppas while others fight with Flint Spears. These units also carry either Bone Shivs to make themselves even more fighty, or Crude Shields for much-needed protection in combat.

Some units of Savage Orruks are instead armed with Feral Bows. These units are also equipped with either Stone Choppas, to hack the foe apart up close, or fistfuls of Extra Arrows to make themselves dead shooty; Savage Orruks with Extra Arrows simply punch anything that gets too close with their Gnarled Fists.

For every ten Savage Orruks in the unit, two may carry a Big Stabba between them.

BIG STABBA

The two Savage Orruks carrying a Big Stabba count as a single model with 2 Wounds.

SAVAGE ORRUK BOSS

The leader of this unit is a Savage Orruk Boss. Add 1 to hit rolls for this model.

ICON BEARER

Models in this unit may be Icon Bearers. You can add 2 to the Bravery of all models in a unit that includes any Icon Bearers if there is an enemy model within 3".

SKULL BASHERS

Models in this unit may be Skull Bashers. You can add 2 to the charge rolls of a unit that includes any Skull Bashers.

ABILITIES

Loadsa Arrers: You can add 1 to the hit rolls of Savage Orruks with Extra Arrows in the shooting phase so long as there are no enemy models within 3" of their unit and they did not move in their preceding movement phase.

Crude Shield: You can re-roll save rolls for a unit with Crude Shields in the combat phase.

Frenzied Mob: You can re-roll failed hit rolls for a Savage Orruk if its unit has 20 or more models.

Warpaint: Roll a dice whenever a Savage Orruk suffers a wound or a mortal wound. On a 6 that wound is negated.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, SAVAGE ORRUKS



SAVAGE ORRUK BOARBOYS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crude Choppa	1"	1	4+	4+	-1	1
Flint Spear	2"	1	4+	4+	-	1
War Boar's Tusks	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Savage Orruk Boarboys has 5 or more models. Units are armed with either Crude Choppas or Flint Spears, and carry Crude Shields. Some units instead carry a pair of Crude Choppas. They ride War Boars that attack with sharp Tusks.

SAVAGE ORRUK BOARBOY BOSS

A Savage Orruk Boarboy Boss leads this unit. Add 1 to hit rolls for this model.

ICON BEARER

Models in this unit may be Icon Bearers. You can add 2 to the Bravery of all models in a unit that includes any Icon Bearers if there is an enemy model within 3".

TRIBAL DRUMMER

Models in this unit may be Tribal Drummers. You can add 2 to the charge rolls of a unit that includes any Tribal Drummers.

ABILITIES

Crude Shield: You can re-roll save rolls for a unit with Crude Shields in the combat phase.

Crude Choppas: Wielding two weapons gives a Savage Orruk Boarboy a better chance of landing a blow. You can re-roll hit rolls of 1 for a model attacking with two Crude Choppas.

Tusker Charge: You can re-roll failed wound rolls when attacking with a War Boar's Tusks if its unit charged in the same turn.

Warpaint: Roll a dice whenever a Savage Orruk Boarboy suffers a wound or a mortal wound. On a 6 that wound is negated.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, SAVAGE ORRUK BOARBOYS

GITMOB GROTS

The grots of the Gitmobs are a bunch of nasty little throat-slitters whose cowardice is exceeded only by their cruelty. Skulking about in the shadows, they prey upon the weak, filling their victims full of arrows and sharpened steel and then nicking all their stuff.

Smaller and physically weaker than their cousins the orruks, grots make up for their diminutive stature with pure nastiness. An individual grot makes for an unimposing warrior. However, when gathered into Gitmobs, they can drag down even the largest of creatures. As befits their wicked nature, grots prefer to pick on enemies they outnumber or who are at a disadvantage, making them especially fond of ambushes. Gitmobs will often fight alongside orruk armies, letting the brutish greenskins take the brunt of the attack while they sneak around the flanks to stab the enemy in the back.

Gitmobs are led by self-important grot bosses or shamans, who have managed to cheat, betray and murder their way to the top. Shamans are especially sneaky, often concocting outrageous lies about being personally chosen by Gorkamorka for greatness, and zapping anyone that says otherwise. At their command are huge numbers of grots on foot, in chariots or on wolfback. The fast ones nip at the flanks while the slower ones charge into the fray. Gitmobs also boast many deadly war engines, as the sharp minds of the grots can cobble together a plethora of dangerous things from little more than

scrap and murderous ingenuity. Rock Lobbers, Spear Chukkas, and even the aptly named Doom Divers all ensure that when Gitmobs fight they are accompanied by a rain of rocks, spears and terrified grots in pointy hats.

Finally, there are the snotlings. Tiny mischievous creatures, snotlings make a deadly nuisance of themselves in battle, worrying at shins with sharp teeth and pointy sticks. Sometimes they even build Pump Wagons, curious constructions that swerve and shudder about the battlefield until they crash into something with horrific effect.



GROT SHAMAN



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Shaman Stick	2"	1	4+	4+	-1	D3
Giant Wolf's Slaving Jaws	1"	2	4+	4+	-	1

DESCRIPTION

A Grot Shaman is a single model. The shaman is armed with a Shaman Stick.

GIANT WOLVES

Some Grot Shamans ride to battle on Giant Wolves; they have Move 12" instead of 5" and gain the Giant Wolf's Slaving Jaws attack.

ABILITIES

Kunnin' (or just Lucky): Roll a dice whenever a Grot Shaman suffers a wound or a mortal wound and a friendly unit is within 3". On a 5+ you may negate the wound, but if you do the nearest friendly unit suffers a mortal wound.

MAGIC

A Grot Shaman is a wizard. The shaman can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. A Grot Shaman knows the Arcane Bolt, Mystic Shield and Sneaky Stabbin' spells.

SNEAKY STABBIN'

Sneaky Stabbin' has a casting value of 7. If successfully cast, you can choose one **GITMOB** unit within 16". Until your next hero phase, whenever that unit attacks, their weapons seek their enemies' weak points: add 1 to their wound rolls and increase the Rend characteristics of their weapons by 1 (i.e. '-' becomes -1, -1 becomes -2 and so on).





GROTS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Grot Bow	16"	1	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slasha	1"	1	5+	5+	-	1
Jabbin' Spear	2"	1	5+	4+	-	1

DESCRIPTION

A unit of Grots has 10 or more models. Some units of Grots are armed with Jabbin' Spears and Grot Shields, while others go to war armed with Grot Bows and Slashas.

GROT BOSS

The leader of this unit is a Grot Boss. A Grot Boss makes 2 attacks rather than 1.

FLAG WAYER

Models in this unit may be Flag Wayers. You can add 2 to the Bravery of all models in a unit that includes any Flag Wayers as long as there are no enemy models within 3" of the unit.

HORNBLOWER

Models in this unit may be Hornblowers. Add 2 to the run rolls of a unit that includes any Hornblowers.

ABILITIES

Grot Shield: If a unit with Grot Shields has 10 or more models, it has a Save of 5+.

Unruly Rabble: You can add 1 to all hit rolls for Grots if their unit has 20 or more models. If the unit has 30 or more models, you can add 2 to all these hit rolls instead.

KEYWORDS

DESTRUCTION, GROT, GITMOB



NASTY SKULKERS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Back Stabbas	1"	2	5+	5+	-1	1

DESCRIPTION

A unit of Nasty Skulkers can have any number of models. They are armed with vicious Back Stabbas.

ABILITIES

Surprise! Instead of setting up this unit normally, you can place it to one side and say that it is set up in hiding. If you do so, secretly note down one of your **GITMOB GROTS** units with at least five models for this unit to hide in. At the start of any combat phase you can reveal the Nasty Skulkers: set up the Nasty Skulkers within 1" of the unit that is hiding them. The Nasty Skulkers can then pile in and attack, even if it is your opponent's turn to select a unit to attack with first. If the unit hiding the Nasty Skulkers is destroyed before revealing the Nasty Skulkers, those Nasty Skulkers are destroyed as well.

Right in da 'Urty Bitz!: If you roll a 6 or more when rolling to hit with a Nasty Skulker's Back Stabba, you have hit the foe right in da 'urty bitz. Do not make a wound roll for that hit – the target suffers a mortal wound instead.

KEYWORDS

DESTRUCTION, GROT, GITMOB, NASTY SKULKERS





GROT WOLF RIDERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wolf Bow	16"	2	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slitta	1"	1	5+	5+	-	1
Pokin' Spear	2"	1	5+	4+	-	1
Giant Wolf's Slaving Jaws	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Grot Wolf Riders has 5 or more models. Some units are armed with Slittas and Wolf Bows, while others carry Pokin' Spears. They ride upon Giant Wolves that attack their quarry with slaving jaws. Some units of Grot Wolf Riders also carry Raidin' Shields into battle.

HORNBLOWER

Models in this unit may be Hornblowers. Add 2 to the run rolls of a unit that includes any Hornblowers.

STANDARD BEARER

Models in this unit may be Standard Bearers. You can add 2 to the Bravery of all models in a unit that includes any Standard Bearers as long as there are no enemy models within 3" of the unit.

GROT WOLF RIDER BOSS

The leader of this unit is a Grot Wolf Rider Boss. A Grot Wolf Rider Boss makes 2 attacks with their Pokin' Spear or Slitta, rather than 1.

ABILITIES

Pokin' Spear: You can add 1 to wound rolls for Grot Wolf Riders attacking with Pokin' Spears if they charged in the same turn.

Pounce: Grot Wolf Riders can make pile in moves of up to 6", instead of up to 3".

Raidin' Shield: If a unit with Raidin' Shields has 5 or more models, it has a Save of 4+.

KEYWORDS

DESTRUCTION, GROT, GITMOB, GROT WOLF RIDERS



GROT WOLF CHARIOTS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wolf Bow	16"	2	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Giant Wolves' Slaving Jaws	1"	4	4+	4+	-	1
Crew's Slittas	1"	3	5+	5+	-	1

DESCRIPTION

A unit of Grot Wolf Chariots can have any number of models. Each chariot has a crew of Grots armed with a Wolf Bow, Slitta and a Wolf Icon. The chariots are drawn into battle by Giant Wolves that attack with their Slaving Jaws.

ABILITIES

Loping Charge: You can re-roll the dice when determining how far this unit runs or charges.

Fightin' Platform: This unit can attack in the shooting phase and charge even if it ran in the movement phase.

Wolf Icon: Grot Wolf Riders and GROT HEROES riding Giant Wolves from your army gain the Loping Charge ability whilst they are within 8" of a Grot Wolf Chariot.

KEYWORDS

DESTRUCTION, GROT, GITMOB, GROT WOLF CHARIOTS



SNOTLINGS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Explodin' Spores	6"	4	5+	6+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pokin' Sticks	1"	5	5+	6+	-	1

DESCRIPTION

A unit of Snotlings has 2 or more models. They are armed with Pokin' Sticks and can fling Explodin' Spores at the enemy.

ABILITIES

Enthusiastic Show-offs: You can add 1 to the hit rolls for Snotlings' Pokin' Sticks if there are any **ORRUKS** from your army within 6" of them.

KEYWORDS

DESTRUCTION, GITMOB, SNOTLINGS



SNOTLING PUMP WAGONS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Explodin' Spores	6"	4	5+	6+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Pokin' Sticks	1"	5	5+	6+	-	1
Ram Spikes and Scythed Wheels	1"	D6	5+	4+	-	1

DESCRIPTION

A unit of Snotling Pump Wagons can have any number of models. A Snotling Pump Wagon impales and cuts down the enemy with its Ram Spikes and Scythed Wheels. Each of these ramshackle contraptions is crewed by a team of over-enthusiastic snotlings who attack with their Pokin' Sticks and fling Explodin' Spores at the enemy.

ABILITIES

Enthusiastic Show-offs: You can add 1 to the hit rolls for the Crew's Pokin' Sticks if there are any **ORRUKS** from your army within 6" of the Snotling Pump Wagon.

Pump Harder Ladz: If you roll a double when moving or charging, this unit is pumped up until the end of your turn. Pumped up units move an additional 6" when moving or charging and make 2D6 attacks with their Ram Spikes and Scythed Wheels instead of D6.

