

# HARBINGERS OF DESTRUCTION

With the rise of the brutish god Kragnos, the numberless throngs of Destruction have indulged in a wave of mindless mayhem. Possessed by a feral madness, they rampage across the Mortal Realms, breaking, brutalising and pulverising anything unfortunate enough to stray into their path.

Always has the looming menace of the greenskin tribes been a cause of dread for the civilised nations of the Mortal Realms. When the children of Gorkamorka gather into their vast hordes under the banner of a Great Waaagh! – a powerful gestalt – there is almost nothing that can stand in their way. Their numbers are endless, a great, green avalanche that pours down upon the foe with overwhelming force. They delight in violence for its own sake and take particular pleasure in tearing down the frontier settlements assembled at such a high cost in blood and toil by the God-King Sigmar's folk.

In the Era of the Beast, with Ghur's wild spirit at the apogee of its power, the threat from the wilds has never been graver. The emergence of Kragnos, the Earthquake God, has acted as a lightning rod, drawing forth troglodytic cave-dwelling beasts, spider-worshipping grots and hulking orruk Ironjawz alike, filling them all with the same urgent need for violence.

Those that do not join the furious stomp of a Waaagh! as it rampages across the realms set off on their own to find a battle worth their time.

The Gnarlwood – like many of the fiercest places in the Realm of Beasts – has long been the territory of greenskin tribes, from prowling mobs of Kruleboyz to the deranged and shroom-addled clans of the Gloomspite Gitz. The ever-hungry ogors of the region have a particular respect for the place, for it offers them an endless supply of beast-flesh to consume in their gluttonous rituals. As for the Ravening Ruin itself – well, if the tales told by squealing prisoners are true, then there must be all manner of fancy treasures to pilfer, deface or simply smash into a thousand pieces.

The Gloomspite Gitz creep about in the dankest, darkest places of the Mortal Realms, revelling in all things slimy and foul. Devious and spiteful, they find

## DESTRUCTION FACTION RUNEMARKS



*Destruction*



*Gloomspite  
Gitz*



*Bonesplitterz*



*Ironjawz*



*Kruleboyz*



*Ogor  
Mawtribes*





the greatest pleasure through consuming mind-bending fungal concoctions and then surging forth en masse to loot and destroy. The term 'Gloomspite Gitz' in fact refers to a very loose coalition of grots, troggos and even enormous gargants. These species mingle together in all sorts of configurations, forming ad hoc bands held together by extortion, brute force or mutual benefit. The Gloomspite that dwell within the Gnarlwood tend to gather beneath the shadow of the Great Stinkhorn – an immense, rotting mushroom the size of a mountain. Their numbers seem to grow every day, and the grimy foulness of their presence is already turning the soil into a foul-smelling mulch.

The orruk warclans are perhaps the dominant force in the Realm of Beasts – and a menace feared by all who dwell within Thondia. The Kruleboyz are particularly active of late, following their destructive assaults along the Coast of Tusks and into Carcass Donse. Great swathes of land have been swallowed up by an oozing tide of brackish swamp water, and the lanky orruks plan to reshape more of Thondia in the same manner. If the land-shaping engines of Talaxis could be turned to such a purpose, it would surely spell disaster for Thondia's beleaguered denizens.

The brutish Ironjawz possess no such vision, but the Gnarlwood offers them all of the mindless violence they crave. Mobs of these metal-clad brutes plunge

into the forest, eagerly seeking out monsters to batter into submission or hapless foes to clobber.

The Bonesplitter tribes of Thondia also make pilgrimage to the Gnarlwood, believing that the forest of carnivorous trees is somehow connected to the raging beast-spirit of Ghur. They intend to release this pent-up energy by seeking out the largest and deadliest monsters in the region, cracking open their bones to let loose the magic within.