KEYWORDS

DESTRUCTION, SNOTLING, GITMOB, WAR MACHINE, PUMP WAGONS





GROT SPEAR CHUKKA

WAR MACHINE



MISSILE WEAPONS

Chukkin' Spear

Range

36"

Attacks

☀

To Hit

4+

To Wound

3+

Rend

-2

Damage

D3

WAR MACHINE CREW TABLE

Crew within 1"	Move	Chukkin' Spear
3 models	4"	2
2 models	3"	2
1 model	2"	1
No models	0	0

WAR MACHINE

KEYWORDS

DESTRUCTION, WAR MACHINE, GROT SPEAR CHUKKA

CREW



MELEE WEAPONS

Crew's Improvised Weapons

Range

1"

Attacks

1

To Hit

5+

To Wound

5+

Rend

-

Damage

1

DESCRIPTION

A Grot Spear Chukka consists of a war machine and a unit of 3 Grot Crew, who can fight foes in melee using Improvised Weapons (although they'd rather shoot the foe before they get that close). The war machine fires Chukkin' Spears into the enemy's ranks.

ABILITIES

Grot War Artillery: A Spear Chukka can only move if its crew are within 1" at the start of the movement phase. If its crew are within 1" of the Spear Chukka in the shooting phase, they can fire the war machine. The war machine cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The crew are in cover while they are within 1" of their war machine.

Get the One with the Big Hat: You can add 1 to the hit roll when firing a Spear Chukka if the target is a **HERO**.

You Better Hit 'Em! When several Spear Chukkas are fielded together, the most obnoxious grot in each crew will bully his mates to prove he's the best by being the first to hit the foe. You can re-roll failed hit rolls when firing a Chukkin' Spear if there is another Spear Chukka crew from your army within 3" of the war machine.

CREW

KEYWORDS

DESTRUCTION, GROT, GITMOB, CREW





DOOM DIVER CATAPULT

WAR MACHINE



MISSILE WEAPONS

Divin' Grot

Range	Attacks	To Hit	To Wound	Rend	Damage
★	1	3+	3+	-1	D3

Crew within 1"

WAR MACHINE CREW TABLE

Move	Divin' Grot
4"	6-50"
3"	6-40"
2"	6-30"
1"	6-20"
0	0

WAR MACHINE

KEYWORDS

DESTRUCTION, WAR MACHINE, DOOM DIVER CATAPULT



CREW



MELEE WEAPONS

Crew's Improvised Weapons

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	1	5+	5+	-	1

DESCRIPTION

A Doom Diver Catapult consists of a muscle-powered catapult war machine and a unit of 4 Grot Crew, who can fight foes in melee using Improvised Weapons (although they'd rather shoot the foe before they get that close). The catapult can launch Divin' Grots across the battlefield.

ABILITIES

Grot War Artillery: A Doom Diver Catapult can only move if its crew are within 1" at the start of the movement phase. If its crew are within 1" of the Doom Diver Catapult in the shooting phase, they can fire the war machine. The war machine cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The crew are in cover while they are within 1" of their war machine.

Grot-guided Missile: This war machine can shoot at enemy units that are not visible to it. In addition, if you fail to hit with a Divin' Grot attack, roll a dice. On a

4 or more the plucky grot has managed to steer his descent; you may pick a different enemy unit within 10" of the original target – the unfortunate Divin' Grot has hit that target instead.

Oi Tubby, You're Next: When Doom Diver Catapults are fielded in batteries, the crews will attempt to out-do each other by ensuring that only the biggest, heaviest grots are flung towards the enemy to guarantee maximum damage on impact. A Divin' Grot attack inflicts D6 Damage instead of D3 if there is another Doom Diver Catapult crew from your army within 3" of the war machine.

CREW

KEYWORDS

DESTRUCTION, GROT, GITMOB, CREW



GROT ROCK LOBBER

WAR MACHINE



MISSILE WEAPONS

Big Rock

Range	Attacks	To Hit	To Wound	Rend	Damage
6-40"	1	☼	3+	-2	3

Crew within 1"

4 models

3 models

2 models

1 model

No models

WAR MACHINE CREW TABLE

Move	Big Rock
4"	3+
3"	4+
2"	4+
1"	5+
0	0



CREW



MELEE WEAPONS

Crew's Improvised Weapons

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	1	5+	5+	-	1

DESCRIPTION

A Grot Rock Lobber consists of a catapult war machine and a unit of 4 Grot Crew, who can fight foes in melee using Improvised Weapons (although they'd rather shoot the foe before they get that close). The catapult can hurl Big Rocks across the battlefield to crush the enemy into bloody smears.

ABILITIES

Grot War Artillery: A Rock Lobber catapult can only move if its crew are within 1" at the start of the movement phase. If its crew are within 1" of the Rock Lobber in the shooting phase, they can fire the war machine. The war machine cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The crew are in cover while they are within 1" of their war machine.

Flatten the Lot of 'Em: This war machine can shoot at enemy units that are not visible to it. In addition, you can add 1 to the hit roll when targeting a unit that has 10 or more models.

Load it Again!: When Rock Lobbers are fielded in batteries, frantic competition breaks out between the rival crews – typically because whichever performs best avoids the traditional post-battle beatings. If you roll a 6 or more to hit with a Big Rock and there is another Grot Rock Lobber crew from your army within 3" of the war machine, you can immediately make another Big Rock attack.

CREW

KEYWORDS

DESTRUCTION, GROT, GITMOB, CREW

WAR MACHINE

KEYWORDS

DESTRUCTION, WAR MACHINE, GROT ROCK LOBBER

MOONCLAN GROTS

In the cavernous warrens that riddle the subterranean regions of the realms live the Moonclan grots. Deranged little greenskins, they pray to Gorkamorka and the Bad Moon, brew poisons from fungus, and rear armies of wild squigs to unleash upon their unsuspecting enemies – which is everyone.

Moonclan shamans tell how, long ago, Gorkamorka walked the realms. He gobbled up all manner of things, from roiling oceans to ice-capped mountains. One night, he spied the biggest moon he had ever seen and climbed up into the sky to try to eat it. The moon, however, was too tough even for the god's mighty tusks, and as he chewed, Gorkamorka's broken teeth rained down on the realms to become mountains. In the cavities of these tooth-peaks, the first Moonclan grots made their homes. Ever after, they knew the big moon as the Bad Moon, and were forbidden ever to try to eat it.

Clad in filthy cloaks, Moonclan grots infest dank caves and subterranean lands. Screaming reedy prayers to the Bad Moon, they raid the kingdoms of the free peoples and Chaos alike. Making giant bonfires of cities and keeps, they dance around under the moonlight before slinking back off into the shadows come daybreak. Hidden away from the hateful light of the sun, the Moonclan armies are made up of hordes of spiteful grots, drooling shamans and ravenous squigs. They drive their squigs into battle – the creatures often larger than their handlers or riders – and then cackle

and caper about as the strange beasts go wild. Endlessly hungry, once squigs are loosed, they become uncontrollable, bouncing about and biting anything unfortunate enough to get in their way.

As the Moonclan hordes charge into battle, the fanatics are released. Each one is an insane grot tethered to a massive ball and chain that is sent spinning into the enemy ranks. For their short but glorious lives, fanatics can inflict horrendous casualties, leaving trails of broken, mangled bodies that end in piles of chain and a barely recognisable grot corpse.



GROT WARBOSS



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Moon-prodder		14"	D6	4+	3+	-1	1
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Moon-prodder		2"	4	4+	3+	-1	1
Moon-cutta		1"	5	3+	4+	-	1
Moon-slicer		1"	3	3+	4+	-1	D3
Giant Squig's Gaping Maw		1"	4	4+	3+	-1	D3

DESCRIPTION

A Grot Warboss is a single model armed with a curved Moon-cutta and a Git Shield, a pair of Moon-cuttas or a single two-handed Moon-slicer. A very powerful Grot Warboss may instead carry a magical Moon-prodder to blast their foes from afar, whilst being accompanied by a huge and ferocious Giant Cave Squig, who devours its prey with its Gaping Maw.

ABILITIES

Git Shield: Re-roll failed save rolls for a Grot Warboss with a Git Shield.

Moon-cuttas: Wielding two weapons gives a Grot Warboss a better chance of landing a blow. You can re-roll hit rolls of 1 for a model attacking with two Moon-cuttas.

Dead Tricky (or just Lucky): Enemy models that target a Grot Warboss with an attack treat all hit rolls of 6 as 1 instead.

Down in One!: If you roll a 6 or more when rolling to wound with a Giant Cave Squig's Gaping Maw, that attack inflicts D6 damage instead of D3.

COMMAND ABILITY

I'm da Boss, Now Stab 'em Good!: If a Grot Warboss uses this ability, you can select a **MOONCLAN** unit within 20". Until your next hero phase, any wound roll of 6 or more for that unit inflicts double damage.



GROT WARBOSS ON GREAT CAVE SQUIG



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Moon-cutta	1"	5	3+	4+	-	1
Moonclan Stabba	2"	5	4+	4+	-	1
Fang-filled Gob	1"	4	4+	3+	-1	1

DESCRIPTION

A Grot Warboss on Great Cave Squig is a single model. The Grot Warboss is armed with either a Moon-cutta or a Moonclan Stabba, and a Git Shield. They ride a Great Cave Squig, which attacks its prey with its huge, Fang-filled Gob.

ABILITIES

Git Shield: You can re-roll failed save rolls for a Grot Warboss on Great Cave Squig.

Supreme Bounder: If a Grot Warboss on Great Cave Squig rolls a double for its charge move, its Fang-filled Gob inflicts double damage in the ensuing combat phase.

COMMAND ABILITY

Even More Boingy: If a Grot Warboss uses this ability, then until your next hero phase, all **MOONCLAN** units from your army that are within 10" at the beginning of the movement phase can move and run an extra 1". Grot Squig Hopper units that are within 10" at the beginning of the movement phase become even more boingy instead; you can re-roll the dice for these units when determining how far they can move or run in that phase.

KEYWORDS

DESTRUCTION, GROT, MOONCLAN, HERO, GROT WARBOSS



GROT SHAMAN



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Moon Staff	2"	1	4+	4+	-1	D3

DESCRIPTION

A Grot Shaman is a single model. He is armed with a Moon Staff and carries a stash of Madcap Mushrooms.

ABILITIES

Madcap Mushrooms: Before a Grot Shaman attempts to cast a spell he can eat a Madcap Mushroom. If he does so roll a dice; on a 2 or more add 2 to the subsequent casting roll. On a 1 the mushroom was bad and he can do nothing else until your next hero phase as he starts hallucinating.

MAGIC

A Grot Shaman is a wizard. He can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. A Grot Shaman knows the Arcane Bolt, Mystic Shield and Curse of da Bad Moon spells.

CURSE OF DA BAD MOON

With a chilling howl the Shaman summons a great pale moon with a leering grot-like face and curled tusks to attack the enemy. Curse of da Bad Moon has a casting value of 8. If successfully cast, select a visible model within 18". That model's unit suffers D3 mortal wounds. Then roll a dice for each other unit within 6" of the target model (roll before removing any slain models); on a 4 or more that unit also suffers D3 mortal wounds.

KEYWORDS

DESTRUCTION, GROT, MOONCLAN, HERO, WIZARD, GROT SHAMAN



GROTS



MISSILE WEAPONS

Moonclan Bow

Range	Attacks	To Hit	To Wound	Rend	Damage
16"	1	5+	5+	-	1

MELEE WEAPONS

Barbed Net

Range	Attacks	To Hit	To Wound	Rend	Damage
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Stabba

2"	3	4+	5+	-	1
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Pokin' Spear

1"	1	4+	4+	-	1
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Slitta

2"	1	5+	4+	-	1
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1"	1	5+	5+	-	1
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DESCRIPTION

A unit of Grots has 10 or more models. Units are armed either with Pokin' Spears or Stabbas, and carry Moon Shields. Some units are instead armed with Moonclan Bows and Slittas. A few Grots instead carry a vicious Barbed Net to ensnare their foes.

GROT BOSS

The leader of this unit is a Grot Boss. You can add 1 to any hit roll for a Grot Boss.

STANDARD BEARER

Models in this unit may be Standard Bearers. Standard Bearers can carry either a Grot Flag or a Bad Moon Icon.

GONG BASHER

Models in this unit may be Gong Bashers. Add 2 to the run rolls of a unit that includes any Gong Bashers.

ABILITIES

Moon Shield: If a unit with Moon Shields has 10 or more models, it has a Save of 5+.

Backstabbing Mob: It's loads easier to stab your enemy in the back when he's surrounded by all yer mates. You can add 1 to all wound rolls made in the combat phase for Grots if their unit has 20 or more models. If the unit has 30 or more models, you can add 2 to all these wound rolls instead.

Bad Moon Icon: You can add 1 to any save rolls for a unit of Grots in the shooting phase if it includes any Bad Moon Icons as the leering, yellow face sucks away light and shrouds the grots in a veil of darkness.

Grot Flag: You can add 2 to the Bravery of all models in a unit that includes any Grot Flags as long as there are no enemy models within 3" of the unit.

Netters: Your opponent must subtract 1 from any hit rolls made in the combat phase for any of their models that are within 2" of a Grot with a Barbed Net.

MANGLER SQUIGS



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Massive Fangs	2"	6	★	3+	-1	2
Balls and Chains	2"	★	4+	3+	-2	3
Grots' Bashin' Sticks	1"	4	5+	5+	-	1

DAMAGE TABLE

Wounds Suffered	Move	Massive Fangs	Balls and Chains
0-2	3D6"	2+	2D6
3-4	3D6"	3+	2D6
5-6	2D6"	4+	D6
7-8	2D6"	5+	D6
9+	D6"	6+	D3

DESCRIPTION

Mangler Squigs are a single model. They chomp using their Massive Fangs and cause untold destruction with the Balls and Chains clamped onto them. A group of Grots swing at the enemy with their Bashin' Sticks as they try desperately to hold on.

ABILITIES

Ker-splat! If you roll any doubles when rolling to determine the Mangler Squigs' charge range, you can add 1 to the model's hit rolls when it attacks with its Balls and Chains until the end of the turn.

Watch Out! Mangler Squigs can cause mayhem even in their wildly bouncing death throes. If slain, roll a dice for each unit within 6" of the Mangler Squigs, friend or foe, before the model is removed from the battlefield. On a roll of 4 or more that unit suffers D3 mortal wounds. Remove the Mangler Squigs from the battlefield after resolving any damage.

KEYWORDS

DESTRUCTION, GROT, MOONCLAN, MONSTER, MANGLER SQUIGS



GROT SQUIG HERDERS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Noisemaker	1"	2	5+	6+	-	1
Squig Prodder	2"	1	5+	4+	-	1

DESCRIPTION

A unit of Grot Squig Herders has 2 or more models. Each model is armed with either a Squig Prodder or a Noisemaker.

ABILITIES

Keep Close, use 'em for Cover: Your opponent must subtract 1 from any hit roll that targets a Grot Squig Herder whilst it is within 5" of any Cave Squigs from your army.

KEYWORDS

DESTRUCTION, GROT, MOONCLAN, GROT SQUIG HERDERS



GROT SQUIG HOPPERS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slitta	1"	1	5+	5+	-	1
Massive Gob Full of Teeth	1"	2	4+	3+	-1	1

DESCRIPTION

A unit of Grot Squig Hoppers has 5 or more models. The riders are armed with Slittas. They ride upon extra boingy Squigs that attack their quarry with a Massive Gob Full of Teeth.

ABILITIES

Boing! Boing! Boing!: Once in a while, squigs get so much bounce in their springy stride that they become hurtling toothy meteors. If a unit of Grot Squig Hoppers rolls a double for its charge move, each model in the unit can make 4 attacks with its Massive Gobs Full of Teeth instead of 2 in the ensuing combat phase.

KEYWORDS

DESTRUCTION, GROT, MOONCLAN, GROT SQUIG HOPPERS





GROT FANATICS



MELEE WEAPONS

Ball and Chain

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	D6	4+	3+	-2	D3

DESCRIPTION

A unit of Grot Fanatics can have any number of models. They are armed with whirling Balls and Chains, and a distinct lack of self-preservation.

ABILITIES

Release the Fanatics!: Instead of setting up this unit normally, you can place it to one side and say that it is set up in hiding. If you do so, secretly note down one of your units of **MOONCLAN GROTS** with at least five models for this unit to hide in. At the start of any charge phase you can release the fanatics: set up the Grot Fanatics within 1" of the unit that is hiding them. The Fanatics can then charge, even if it isn't your charge phase.

If the unit hiding the Grot Fanatics is destroyed before releasing the Fanatics, those Grot Fanatics are destroyed as well.

Out of Control, Splat!: If you roll a double when determining the Grot Fanatics' move distance, the unit suffers a mortal wound as one of the Fanatics collides with a tree, rock, or another Fanatic and comes to a very sudden and terminal stop.

KEYWORDS

DESTRUCTION, GROT, MOONCLAN, GROT FANATICS



CAVE SQUIGS



MELEE WEAPONS

Massive Gob Full of Teeth

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	1	5+	3+	-1	D3

DESCRIPTION

A unit of Cave Squigs has 3 or more models. They fight with a Massive Gob Full of Teeth (and a foul temperament).

ABILITIES

Squigs Go Wild: Roll a dice each time a Cave Squig flees, before it is removed from the battlefield. On a roll of 4 or more the nearest unit within 6" (friend or foe), suffers 1 mortal wound as the squig goes wild. When determining the closest unit, ignore the Cave Squig's own unit, and **MOONCLAN** units, who've had lots of practice getting out of the way. Remove the Cave Squig from the battlefield if you rolled a 3 or less, or after it has gone wild.

Yer Makin' 'em Angry: You can add 1 to all hit rolls made by a Cave Squig whilst its unit is within 5" of any Grot Squig Herders from your army.

Go Dat Way!: You can re-roll the dice when determining how far Cave Squigs run or charge if they are within 5" of any Grot Squig Herders from your army when the roll is made.

KEYWORDS

DESTRUCTION, MOONCLAN, CAVE SQUIGS



SPIDERFANG GROTS

Spiderfang grots are worshippers of a fell arachnid aspect of Gorkamorka. Riding their skittering spider mounts into battle, they are led by poison-addled grot bosses. Accompanying them are gigantic eight-legged beasts, each one carrying babbling shamans and mobs of wicked grots.

The Spiderfang tribes thrive in the wilds of the realms. They are grots that have grown mad on a diet of poisonous arachnids, and have taken to worshipping spiders. Their shamans believe that once, long ago, a great spider bit Gorkamorka's foot as the two-head deity stomped through the Mortal Realms. While the great green savage didn't seem to notice the nip, the great spider became infected with some of Gorkamorka's power, growing into a new scuttling aspect of the god.

Crawling out of their lairs, the Spiderfang grot tribes prey on anything foolish enough to trespass in their sprawling web-choked kingdoms. Spider riders appear as if from nowhere, their dexterous

mounts racing up walls or dropping from above with wild-eyed grots hanging from their saddles, waving spears and shooting poisoned arrows. From beneath the cracked streets of vanquished cities or the tumbled ruins of once-grand keeps they come, grot warriors by the thousands squeezing out of dark gaps to surprise their foes.

Spiderfang big bosses bear the blessing of the Spider-god – a result of a lifetime licking venomous creepy-crawlies. Some say they are now more spider than grot, and the fact that many ride giant arachnids to battle only encourages this notion. The bosses invoke their blessings to empower the nasty venoms the Spiderfang grots use to gruesome effect against their foes.

When the full wrath of the tribe is roused, its shamans call the living incarnations of their Spider-god to war. These Arachnaroks are lumbering monsters of chitin and dripping fangs. They crawl forth from bone-filled pits, over the accumulated corpse mounds of the grots' offerings, ravaging any army they are sent against. Blades, bolts and bullets are turned from their thick hides as their legs spear warriors, driving them into the ground before the Arachnaroks sink gigantic fangs into them. On the Arachnaroks' backs, the Spiderfang grots mount crude howdahs. These are sometimes used to carry catapults that fling spider-filled webs at their enemies, and often serve as platforms for their wizards to unleash their stinging green sorcery.



SPITTELEGIT SPIDERKIN

Spittlegit is gifted with the spider-tongue – the ability to commune with the blessed Arachnaroks through the power of taste. By ingesting an arachnid's venom, Spittlegit can sense what strange thoughts lurk within its alien mind. However, consuming the toxic fluid is not without its perils, and more venom than blood now courses through Spittlegit's wiry frame. A lifetime of culinary experimentation has meant that the chieftain is bombarded with hallucinations of uniting all the Spiderfang tribes of Ghur into one massive nest. Spittlegit wants to build the Realm Web – a net of silvery cords that will cover all the known worlds, snaring them within its sticky strands. Fortunately for Spittlegit, the gifts bestowed by his spider-tongue have left the other tribes in awe of him, and hundreds of thousands of Spiderfang warriors have flocked to his banner. With these armies, Spittlegit has conquered the underways and raised a mighty Arachnarok nest. Soon, his tribes will surge from the underways, and the first strands of the Realm Web will be strung.



GROT BIG BOSS ON GIGANTIC SPIDER



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Swamp Spear	2"	4	4+	4+	-1	1
Gigantic Spider's Fangs	1"	4	4+	3+	-1	1

DESCRIPTION

A Grot Big Boss on Gigantic Spider is a single model. The Grot Big Boss is armed with a Swamp Spear and a Boss Shield. The Gigantic Spider fights with its massive, venomous Fangs.

ABILITIES

Boss Shield: You can re-roll failed save rolls for a Grot Big Boss on Gigantic Spider.

Spider Venom: If you roll a 6 or more to hit for a Gigantic Spider's Fangs attack, do not make a separate wound roll for that attack – it inflicts 1 mortal wound on the target instead.

Wall-crawler: A Grot Big Boss on a Gigantic Spider can choose to move across scenery as if it was not there.

COMMAND ABILITY

Blessing of the Spider-god: If a Grot Big Boss on Gigantic Spider uses this ability, then until your next hero phase all **SPIDERFANG** units from your army that are within 8" of this model when they attack in the combat phase receive the blessing of the Spider-god. When attacking with these units, their Spider Venom ability will inflict a mortal wound on a hit roll of a 5 or more, instead of a 6 or more.

KEYWORDS

DESTRUCTION, GROT, SPIDERFANG, HERO, GROT BIG BOSS



GROT SPIDER RIDERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spider-bow	16"	2	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crooked Spear	2"	1	5+	4+	-	1
Giant Spider's Fangs	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Grot Spider Riders has 5 or more models. The riders are armed with Crooked Spears and Spiderfang Shields. They ride upon Giant Spiders that attack their prey with poisoned Fangs. Some riders are also armed with Spider-bows.

SPIDER RIDER BOSS

The leader of this unit is a Spider Rider Boss. A Spider Rider Boss makes 2 attacks with his Crooked Spear, rather than 1.

ICON BEARER

Models in this unit may be Icon Bearers. You can add 2 to the Bravery of all models in a unit that includes any Icon Bearers as long as there are no enemy models within 3" of the unit.

BONE DRUMMER

Models in this unit may be Bone Drummers. Add 2 to the run rolls of a unit that includes any Bone Drummers.

ABILITIES

Spiderfang Shield: If a unit with Spiderfang Shields has 5 or more models, it has a Save of 5+.

Spider Venom: If you roll a 6 or more to hit for a Giant Spider's Fangs attack, do not make a separate wound roll for that attack – it inflicts 1 mortal wound on the target instead.

Wall-crawler: Grot Spider Riders can choose to move across scenery as if it was not there.

KEYWORDS

DESTRUCTION, GROT, SPIDERFANG, GROT SPIDER RIDERS





ARACHNAROK SPIDER



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Flinger	18"	1	4+	3+	-	D3
Spiderfang Crew's Spider-bows	16"	4	5+	5+	-	1

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Spiderfang Crew's Crooked Spears	2"	4	5+	4+	-	1
Chitinous Legs	2"	4	4+	3+	-1	1
Monstrous Fangs	1"	4	4	3+	-1	D3

DAMAGE TABLE

Wounds Suffered	Move	Chitinous Legs	Monstrous Fangs
0-3	8"	8	3+
4-6	6"	6	3+
7-9	5"	5	4+
10-12	4"	4	4+
13+	3"	2	5+

DESCRIPTION

An Arachnarok Spider is a single model. It attacks its prey with venomous Monstrous Fangs and its massive Chitinous Legs.

SPIDERFANG GROTS

Many Arachnarok Spiders carry a howdah of Spiderfang Grots into battle, who attack those below with Spider-bows and Crooked Spears. These howdahs can also mount either a Flinger – a crude web-slinging catapult – or a Catchweb Spidershrine – a magical artefact tended to by a Spiderfang Grot Shaman.

ABILITIES

Spider Venom: If you roll a 6 or more to hit for an Arachnarok Spider's Monstrous Fangs, do not make a separate wound roll for that attack – it inflicts D3 mortal wounds on the target instead.

Wall-crawler: An Arachnarok Spider can choose to move across scenery as if it was not there.

MAGIC

An Arachnarok Spider with a Spiderfang Grot Shaman is a wizard, and gains the **WIZARD** keyword. Due to the Catchweb Spidershrine, the shaman can attempt to cast two different spells in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. The shaman knows the Arcane Bolt, Mystic Shield and Gift of the Spider-god spells.

GIFT OF THE SPIDER-GOD

With a hiss, the shaman calls upon the Spider-god for its wicked aid. Gift of the Spider-god has a casting value of 4. If successfully cast, select a **SPIDERFANG** unit within 8". Until your next hero phase, double the number of mortal wounds inflicted as a result of that unit's Spider Venom ability.

ARACHNAROK SPIDER

KEYWORDS

DESTRUCTION, SPIDERFANG, MONSTER, ARACHNAROK SPIDER

ARACHNAROK SPIDER CARRYING SPIDERFANG GROTS

KEYWORDS

DESTRUCTION, GROT, SPIDERFANG, MONSTER, ARACHNAROK SPIDER

ARACHNAROK SPIDER CARRYING SPIDERFANG GROTS AND SPIDERFANG GROT SHAMAN

KEYWORDS

DESTRUCTION, GROT, SPIDERFANG, HERO, WIZARD, MONSTER, ARACHNAROK SPIDER

ALEGUZZLER GARGANTS

Aleguzzler Gargants are the drunken descendants of an ancient race of realm-wandering gargants. Staggering about the battlefield, they loom over even the largest warrior, crushing whole regiments under their oversized feet, or bashing down Dreadhold walls with swings of their tree-sized clubs.

A remnant of the Age of Myth, there are many tales of how the Aleguzzler gargants came to be. Some tell of how there was once an ancient race of gargant builders who walked the Mortal Realms helping the free peoples construct their grand cities and empires. Wise and strong, the greatest of them sat on Sigmar's councils during a golden age of expansion and prosperity. To look at them now, though, few could imagine gargants ever being so well mannered, or Sigmar letting them anywhere near his cities. For these reasons, others are convinced that the gargants are the descendants of Behemat, a zodiac godbeast said to dwell in Ghyran. According to these tales, they were once mighty forest-dwelling warriors and woodland kings, whose empires stretched over horizons in every realm. Coarse in nature, even slightly bestial, they pursued civilisation after a fashion, but then, as now, they weren't partial to excessive amounts of clothing or personal hygiene. Other legends describe the gargants as a lost race that sought refuge in the realms after their own world was destroyed. Driven mad with despair, they were never the same, and have been drowning their sorrows in vast quantities of booze ever since. However, those who believe in this version of the gargants' history inevitably disagree over how these colossal beings managed to escape.

Whatever the Aleguzzlers once were, they are now towering drunken brutes. In every part of the Mortal Realms they can be found, usually tromping about in the distance, breaking off bits of the landscape or kicking over suspicious-looking trees. Fearsomely stupid and quick to anger, usually as a response of something they can't quite get their limited mind around, it doesn't take much for an Aleguzzler to start smashing stuff. Once wound up, they will rampage about in a single-minded orgy of destruction, often just for the fun of stomping on the little things, all the while taking deep draughts from their supply of booze. This can go on for quite a while, as Aleguzzlers also have terrible memories, and once they get angry, all they really remember is that they want to give something a good kicking, not why.



Cunning greenskin and ogor warlords have been known to take advantage of the Aleguzzlers' propensity for violence, as well as their trusting nature when it comes to someone who offers them a stiff drink. These cunning leaders brew up wagon loads of the most despicable alcohol, knowing it is a sure fire way to lure an Aleguzzler to a fight. Drawn by the heady scent of drink, they crash into the enemy lines, stomping and bashing any annoying little things about their feet that stand between them and their goal.

Gargants must often improvise their weapons, as there are few implements purpose-made for creatures so large. Tree trunks, statues or even livestock become handy tools of destruction, as dim-witted gargants hammer away until either their weapon comes apart or their enemy does. Not that an Aleguzzler needs a club to wreak havoc; their feet are the size of horses and leave craters in the ground, while their huge hands scoop up interesting objects or individuals to crush, hurl away or, for the particularly unfortunate, stuff down their filthy trousers.

Never steady on their feet at the best of times, Aleguzzler gargants have a tendency to fall over if they try to move too fast or do complicated things like walk in a straight line. Cities and ruins are especially troublesome places for

them, as they wobble their way down streets, stepping on wagons or putting their hands through temple roofs. A falling gargant is like a mighty oak torn from its roots. With terrifying inevitability, the creature pitches over, its shadow blotting out the sun and sending screaming warriors scattering in all directions. Those not quick enough to get out of the way are buried under tons of unwashed flesh and greasy hair. The fortunate ones are killed instantly, but for some, their last horrible moments are spent suffocating in a huge sweaty armpit.

*Stompy, smashy, squishy, crunch,
Oozy blood, and screaming lunch,
Snatching fingers, squirming toes,
Chompy mouths beneath yer nose.*

*In yer gob, or down yer pants,
If it wriggles or it rants,
Squeeze it hard to shut it up,
Squish it into bloody muck.*

*Take a chomp or take a swig,
Let 'em squeal like a pig,
Chew 'em up,
Munch, munch, munch,
Stompy, smashy, squishy, crunch!*

*- Grampy Gargant,
drinking song*



ALEGUZZLER GARGANT



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Massive Club	3"	☼	3+	3+	-1	1
'Eadbutt	1"	1	4+	3+	-3	☼
Mighty Kick	2"	1	3+	3+	-2	D3

DAMAGE TABLE

Wounds Suffered	Move	Massive Club	'Eadbutt
0-2	8"	3D6	D6
3-4	6"	2D6	D6
5-7	5"	2D6	D3
8-9	4"	D6	D3
10+	3"	D6	1

DESCRIPTION

An Aleguzzler Gargant is a single model. Aleguzzler Gargants are armed with Massive Clubs, and can also smash a foe by delivering a thunderous 'Eadbutt and a Mighty Kick.

ABILITIES

Timber!: If an Aleguzzler Gargant is slain, both players roll a dice, and whoever rolls highest decides in which direction the Aleguzzler Gargant falls (the player commanding the model wins any ties). Place the Aleguzzler Gargant on its side in the direction in which it falls – any unit (friend or foe) it lands on suffers D3 mortal wounds. Remove the Aleguzzler Gargant after resolving any damage caused by its falling body.

Stuff 'Em In Me Bag: Immediately before an Aleguzzler Gargant makes its attacks in the combat phase, pick an enemy model within 1" and then roll a dice. If the result is at least double the enemy model's Wounds characteristic, it is grabbed and stuffed in the Aleguzzler Gargant's bag 'for later'. The enemy model is treated as being slain.

Drunken Stagger: If you roll a double when making a charge roll for an Aleguzzler Gargant, it immediately falls over instead of making the charge move. Determine the direction the Gargant falls and the damage it causes as if it had been slain (see Timber!), but instead of removing the Gargant after resolving the damage caused by its falling body, stand the model back up again as the Gargant drunkenly regains its feet!

KEYWORDS

DESTRUCTION, GARGANT, ALEGUZZLER, MONSTER

TROGGOTHS

Foul, small-minded creatures possessed of brutal strength, troggoths are anathema to reason, order and civilization. They gather in the dark, dank places of the realms before clomping out into the weak light of dawn or dusk to wreck anything they can get their oversized claws on.

Where the sun does not shine, or the celestial light of Azyr can't reach, primordial gruel gathers in the cracks of the realms. From this noisome muck, dark and terrible things are born, including the many troggoth races.

These misbegotten children of Gorkamorka crawl up out of the silt of river bottoms, from the decaying veins of mountains, or from the rotten shadows under bridges, before lumbering off into the realms with violence filling their tiny brains.

Countless regions of the realms are plagued by troggoths. The creatures often gather in monstrous packs to tear apart merchant

caravans and knock down entire villages. When they hear the thumping call to war, they will stomp off in the direction of the violence. Goaded by brutish orruks, troggoths barrel into the fray, smashing enemies and loosing steaming streams of their infamously corrosive vomit. Troggoths are also notoriously difficult to kill, their flesh quivering after each sword blow or spear thrust, and then knitting back together in defiance of all but the most savage wounds.

Perhaps the most numerous of the troggoths are the Sourbreaths. Stinking ruins and creaky bridges are their favoured haunts, where they prey upon unwary travellers, or anything else with a pulse that comes within reach for that matter. Fellwater troggoths are miserable beasts of fen and swamp. Covered in scales, they drip slime and emit a stench that is outstandingly offensive, even by greenskin standards. From the bowels of the earth clamber forth the Rockgut troggoths. Unlike their watery kin, they are akin to living heaps of stone, and as tough as the mountain roots they crawl from. Rockguts are also infamous for their stubborn resistance to spells – something about their stone hides turns hostile magic like flame cascading off the back of an ur-salamander.



FELLWATER TROGGOTHS



MISSILE WEAPONS

Noxious Vomit

Range	Attacks	To Hit	To Wound	Rend	Damage
6"	1	3+	3+	-2	D3

MELEE WEAPONS

Creek Club

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	3	4+	3+	-1	2

DESCRIPTION

A unit of Fellwater Troggoths has 3 or more models. They are armed with spike-and-fang-encrusted Creek Clubs, and can project a disgusting stream of Noxious Vomit at will.

ABILITIES

Regeneration: Roll a dice for each Fellwater Troggoth in each of your hero phases. On a 2 or more that model heals D3 wounds.

Terrible Stench: Your opponent must subtract 1 from any hit roll made by one of their models that targets a Fellwater Troggoth in the combat phase.

KEYWORDS

DESTRUCTION, TROGGOTH, FELLWATER





ROCKGUT TROGGOTHS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Noxious Vomit	6"	1	3+	3+	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boulderbasher	2"	3	4+	3+	-1	2

DESCRIPTION

A unit of Rockgut Troggoths has 3 or more models. They are armed with Boulderbashers and can project a disgusting stream of Noxious Vomit.

ABILITIES

Regeneration: Roll a dice for each Rockgut Troggoth in each of your hero phases. On a 2 or more that model heals D3 wounds.

Resistant to Magic: Roll a dice each time a unit of Rockgut Troggoths suffers a wound or a mortal wound that was inflicted by a spell or a WIZARD. On a 6, that wound is ignored.

KEYWORDS

DESTRUCTION, TROGGOTH, ROCKGUT



SOURBREATH TROGGOTHS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Noxious Vomit	6"	1	3+	3+	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Troggoth Club	2"	3	4+	3+	-1	2

DESCRIPTION

A unit of Sourbreath Troggoths has 3 or more models. They are armed with Troggoth Clubs and can project a disgusting stream of Noxious Vomit at their foes.

ABILITIES

Regeneration: Roll a dice for each Sourbreath Troggoth in each of your hero phases. On a 2 or more that model heals D3 wounds.

Too Dumb to Die: Roll a dice each time a Sourbreath Troggoth suffers a wound or mortal wound that would slay it. On a 4 or more that wound or mortal wound is negated.

KEYWORDS

DESTRUCTION, TROGGOTH, SOURBREATH



GUTBUSTERS

Nearly twice the height of a man, the hulking Gutbuster ogors ravage the realms in search of their next meal. A rumbling procession of rotund warriors, the ground shakes as they charge into battle, clubs raised and toothy maws bellowing out guttural war cries.

The Gutbusters exist as nomadic empires of warmongering ogors. Larger and stronger than most other races of the realms, they range across the lands robbing and raiding to keep their caravans filled with victuals. They worship Gorkamorka as the Great Beast that Consumes the World, their driving ambition to devour the Mortal Realms. To the Gutbusters, everything is either food for now or food for later, and their minds are forever fixated on where their next juicy meal is coming from. Many favour bludgeoning weapons, and sometimes even blunt their blades, so as not to lose any precious blood or ruin organs when they slay their enemies, saving the tenderised meat-bags for a bit of snacking later on.

Gutbusters like to amass shiny baubles, colourful banners and fancy bits of armour to wear as gaudy trophies. However, there is nothing fancy about how these ogors fight. Leading their armies are the Tyrants, largest and strongest of their kind. Grown fat on the lion's share of their tribe's provisions, Tyrants wade into battle crushing skulls with huge fists and oversized hammers. At the Tyrant's command are ranks of massive ogors that trample their foes under unstoppable stampedes. Alongside them charge the elite of the ogor armies, the Ironguts, and thunderous Leadbelchers lugging smoke-belching cannons into the fray. In the midst of these armies are the Butchers; magicians of meat and blood who concoct foul arcane brews and meals for their kin.

Following the Gutbusters into battle are their beasts and slaves, all eager to snatch scraps from the ogors' tables. Gorgers – starved, ravenous horrors with distensible jaws that are drawn to battle by the scent of spilled blood – lope forth from the shadows, while rhinoxen drag ramshackle war engines into battle, their grot drivers half mad with fear that if the battle does not go well, the little greenskins themselves will be next on the menu.



GOLDEN HORDE OF THE GUTLORD

Gorblurg the Gutlord is a corpulent prince among Gutbusters. A terror of the realms, he and his army are endlessly on the march, sacking kingdoms and devouring empires like a plague of giant locusts. Anything that stands in the way of the Golden Horde is likely to end up in its food wagons.

There are many terrible tales of the Golden Horde, an army of ogors dripping with the riches of a thousand pillaged lands. Ruled over by the merciless Gorblurg the Gutlord, its warriors have travelled far across the

realms, defeating armies of Chaos, hosts of sylvaneth, hordes of undead and the remnants of the free peoples. When the Golden Horde descends upon a keep or Dreadhold, the Gutlord gives his foes a choice: surrender

immediately and give up all their food and treasure, or be added to the larder themselves. More fool the lords that pay, as the free grub just gives the ogors a chance to recover their strength before pillaging the lands anyway.





TYRANT



MISSILE WEAPONS

Range	Attacks	To Hit	To Wound	Rend	Damage
12"	2	4+	3+	-1	D3

MELEE WEAPONS

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	6	3+	3+	-1	2
2"	4	3+	3+	-2	3
3"	3	3+	3+	-2	3

DESCRIPTION

A Tyrant is a single model. Some Tyrants fight with a massive, double-handed Ogor Club, or a Great Gutgouger to carve their way through the toughest foes. Other Tyrants prefer to wield a Club, Basher or Slicer in each hand, laying waste to entire infantry regiments in their anger. It is not uncommon for a Tyrant to have, tucked into his belt, a large Ogor Pistol (or two) to pick off any enemies that are too frightened to approach within hitting distance.

ABILITIES

Big Name: Before setting this model up, roll a dice to discover its big name:

- | Result | Name |
|--------|--|
| 1 | <i>Deathcheater:</i> The Tyrant has 9 Wounds instead of 8. |
| 2 | <i>Brawlguts:</i> You can add 1 to wound rolls for this Tyrant in the combat phase if it charged in the same turn. |
| 3 | <i>Fateseeker:</i> The Tyrant has a Save of 3+ instead of 4+. |
| 4 | <i>Longstrider:</i> The Tyrant has a Move of 8" instead of 6". |
| 5 | <i>Giantbreaker:</i> If any of the Tyrant's weapons targets a MONSTER , add 1 to its Damage. |
| 6 | Choose the result. |

Club 'em then Club 'em Again: All Tyrants know that two clubs are better than one. You can re-roll failed hit rolls for a Tyrant armed with more than one Club, Basher or Slicer.

Gutgouger: Any wound roll of 6 or more made with a Great Gutgouger inflicts double Damage.

COMMAND ABILITY

Bully of the First Degree: If a Tyrant uses this ability, pick one **GUTBUSTERS** unit from your army within 6". That unit suffers D3 mortal wounds but does not then have to take battleshock tests for the rest of the battle whilst this Tyrant is alive and on the battlefield.

KEYWORDS

DESTRUCTION, OGOR, GUTBUSTERS, HERO, TYRANT



BUTCHER



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Butcher's Cleaver or Tenderiser	1"	2	4+	3+	-1	D3
Stump Blades	1"	2D6	4+	3+	-	1

DESCRIPTION

A Butcher is a single model armed with a Butcher's Cleaver or Tenderiser. Some Butchers instead fight with a pair of Stump Blades, hacking apart their foes whilst dragging a great cauldron into battle into which they collect the severed body parts of their victims.

ABILITIES

Bloodgruel: Roll a dice each time a Butcher successfully casts or unbinds a spell (roll after resolving the effects of the spell). On a 2 or more, the Butcher heals 1 wound. On a roll of 1, however, the Butcher chokes on whatever gobbet of flesh he was ramming down his throat and suffers 1 mortal wound.

Great Cauldron: A Butcher that is lashed to a great cauldron can reach inside once during each of their hero phases, dragging out the bloodied remains of a former foe and gobbling it down in order to unleash gastromantic powers. If he does so, roll a dice and consult the table below to find out what happens:

Result Effect

- 1 **Bad Meat:** The Butcher suffers from a violent bout of indigestion and suffers D3 mortal wounds.
- 2 **Troggoth Guts:** The Butcher gobbles down the slippery innards of a Troggoth to transfer the beast's uncanny healing powers upon himself and his allies. The Butcher heals D3 wounds and all other friendly **OGOR** models within 14" heal a single wound.
- 3-4 **Spinemarrow:** The Butcher sucks out the marrow from a gory spinal column, empowering his allies. Select an **OGOR** unit within 14". Until your next hero phase, you can add 1 to all hit rolls made by that unit in the combat phase.
- 5-6 **Bonecrusher:** The Butcher shovels great mouthfuls of ribs and skulls into his mouth. As he chews, the enemy's bones begin to snap and break. Roll a dice for each enemy unit within 7" of the Butcher. On a 4 or more, that unit suffers D3 mortal wounds.

MAGIC

A Butcher is a wizard. He can attempt to cast one spell in each of his own hero phases, and unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Voracious Maw spells.

VORACIOUS MAW

The Butcher's great hunger manifests itself, and the ground splits to reveal a tooth-lined, bottomless pit that hungrily snaps and snarls. Voracious Maw has a casting value of 7. If successfully cast, pick a unit within 18" that is visible to the caster. That unit suffers D3 mortal wounds. Roll a dice after resolving any damage; on a 1, 2 or 3 the maw emits a satisfied burp and then disappears. On any other roll it chomps again, inflicting another D3 mortal wounds on the unit. Keep repeating this process until either the maw is satisfied or all models in the unit have been eaten!



OGORS



MELEE WEAPONS

Ogor Club or Blade

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	3	4+	3+	-	2

DESCRIPTION

A unit of Ogors has 3 or more models. Some units are equipped with Ogor Clubs or Blades in one hand and a spiked gauntlet called an Iron Fist in the other, which they use to bat aside an enemy's blows before punching them in the face. Others instead prefer to wield an Ogor Club or Blade in each meaty hand.

CRUSHER

The leader of this unit is a Crusher. A Crusher makes 4 attacks rather than 3.

BELLOWER

Models in this unit may be Bellowers, who roar at the foe with incredible volume. Subtract 1 from the Bravery of enemy units that are within 6" of any Bellowers.

ICON BEARER

Models in this unit may be Icon Bearers. Some Icon Bearers hold aloft a Great Beast Skull, whilst others carry a Tribal Banner. Some Tribal Banners also sport makeshift crow's nests in which Lookout Grots give warning of incoming fire.

ABILITIES

Bull Charge: You can re-roll wound rolls of 1 for an Ogor unit if it made a charge move in the same turn. If the unit also has 10 or more models, you can re-roll all failed wound rolls instead.

Ogor Clubs and Blades: All Ogors know that two clubs are better than one. You can re-roll hit rolls of 1 for an Ogor armed with more than one Ogor Club or Blade.

Iron Fists: Each time you make a successful save roll of 6 or more for a unit of Ogors armed with Iron Fists, and the attacking unit is within 1", the attacking unit suffers 1 mortal wound after all of its attacks have been made.

Great Beast Skull: Roll a dice whenever an enemy model flees whilst its unit is within 6" of any Great Beast Skulls from your army. On a 6, another model immediately flees from that unit.

Tribal Banner: You can re-roll dice rolls of 6 when taking battleshock tests for a unit that includes any Tribal Banners.

Lookout Grot: Roll a dice whenever a unit with a Lookout Grot suffers a wound or mortal wound from a missile weapon. On a 6, the Lookout Grot screeches a warning in time and that wound is ignored.

KEYWORDS

DESTRUCTION, OGOR, GUTBUSTERS





IRONGUTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Mighty Bashing Weapon	2"	3	4+	3+	-1	3

DESCRIPTION

A unit of Ironguts has 3 or more models. Units of Ironguts are armed with an assortment of Mighty Bashing Weapons.

GUTLORD

The leader of this unit is a Gutlord. A Gutlord makes 4 attacks rather than 3.

BELLOWER

Models in this unit may be Bellowers. Subtract 1 from the Bravery of enemy units that are within 6" of any Bellowers.

RUNE MAW BEARER

Models in this unit may be Rune Maw Bearers. Roll a dice whenever an enemy model flees whilst its unit is within 6" of any Rune Maw Bearers from your army. On a 6, another model immediately flees from that unit. In addition, the Rune Maw has a voracious appetite and can even consume magic. Roll a dice if an enemy spell affects an Ironguts unit with any Rune Maw Bearers. On a roll of a 6, that spell has no effect on the Ironguts (but it will affect other units normally).

ABILITIES

Down to the Ironguts: Once during the battle, in your hero phase, Ironguts can attempt to batter their way to victory. They can only do this after at least one **OGOR** model from your army has fled from the battle. When the Ironguts use this ability, you can re-roll hit, wound and save rolls of 1 for models in this unit until your next hero phase.

KEYWORDS

DESTRUCTION, OGOR, GUTBUSTERS, IRONGUTS



GORGERS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Long Claws	1"	4	4+	3+	-	2
Distensible Jaw	1"	1	4+	3+	-1	D3

DESCRIPTION

A unit of Gorgers has any number of models. They attack with their filthy Long Claws and terrible Distensible Jaws.

ABILITIES

Ambushing Hunters: Instead of setting up this unit on the battlefield normally, you can place it to one side. If you do so, then in your first movement phase set up this unit anywhere on the battlefield and more than 12" from any enemy models. This is the unit's move for that movement phase.

Insatiable Hunger: Gorgers can charge even if they made a run move in the same turn.

KEYWORDS

DESTRUCTION, OGOR, GUTBUSTERS, GORGERS





LEADBELCHERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Leadbelcher Gun	12"	D3	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Leadbelcher Gun	1"	2	4+	3+	-1	2

DESCRIPTION

A unit of Leadbelchers has 3 or more models. They are armed with heavy Leadbelcher Guns that can be used both to shoot at the enemy and batter them to death in close combat!

THUNDERFIST

The leader of this unit is a Thunderfist. A Thunderfist makes 3 attacks rather than 2 when it uses its Leadbelcher Gun to batter the enemy in the combat phase.

BELLOWER

Models in this unit may be Bellowers, who roar at the foe with incredible volume. Subtract 1 from the Bravery of any enemy units that are within 6" of any Bellowers from your army.

ABILITIES

Thunderous Blasts of Hot Metal: As long as no enemy models are within 3" of this unit and it did not move in the movement phase of the same turn, its Leadbelcher Guns make D6 attacks in the shooting phase instead of D3.

KEYWORDS

DESTRUCTION, OGOR, GUTBUSTERS, LEADBELCHERS



IRONBLASTER



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cannon of the Sky-Titans	6"-22"	1	4+	2+	-2	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ironblaster Gunner's Club	1"	3	4+	3+	-	2
Rhinox's Sharp Horns	1"	1	4+	3+	-1	D3
Grot Scrapper's Jagged Blade	1"	1	5+	5+	-	1

DESCRIPTION

An Ironblaster is a single model. It is armed with a Cannon of the Sky-Titans that is crewed by an Ironblaster Gunner and a Grot Scrapper. The Gunner fights in close combat with a weighty Club, while the Grot Scrapper lashes out with its Jagged Blade. The Ironblaster is pulled into battle by a ferocious Rhinox that attacks any enemy foolish enough to approach with its wickedly Sharp Horns.

ABILITIES

Rhinox Charge: Add 1 to the damage inflicted by the Rhinox's attack if it made a charge move in the same turn.

Cannon Shell: You can re-roll failed hit rolls for a Cannon of the Sky-Titans if the target unit has 10 or more models.

KEYWORDS

DESTRUCTION, OGOR, GUTBUSTERS, IRONBLASTER





GROT SCRAPLAUNCHER

MOVE
7"

WOUNDS
9

SAVE
4+

BRAVERY
5

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Scraplauncher	10"-33"	1	3+	4+	-	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Grot Scrappers' Weapons	1"	7	5+	5+	-	1
Rhinox's Sharp Horns	1"	1	4+	3+	-1	D3

DESCRIPTION
A Grot Scraplauncher is a single model. The Scraplauncher itself is a ramshackle catapult, and is crewed by seven Grot Scrappers. The Scraplauncher is pulled into battle by a ferocious Rhinox that attacks any enemy foolish enough to get in its way with its wickedly Sharp Horns.

ABILITIES
Rhinox Charge: You can add 1 to the damage inflicted by the Rhinox's attack if it made a charge move in the same turn.
Deadly Rain of Scrap: A Scraplauncher can shoot targets that are not visible to it. If the Scraplauncher hits a unit that has 10 or more models, increase its Damage to D6. If it hits a unit that has 20 or more models, increase its Damage to 2D6 instead.

KEYWORDS DESTRUCTION, GROT, GUTBUSTERS, GROT SCRAPLAUNCHER



GROTS

MOVE
5"

WOUNDS
1

SAVE
6+

BRAVERY
4

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sharp Stuff	8"	1	4+	6+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Motley Assortment of Weapons	1"	1	5+	5+	-	1

DESCRIPTION
A unit of Grots has 10 or more models. They are armed with a Motley Assortment of Weapons to use in close combat, and carry a variety of Sharp Stuff to hurl at nearby enemies.

GROINBITER
The leader of this unit is a Groinbiter. You can add 1 to hit rolls made for a Groinbiter.

ABILITIES
Screeching Horde: A Grot makes 2 attacks rather than 1 if its unit has 20 or more models. It makes 3 attacks instead if its unit has 30 or more models.
Trappers: Many Grots specialise in fighting dirty and laying traps. Roll a dice each time an enemy unit finishes a charge move within 3" of a unit of Grots; on a 6 that unit immediately suffers D3 mortal wounds.

KEYWORDS DESTRUCTION, GROT, GUTBUSTERS



BEASTCLAW RAIDERS

The freezing chill of winter creeps across the land to herald the coming of the Beastclaw Raiders. Creatures of ice and snow, the ogors and their cold-blooded beasts cover the ground in crackling frost with each step, as keen-eyed ogor hunters scan the horizon, searching for fresh prey.

The seasons of the realms ebb and flow like the tides of war – blasting heat turning the land to desert, raging monsoons drowning mountains, and freezing fogs plunging ruins into icy gloom. Where the march of winter travels can be found the Beastclaw Raiders. They are ogors born of icy peaks and endless tundra. Masters of savage monsters and savage highland predators, they are hunters without peer, using keen senses, cunning traps and relentless pursuit to bring their victims down. They scour the realms

for prey, and worship Gorkamorka as the Hungering Predator. Armies and empires are merely more food for their campfires, and they leave only lifeless, frozen wasteland in their wake.

As the chill winds blow harder, the vanguard of the Beastclaw Raiders appear from the swirling snowflakes. Fur-cloaked ogor hunters armed with massive crossbows take the lead, accompanied by packs of feline sabretusks. They are followed by lumbering Stonehorns, huge

creatures whose very bones are made of granite. From the backs of these gigantic mounts, huntmasters survey the battlefield, picking out suitable targets for their massive javelins and barbed bolts. Some carry trained hunting vultures, which swoop over the battlefield to blood the target, tearing at its flesh or pecking out its eyes. The ogors then urge their Stonehorn mounts into an earth-shaking charge, and with a sound like tectonic plates colliding they crash into the enemy, sending broken bodies flying.



Clomping and snorting in the Stonehorns' shadow come the Mournfang Cavalry. Loping in packs around the larger creatures, the fur-covered mournfangs snuffle the air for the scent of food, carrying their armoured ogor riders thundering into the fray. Their haunches heaving, the mournfangs smash their foes apart, goring warriors with oversized tusks or pounding them into the ground with club-like paws. From the creatures' swaying saddles, the ogors lay about themselves with man-sized blades, cutting victims down or simply shattering their bones like twigs so that they collapse in twisted heaps. Some mournfang riders even carry crude pistols, each easily the size of a musket in the hands of most warriors, which belch smoke and flame as they hurl shot into the enemy.

True creatures of winter, Thundertusks are another monster commonly found in Beastclaw armies. Similar in appearance to the Stonehorn, they are in fact beasts born of the fathomless arctic regions of the realms. As they stomp into battle, waves of cold emanate from their hides, and the ground is covered in crackling hoar frost. Worse than this, however, is the monsters' breath, which howls forth in an icy gale to turn warriors into rime-covered statues. On the backs of these beasts, pairs of ogors harvest meat from the battlefield, bringing down prey with their crossbows and snapping chaintraps. As well as paralysing enemies with their frozen aura, the Thundertusks also act as a walking pantry, as their perpetual cold keeps meat fresh as it hangs from hooks tethered to the beasts' flanks.

The howl of winter winds created by the Beastclaw Raiders calls out to other ice-blooded monsters of the Mortal Realms. Most numerous of these snow-born horrors are the yhetees. White-pelted killers, they are drawn from ice-capped mountains and wide tundras by the spreading blizzards to fight alongside Beastclaw armies. Armed with crude clubs, axes and hatchets of frozen stone, they materialise as if from nowhere, looming out of curtains of billowing snow to fall upon their prey. Such is the killing cold that clings to the yhetees that warriors find their armour freezing tight or their weapons growing heavy with layers of frost. The momentary incapacitation caused by this icy effect is often all a yhetee needs to land a killing blow, before dragging off another victim into the gathering gloom.





HUNTER



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hunter's Crossbow	12"	1	4+	3+	-	D3
Great Throwing Spear	9"	1	4+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hunter's Culling Club	1"	4	4+	3+	-	2

DESCRIPTION

A Hunter is a single model. He is armed with a Great Throwing Spear and a Hunter's Culling Club. Some are also equipped with a Hunter's Crossbow.

ABILITIES

A Hunter of Beasts: You can re-roll hit rolls and wound rolls of 1 when a Hunter targets a **MONSTER**.

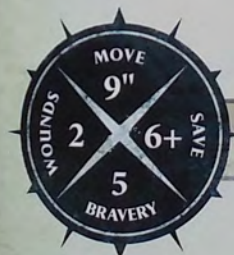
Mighty Throw: A Hunter can make an attack with its Great Throwing Spear even if it made a run move in the same turn. Furthermore, if it does so, the damage inflicted by the Great Throwing Spear is increased from D3 to D6, and its range from 9" to 18".

KEYWORDS

DESTRUCTION, OGOR, BEASTCLAW RAIDERS, HERO, HUNTER



SABRETUSKS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Elongated Tusks	1"	3	4+	3+	-1	1

DESCRIPTION

A unit of Sabretusks can have any number of models. They are armed with vicious Elongated Tusks.

ABILITIES

Their Master's Voice: If this unit is within 16" of a Hunter from your army at the start of the charge phase, you can add 3 to the result of any charge rolls for the Sabretusks. In addition, if the Sabretusks are within 16" of a Hunter from your army at the start of the battleshock phase, the Sabretusks have a Bravery of 7 rather than 5.

KEYWORDS

DESTRUCTION, BEASTCLAW RAIDERS, SABRETUSKS



STONEHORN



MISSILE WEAPONS						
	Range	Attacks	To Hit	To Wound	Rend	Damage
Harpoon Launcher	20"	1	4+	3+	-	D3
Chaintrap	12"	1	4+	3+	-	3
MELEE WEAPONS						
	Range	Attacks	To Hit	To Wound	Rend	Damage
Beastrider's Hunting Spear	2"	2	4+	3+	-	2
Beastrider's Punches and Kicks	1"	3	4+	4+	-	1
Stonehorn's Horns	2"	*	4+	3+	-2	3
Stonehorn's Crushing Hooves	1"	D6	3+	*	-1	D3

Wounds Suffered	DAMAGE TABLE		
	Move	Horns	Crushing Hooves
0-2	12"	6	2+
3-4	10"	5	3+
5-7	8"	4	3+
8-9	6"	3	4+
10+	4"	2	4+

DESCRIPTION

A Stonehorn is a single model. The Beastrider on the Stonehorn's back is armed with a Hunting Spear, a Harpoon Launcher, a Chaintrap or a Blood Vulture. The Beastrider can also lash out with brutal Punches and Kicks. The Stonehorn uses its Horns to pulverise the enemy, and can deliver terrible blows with its Crushing Hooves.

ABILITIES

Earth-shattering Charge: If a Stonehorn is within 12" of any enemy models at the start of your charge phase, it must attempt to charge, even if it ran in the movement phase! After a Stonehorn completes its charge move, pick an enemy unit within 1"; that unit suffers D6 mortal wounds.

Stone Skeleton: Halve any wounds, including mortal wounds, inflicted on a Stonehorn (rounding up).

Blood Vulture: A Beastrider with a Blood Vulture can release it to hunt in each of your shooting phases. When he does so, pick a unit within 30" of the Stonehorn. Your opponent then picks one of their own units within 30" of the Stonehorn. Roll a dice; on a 1, 2 or 3 the unit your opponent picked suffers a mortal wound. On a 4, 5 or 6 the unit you picked suffers a mortal wound.

KEYWORDS

DESTRUCTION, OGOR, BEASTCLAW RAIDERS, MONSTER, STONEHORN





MOURNFANG CAVALRY



MISSILE WEAPONS

Ogor Pistol

Range	Attacks	To Hit	To Wound	Rend	Damage
12"	1	4+	3+	-1	D3

MELEE WEAPONS

Ogor Clubs or Blades

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	3	4+	3+	-	2

Mournfang's Tusks

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	4	4+	3+	-1	1

DESCRIPTION

A unit of Mournfang Cavalry has 2 or more models. Some Mournfang Cavalry units are equipped with Ogor Clubs or Blades in one hand and a spiked gauntlet called an Iron Fist in the other, which they use to bat aside an enemy's blows before punching them in the face. Other Mournfang Cavalry units prefer to wield an Ogor Club or Blade in each meaty hand. The Mournfangs themselves gore their foes with their massive Tusks.

CRUSHER

The leader of this unit is a Crusher. A Crusher may be armed with an Ogor Pistol in addition to his other weapons.

HORNBLOWER

Models in this unit may be Hornblowers. You can re-roll the dice when determining the charge distance for a unit if it includes any Hornblowers.

BANNER BEARER

Models from this unit may be Banner Bearers. These models carry Tribal Banners adorned with a Great Beast Skull. You can re-roll dice rolls of 6 when taking a battleshock test for a unit that includes any Tribal Banners. Furthermore, roll a dice whenever an enemy model flees whilst its unit is within 6" of any Great Beast Skulls from your army. On a 6, another model immediately flees from that unit.

ABILITIES

Ogor Clubs and Blades: All Ogors know that two clubs are better than one. You can re-roll hit rolls of 1 for an Ogor armed with more than one Ogor Club or Blade.

Iron Fists: Each time you make a successful save roll of 6 or more for a unit of Mournfang Cavalry armed with Iron Fists, and the attacking unit is within 1", the attacking unit suffers 1 mortal wound after all of its attacks have been made.

Mournfang Charge: Each time a Mournfang Cavalry model completes a charge move, select an enemy model within 1" and roll a dice. On a roll of 4 or more that model's unit suffers a mortal wound.

KEYWORDS

DESTRUCTION, OGOR, BEASTCLAW RAIDERS, MOURNFANG CAVALRY





THUNDERTUSK



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Frost-wreathed Ice	18"			See below		
Chaintrap	12"	1	4+			
Harpoon Launcher	20"	1	4+	3+		3

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Beastriders' Punches and Kicks	1"	6	4+	4+		D3
Thundertusk's Crushing Blows	2"	4	3+	*	-1	1

DAMAGE TABLE

Wounds Suffered	Move	Frost-wreathed Ice	Crushing Blows
0-2	8"	6 mortal wounds	2+
3-4	7"	D6 mortal wounds	3+
5-7	6"	D3 mortal wounds	3+
8-9	5"	D3 mortal wounds	4+
10+	4"	1 mortal wound	4+

DESCRIPTION

A Thundertusk is a single model. Two Beastriders are carried on the Thundertusk's back. One of the Beastriders is armed with a Harpoon Launcher; the other carries either a Chaintrap or a Blood Vulture. The Beastriders can also lash out with Punches and Kicks. The Thundertusk can pound foes with Crushing Blows of its hooves and tusks, or shatter them with blasts of magical Frost-wreathed Ice.

ABILITIES

Blasts of Frost-wreathed Ice: In the shooting phase, pick a unit within 18" that is visible to the Thundertusk. Roll a dice; on a 2 or more that unit is struck and suffers a number of mortal wounds shown on the damage table above.

Numbing Chill: Your opponent must subtract 1 from any hit rolls that target a Thundertusk in the combat phase.

Blood Vulture: A Beastrider with a Blood Vulture can release it to hunt in each of your shooting phases. When he does so, pick a unit within 30" of the Thundertusk. Your opponent then picks one of their own units within 30" of the Thundertusk. Roll a dice; on 1, 2 or a 3 the unit your opponent picked suffers a mortal wound. On a 4, 5 or 6 the unit you picked suffers a mortal wound.

KEYWORDS

DESTRUCTION, OGOR, BEASTCLAW RAIDERS, MONSTER, THUNDERTUSK



YHETEES



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws and Ice-encrusted Clubs	1"	3	4+	3+	-1	2

DESCRIPTION

A unit of Yhetees has 3 or more models. Yhetees are armed with massive Claws and Ice-encrusted Clubs.

ABILITIES

Bounding Leaps: Yhetees can be chosen to pile in and attack in the combat phase if they are within 6" of an enemy, and can move up to 6" when they pile in.

Aura of Frost: Your opponent must subtract 1 from any hit rolls that target a Yhete in the combat phase.

KEYWORDS

DESTRUCTION, YHETEES



FIREBELLIES

Worshippers of ash and flame, volcano and magma, the Firebellies revere Gorkamorka as the Sun-eater. Crazy cults of steel-bellied ogors, Firebellies consume burning combustibles in sorcerous rituals so that they might honour their god by belching fire over their enemies.

Gorkamorka is the god of orruks, grots and ogors. Each tribe or race, however, reveres a different aspect of their two-headed god. The Firebellies base their rites and rituals

around the legend of the Sun-eater. During the Age of Myth, Gorkamorka stomped across the realms, kicking down mountains and drinking up seas. One day, he was embroiled in a raging battle, and as the sun began to set he reached out

and pulled it down from the heavens, because he was not done with the day's fighting. Having seized his prize, Gorkamorka decided to take a bite from its flaming hide, discovering to his joy that it allowed him to breathe plumes of fire. The Firebellies emulate this tale, vomiting fire upon their foes and bathing in the licking flames of war to grant themselves power.

Firebelly cults seek out flame-blooded beasts to devour, such as the spawn of Vulcatrux. Volatile minerals also find their way into the cults' food, and the Firebelly ogors often breathe a heady mix of these flaming 'spices' over their victims in order to season them. Sometimes, though, a gout of flame is not enough to prepare their meal, and for this reason, many Firebellies carry a huge basalt hammer to tenderise more troublesome morsels.

Firebellies and their kin are more than mere hunters, and their hunger is not just for the beasts of the realms. They still dream of one day feasting upon the sun, like their patron Gorkamorka did. Of course, there are countless suns in countless skies across the length and breadth of the realms, so the Firebellies wander the lands making war and seeking out any that dip close to the earth, where perhaps their priests might be able to snatch them from the sky.



FIREBELLY



MISSILE WEAPONS

Fire Breath

Range	Attacks	To Hit	To Wound	Rend	Damage
6"			See below		

MELEE WEAPONS

Basalt Hammer

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	2	4+	3+	-1	D3

DESCRIPTION

A Firebelly is a single model. He is armed with a Basalt Hammer, and can unleash a fearsome Fire Breath attack.

ABILITIES

Fire Breath: When a Firebelly breathes fire in your shooting phase, pick a unit that is within range and roll a dice; on a 4 or more that unit suffers D3 mortal wounds.

MAGIC

A Firebelly is a wizard. He can attempt to cast one spell in each of your hero phases, and attempt to unbind a spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Cascading Fire-Cloak spells.

CASCADING FIRE-CLOAK

The Firebelly creates a shield of fire around himself, scorching nearby foes. Cascading Fire-Cloak has a casting value of 6. If successfully cast, the caster is wreathed in flames until your next hero phase. At the end of each combat phase, roll a dice for each enemy unit within 3" of the caster. On a roll of 4 or more that unit suffers D3 mortal wounds.

KEYWORDS

DESTRUCTION, OGOR, FIREBELLY, HERO, WIZARD



MANEATERS

Maneaters are shameless and savage mercenaries who fight for food and shiny trinkets. Wandering the realms, alone or in small warrior bands, they sell their services as much for the sport of war as for the rewards it brings, moving on to fresh battlefields whenever they grow bored.



Robbers, gluttons and sell-swords, Maneaters are larger-than-life warriors who have embraced a mercenary lifestyle. They leave their tribes for various reasons – perhaps Gorkamorka came to them in a dream promising them riches and battle, or maybe they had a violent falling-out with their clan. Whatever the reason, Maneaters have struck out on their own to partake of the wonders of the realms. As they travel from one war to another, they may join a band of like-minded rogues, and their reputations grow. To match their swollen egos, they don fancy armour, acquire nasty new weapons, and even pick up adoring greenskin followers that scamper around behind them, aping their masters.

Wrangling payment for a Maneater is a tricky business, especially if they are important – which most Maneaters consider themselves to be. Like many ogors, they have little concept of real wealth, and are only interested if their payment is either something flashy they can wear or something tasty. Some generals think that, because Maneaters covet seemingly worthless trinkets or prefer barrels of silty ale to gold, they are simple-minded and easy to dupe or manipulate. Woe to the foolish lord that is discovered cheating one of the mercenary ogors on their pay, however, as Maneaters were not named as such in jest by the people of the realms.



MANEATERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ogor Pistols or Throwing Stars	12"	1	3+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slicers and Bashers	1"	4	3+	3+	-1	2

DESCRIPTION

A unit of Maneaters can have any number of models. Maneaters are armed with a huge variety of exotic Slicers and Bashers, which they use to carve up their foes. In addition, some carry Ogor Pistols or giant Throwing Stars that can be used to bring down their foes from afar.

ABILITIES

Been There, Done That: When a Maneaters unit is set up, you can pick one ability to apply to the unit from the following list:

Brawlers: You can re-roll hit rolls of 1 for this unit in the combat phase.

Crack Shots: You can re-roll hit rolls of 1 for this unit in the shooting phase.

Striders: This unit can run and charge in the same turn.

Stubborn: This unit does not have to take battleshock tests.

KEYWORDS

DESTRUCTION, OGOR, MANEATERS



THE RULES

Warhammer: Age of Sigmar puts you in command of a force of mighty warriors, monsters and war engines. This rules sheet contains everything you need to know in order to do battle amid strange and sorcerous realms, to unleash powerful magic, darken the skies with arrows, and crush your enemies in bloody combat!

THE ARMIES

Before the conflict begins, rival warlords gather their most powerful warriors.

In order to play, you must first muster your army from the miniatures in your collection. Armies can be as big as you like, and you can use as many models from your collection as you wish. The more units you decide to use, the longer the game will last and the more exciting it will be! Typically, a game with around a hundred miniatures per side will last for about an evening.

WARSCROLLS & UNITS

All models are described by warscrolls, which provide all of the rules for using them in the game. You will need warscrolls for the models you want to use.

Models fight in units. A unit can have one or more models, but cannot include models that use different warscrolls. A unit must be set up and finish any sort of move as a single group of models, with all models within 1" of at least one other model from their unit. If anything causes a unit to become split up during a battle, it must reform the next time that it moves.

TOOLS OF WAR

In order to fight a battle you will require a tape measure and some dice.

Distances in Warhammer: Age of Sigmar are measured in inches ("). between the closest points of the models or units you're measuring to and from. You can measure distances whenever you wish. A model's base isn't considered part of the model – it's just there to help the model stand up – so don't include it when measuring distances.

Warhammer: Age of Sigmar uses six-sided dice (sometimes abbreviated to D6). If a rule requires you to roll a D3, roll a dice and halve the total, rounding fractions up. Some rules allow you to re-roll a dice roll, which means you get to roll some or all of the dice again. You can never re-roll a dice more than once, and re-rolls happen before modifiers to the roll (if any) are applied.

THE BATTLEFIELD

Be they pillars of flame, altars of brass or haunted ruins, the realms are filled with strange sights and deadly obstacles.

Battles in Warhammer: Age of Sigmar are fought across an infinite variety of exciting landscapes in the Mortal Realms, from desolate volcanic plains and treacherous sky temples, to lush jungles and cyclopean ruins. The dominion of Chaos is all-pervading, and no land is left untouched by the blight of war. These wildly fantastical landscapes are recreated whenever you play a game of Warhammer: Age of Sigmar.

The table and scenery you use constitute your battlefield. A battlefield can be any flat surface upon which the models can stand – for example a dining table or the floor – and can be any size or shape provided it's bigger than 3 feet square.

First you should decide in which of the seven Mortal Realms the battle will take place. For example, you might decide that your battle will take place in the Realm of Fire. Sometimes you'll need to know this in order to use certain abilities. If you can't agree on the realm, roll a dice, and whoever rolls highest decides.

The best battles are fought over lavishly designed and constructed landscapes, but whether you have a lot of scenery or only a small number of features doesn't matter! A good guide is at least 1 feature for every 2 foot square, but less is okay and more can make for a really interesting battle.

To help you decide the placement of your scenery, you can choose to roll two dice and add them together for each 2 foot square area of your battlefield and consult the following table:

Roll	Terrain Features
2-3	No terrain features.
4-5	2 terrain features.
6-8	1 terrain feature.
9-10	2 terrain features.
11-12	Choose from 0 to 3 terrain features.

MYSTERIOUS LANDSCAPES

The landscapes of the Mortal Realms can both aid and hinder your warriors. Unless stated otherwise, a model can be moved across scenery but not through it (so you can't move through a solid wall, or pass through a tree, but can choose to have a model climb up or over them). In addition, once you have set up all your scenery, either roll a dice on the following table or pick a rule from it for each terrain feature:

THE SCENERY TABLE

Roll Scenery

- Damned:** If any of your units are within 3" of this terrain feature in your hero phase, you can declare that one is making a sacrifice. If you do so, the unit suffers D3 mortal wounds, but you can add 1 to all hit rolls for the unit until your next hero phase.
- Arcane:** Add 1 to the result of any casting or unbinding rolls made for a wizard within 3" of this terrain feature.
- Inspiring:** Add 1 to the Bravery of all units within 3" of this terrain feature.
- Deadly:** Roll a dice for any model that makes a run or charge move across, or finishing on, this terrain feature. On a roll of 1 the model is slain.
- Mystical:** Roll a dice in your hero phase for each of your units within 3" of this terrain feature. On a roll of 1 the unit is befuddled and can't be selected to cast spells, move or attack until your next hero phase. On a roll of 2-6 the unit is ensorcelled, and you can re-roll failed wound rolls for the unit until your next hero phase.
- Sinister:** Any of your units that are within 3" of this terrain feature in your hero phase cause fear until your next hero phase. Subtract 1 from the Bravery of any enemy units that are within 3" of one or more units that cause fear.

THE BATTLE BEGINS

Thunder rumbles high above as the armies take to the battlefield.

You are now ready for the battle to begin, but before it does you must set up your armies for the coming conflict.

SET-UP

Before setting up their armies, both players roll a dice, rolling again in the case of a tie. The player that rolls higher must divide the battlefield into two equal-sized halves; their opponent then picks one half to be their territory. Some examples of this are shown below.



The players then alternate setting up units, one at a time, starting with the player that won the earlier dice roll. Models must be set up in their own territory, more than 12" from enemy territory.

You can continue setting up units until you have set up all the units you want to fight in this battle, or have run out of space. This is your army. Count the number of models in your army – this may come in useful later. Any remaining units are held in reserve, playing no part unless fate lends a hand.

The opposing player can continue to set up units. When they have finished, set-up is complete. The player that finishes setting up first always chooses who takes the first turn in the first battle round.

THE GENERAL

Once you have finished setting up all of your units, nominate one of the models you set up as your general. Your general has a command ability, as described in the rules for the hero phase on the next page.

GLORIOUS VICTORY

In the Mortal Realms battles are brutal and uncompromising – they are fought to the bitter end, with one side able to claim victory because it has destroyed its foe or there are no enemy models left on the field of battle. The victor can immediately claim a **major victory** and the honours and triumphs that are due to them, while the defeated must repair to their lair to lick their wounds and bear the shame of failure.

If it has not been possible to fight a battle to its conclusion or the outcome is not obvious, then a result of sorts can be calculated by comparing the number of models removed from play with the number of models originally set up for the battle for each army. Expressing these as percentages provides a simple way to determine the winner. Such a victory can only be claimed as a **minor victory**. For example, if one player lost 75% of their starting models, and the other player lost 50%, then the player that only lost 50% of their models could claim a minor victory.

Models added to your army during the game (for example, through summoning, reinforcements, reincarnation and so on) do not count towards the number of models in the army, but must be counted among the casualties an army suffers.

SUDDEN DEATH VICTORIES

Sometimes a player may attempt to achieve a sudden death victory. If one army has a third more models than the other, the outnumbered player can choose one objective from the sudden death table after generals are nominated. A **major victory** can be claimed immediately when the objective is achieved by the outnumbered player.

TRIUMPHS

After any sudden death objectives have been chosen, if your army won a major victory in its previous battle, roll a dice and look up the result on the triumph table to the right.

THE SUDDEN DEATH TABLE

Assassinate: The enemy player picks a unit with the **HERO**, **WIZARD**, **PRIEST** or **MONSTER** keyword in their army. Slay the unit that they pick.
Blunt: The enemy player picks a unit with five or more models in their army. Slay the unit that they pick.
Endure: Have at least one model which started the battle on the battlefield still in play at the end of the sixth battle round.
Seize Ground: Pick one terrain feature in enemy territory. Have at least one friendly model within 3" of that feature at the end of the fourth battle round.

THE TRIUMPH TABLE

Roll	Triumph
1-2	Blessed: You can change the result of a single dice to the result of your choosing once during the battle.
3-4	Inspired: You can re-roll all of the failed hit rolls for one unit in your army in one combat phase.
5-6	Empowered: Add 1 to your general's Wounds characteristic.

BATTLE ROUNDS

Mighty armies crash together amid the spray of blood and the crackle of magic.

Warhammer: Age of Sigmar is played in a series of battle rounds, each of which is split into two turns – one for each player. At the start of each battle round, both players roll a dice, rolling again in the case of a tie. The player that rolls highest decides who takes the first turn in that battle round. Each turn consists of the following phases:

- Hero Phase**
Cast spells and use heroic abilities.
- Movement Phase**
Move units across the battlefield.
- Shooting Phase**
Attack with missile weapons.
- Charge Phase**
Charge units into combat.
- Combat Phase**
Pile in and attack with melee weapons.
- Battle Shock Phase**
Test the bravery of depleted units.

Once the first player has finished their turn, the second player takes theirs. Once the second player has also finished, the battle round is over and a new one begins.

PRE-BATTLE ABILITIES

Some warscrolls allow you to use an ability 'after set-up is complete'. These abilities are used before the first battle round. If both armies have abilities like this, both players roll a dice, re-rolling in the case of a tie. The player that rolls highest gets to use their abilities first, followed by their opponent.

HERO PHASE

As the armies close in, their leaders use sorcerous abilities, make sacrifices to the gods, or give strident commands.

In your hero phase you can use the wizards in your army to cast spells (see the rules for wizards on the last page of these rules).

In addition, other units in your army may have abilities on their warscrolls that can be used in the hero phase. Generally, these can only be used in your own hero phase. However, if an ability says it can be used in every hero phase, then it can be used in your opponent's hero phase as well as your own. If both players can use abilities in a hero phase, the player whose turn it is gets to use all of theirs first.

COMMAND ABILITY

In your hero phase, your general can use one command ability. All generals have the Inspiring Presence command ability, and some may have more on their warscroll.

Inspiring Presence: Pick a unit from your army that is within 12" of your general. The unit that you pick does not have to take battleshock tests until your next hero phase.

MOVEMENT PHASE

The ground shakes to the tread of marching feet as armies vie for position.

Start your movement phase by picking one of your units and moving each model in that unit until you've moved all the models you want to. You can then pick another unit to move, until you have moved as many of your units as you wish. No model can be moved more than once in each movement phase.

MOVING

A model can be moved in any direction, to a distance in inches equal to or less than the Move characteristic on its warscroll. It can be moved vertically in order to climb or cross scenery, but cannot be moved across other models. No part of the model may move further than the model's Move characteristic.

ENEMY MODELS

When you move a model in the movement phase, you may not move within 3" of any enemy models. Models from your army are friendly models, and models from the opposing army are enemy models.

Units starting the movement phase within 3" of an enemy unit can either remain stationary or retreat. If you choose to retreat, the unit must end its move more than 3" away from all enemy units. If a unit retreats, then it can't shoot or charge later that turn (see below).

RUNNING

When you pick a unit to move in the movement phase, you can declare that it will run. Roll a dice and add the result to the Move characteristic of all models in the unit for the movement phase. A unit that runs can't shoot or charge later that turn.

FLYING

If the warscroll for a model says that the model can fly, it can pass across models and scenery as if they were not there. It still may not finish the move within 3" of an enemy in the movement phase, and if it is already within 3" of an enemy it can only retreat or remain stationary.

SHOOTING PHASE

A storm of death breaks over the battle as arrows fall like rain and war machines hurl their deadly payloads.

In your shooting phase you can shoot with models armed with missile weapons.

Pick one of your units. You may not pick a unit that ran or retreated this turn. Each model in the unit attacks with all of the missile weapons it is armed with (see Attacking). After all of the models in the unit have shot, you can choose another unit to shoot with, until all units that can shoot have done so.

CHARGE PHASE

Howling bloodcurdling war cries, warriors hurl themselves into battle to slay with blade, hammer and claw.

Any of your units within 12" of the enemy in your charge phase can make a charge move. Pick an eligible unit and roll two dice. Each model in the unit can move this number in inches. You may not pick a unit that ran or retreated this turn, nor one that is within 3" of the enemy.

The first model you move must finish within 1/2" of an enemy model. If that's impossible, the charge has failed and no models in the charging unit can move in this phase. Once you've moved all the models in the unit, you can pick another eligible unit to make a charge, until all units that can charge have done so.

COMBAT PHASE

Carnage engulfs the battlefield as the warring armies tear each other apart.

Any unit that has charged or has models within 3" of an enemy unit can attack with its melee weapons in the combat phase.

The player whose turn it is picks a unit to attack with, then the opposing player must attack with a unit, and so on until all eligible units on both sides have attacked once each. If one side completes all its attacks first, then the other side completes all of its remaining attacks, one unit after another. No unit can be selected to attack more than once in each combat phase. An attack is split into two steps: first the unit piles in, and then you make attacks with the models in the unit.

Step 1: When you pile in, you may move each model in the unit up to 3" towards the closest enemy model. This will allow the models in the unit to get closer to the enemy in order to attack them.

Step 2: Each model in the unit attacks with all of the melee weapons it is armed with (see Attacking).

BATTLESOCK PHASE

Even the bravest heart may quail when the horrors of battle take their toll.

In the battlesock phase, both players must take battlesock tests for units from their army that have had models slain during the turn. The player whose turn it is tests first.

To make a battlesock test, roll a dice and add the number of models from the unit that have been slain this turn. For each point by which the total exceeds the highest Bravery characteristic in the unit, one model in that unit must flee and is removed from play. Add 1 to the Bravery characteristic being used for every 10 models that are in the unit when the test is taken.

You must choose which models flee from the units you command.

ATTACKING

Blows hammer down upon the foe, inflicting bloody wounds.

When a unit attacks, you must first pick the target units for the attacks that the models in the unit will make, then make all of the attacks, and finally inflict any resulting damage on the target units.

The number of attacks a model can make is determined by the weapons that it is armed with. The weapon options a model has are listed in its description on its warscroll. Missile weapons can be used in the shooting phase, and melee weapons can be used in the combat phase. The number of attacks a model can make is equal to the Attacks characteristic for the weapons it can use.

PICKING TARGETS

First, you must pick the target units for the attacks. In order to attack an enemy unit, an enemy model from that unit must be in range of the attacking weapon (i.e. within the maximum distance, in inches, of the Range listed for the weapon making the attack), and visible to the attacker (if unsure, stoop down and get a look from behind the attacking model to see if the target is visible). For the purposes of determining visibility, an attacking model can see through other models in its unit.

If a model has more than one attack, you can split them between potential target units as you wish. If a model splits its attacks between two or more enemy units, resolve all of the attacks against one unit before moving onto the next one.

MAKING ATTACKS

Attacks can be made one at a time, or, in some cases, you can roll the dice for attacks together. The following attack sequence is used to make attacks one at a time:

1. Hit Roll: Roll a dice. If the roll equals or beats the attacking weapon's To Hit characteristic, then it scores a hit and you must make a wound roll. If not, the attack fails and the attack sequence ends.

2. Wound Roll: Roll a dice. If the roll equals or beats the attacking weapon's To Wound characteristic, then it causes damage and the opposing player must make a save roll. If not, the attack fails and the attack sequence ends.

3. Save Roll: The opposing player rolls a dice, modifying the roll by the attacking weapon's Rend characteristic. For example,

if a weapon has a -1 Rend characteristic, then 1 is subtracted from the save roll. If the result equals or beats the Save characteristic of the models in the target unit, the wound is saved and the attack sequence ends. If not, the attack is successful, and you must determine damage on the target unit.

4. Determine Damage: Once all of the attacks made by a unit have been carried out, each successful attack inflicts a number of wounds equal to the Damage characteristic of the weapon. Most weapons have a Damage characteristic of 1, but some can inflict 2 or more wounds, allowing them to cause grievous injuries to even the mightiest foe, or to cleave through more than one opponent with but a single blow!

In order to make several attacks at once, all of the attacks must have the same To Hit, To Wound, Rend and Damage characteristics, and must be directed at the same enemy unit. If this is the case, make all of the hit rolls at the same time, then all of the wound rolls, and finally all of the save rolls; then add up the total number of wounds caused.

INFLECTING DAMAGE

After all of the attacks made by a unit have been carried out, the player commanding the target unit allocates any wounds that are inflicted to models from the unit as they see fit (the models do not have to be within range or visible to an attacking unit). When inflicting damage, if you allocate a wound to a model, you must keep on allocating wounds to that model until either it is slain, or no more wounds remain to be allocated.

Once the number of wounds suffered by a model during the battle equals its Wounds characteristic, the model is slain. Place the slain model to one side - it is removed from play. Some warscrolls include abilities that allow wounds to be healed. A healed wound no longer has any effect. You can't heal wounds on a model that has been slain.

MORTAL WOUNDS

Some attacks inflict mortal wounds. Do not make hit, wound or save rolls for a mortal wound - just allocate the wounds to models from the target unit as described above.

COVER

If all models in a unit are within or on a terrain feature, you can add 1 to all save rolls for that unit to represent the cover they receive from the terrain. This modifier does not apply in the combat phase if the unit you are making saves for made a charge move in the same turn.

WIZARDS

The realms are saturated with magic, a seething source of power for those with the wit to wield it.

Some models are noted as being a wizard on their warscroll. You can use a wizard to cast spells in your hero phase, and can also use them to unbind spells in your opponent's hero phase. The number of spells a wizard can attempt to cast or unbind each turn is detailed on its warscroll.

CASTING SPELLS

All wizards can use the spells described below, as well as any spells listed on their warscroll. A wizard can only attempt to cast each spell once per turn.

To cast a spell, roll two dice. If the total is equal to or greater than the casting value of the spell, the spell is successfully cast.

If a spell is cast, the opposing player can choose any one of their wizards that is within 18" of the caster, and that can see them, and attempt to unbind the spell before its effects are applied. To unbind a spell, roll two dice. If the roll beats the roll used to cast the spell, then the spell's effects are negated. Only one attempt can be made to unbind a spell.

ARCANE BOLT

Arcane Bolt has a casting value of 5. If successfully cast, pick an enemy unit within 18" of the caster and which is visible to them. The unit you pick suffers D3 mortal wounds.

MYSTIC SHIELD

Mystic Shield has a casting value of 6. If successfully cast, pick the caster, or a friendly unit within 18" of the caster and which is visible to them. You can add 1 to all save rolls for the unit you pick until the start of your next hero phase.

THE MOST IMPORTANT RULE

In a game as detailed and wide-ranging as *Warhammer: Age of Sigmar*, there may be times when you are not sure exactly how to resolve a situation that has come up during play. When this happens, have a quick chat with your opponent, and apply the solution that makes the most sense to you both (or seems the most fun!). If no single solution presents itself, both of you should roll a dice, and whoever rolls higher gets to choose what happens. Then you can get on with the fighting!





WARHAMMER

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ISBN 978-1785815225



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