The ogors of Ghur have always held the Gnarlwood in great reverence, for it is a bountiful source of food – the only thing they really care about. The ogor Butchers envision the entire forest as a manifestation of the hunger of the Gulping God. Large and burly enough to withstand the constant attacks from predators and rival warbands, these massive specimens lumber through the undergrowth in search of their next meal. Most ogors have no real interest in the cosmic treasures said to lie within the so-called Ravening Ruin, save for those that might be traded with humans or other creatures in exchange for barrels of edible goods. The Butchers and their acolytes, however, wish to open the gullet of the Gnarlwood and let it feed. They have already begun this process by using their grotesque gastronomic powers to tear open grinding mouths in the forest floor, into which they hurl fistfuls of raw flesh and animal gizzards.



*In the beast-haunted depths of the Gnarlwood, rampaging warriors of the Ironjawz find the perfect place to indulge their lust for brutal violence.*





# MONSTERS OF DESTRUCTION

The wilds of Thondia are home to a thousand terrifying monsters, all of which are notable for their immense size and unbridled savagery. There are tales of warbands that have managed to leash one of these avatars of Destruction to their side. Quite how they managed such a feat without being crushed to bloody paste is a mystery.

## ALEGUZZLER GARGANT

Aleguzzler Gargants are titanic louts who traipse across the realms causing havoc wherever they go. On occasion, they may join forces with a warband of Destruction, often in return for a steady supply of meat, grog and violence.



DAMAGE TABLE		
DAMAGE POINTS ALLOCATED	MOVE	DAMAGE
0-10	6	4/8
11-20	5	4/6
21-30	4	3/6
31-40	3	3/4
41-44	2	2/4

## ALEGUZZLER GARGANT ABILITIES



**[Double] Drunken Stagger:** Roll a number of dice equal to the value of this ability. Until the end of this fighter's activation, for each roll of 1, subtract 1 from this fighter's Move characteristic (to a minimum of 1), then for each roll of 2+, add 1 to this fighter's Move characteristic.



**[Triple] Mighty Kick:** Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.



**[Quad] Vicious 'Eadbutt:** Pick a visible enemy fighter within 1" of this fighter and roll a number of dice equal to the value of this ability. For each roll of 3+, allocate a number of damage points to that fighter equal to the value of this ability.

## SKITTERSTRAND ARACHNAROK

Bursting from its web-strewn lair, the gigantic Skitterstrand Arachnarok strikes without warning.



DAMAGE TABLE		
DAMAGE POINTS ALLOCATED	MOVE	DAMAGE
0-10	8	4/8
11-20	7	4/6
21-30	6	3/6
31-40	5	3/4
41-54	4	2/4

## SKITTERSTRAND ARACHNAROK ABILITIES



**[Double] Wall Crawler:** Until the end of this fighter's activation, do not count the vertical distance moved when this fighter is climbing.



**[Triple] Paralysing Venom:** Until the end of this fighter's activation, after each attack action made by this fighter, roll a dice. On a roll of 2+, until the end of the battle round, the target of that attack action cannot make move actions or disengage actions.



**[Quad] Dragged Victim:** Pick an enemy fighter within 1" of this fighter. Remove that fighter from the battlefield and set them up within 1" of this fighter. Then, this fighter makes a bonus attack action against that fighter.



Troggoths are vile monsters born out of primordial, arcane gunge. Dankhold Troggoths are amongst the most dangerous of all troggoth sub-breeds, regenerating grievous wounds as easily as they obliterate their foes.

# DANKHOLD TROGGOTH

				
2	3	5	* / *	






280




4



45

DAMAGE TABLE		
DAMAGE POINTS ALLOCATED	MOVE	DAMAGE
0-10	5	4/8
11-20	5	4/6
21-30	4	3/6
31-40	4	3/4
41-44	3	2/4

**[Double] Squiggly-beast Followers:** Roll a dice for each visible enemy fighter within 3" of this fighter. On a roll of 2+, allocate 1 damage point to the fighter being rolled for.



**[Double] Troggoth Regrowth:** Remove a number of damage points from this fighter up to the value of this ability.



**[Triple] Crushing Grip:** Pick a visible enemy fighter within 1" of this fighter and roll a number of dice equal to the value of this ability. For each roll of 4+, allocate 2 damage points to that fighter.



*Barrelling through the ruins in a drunken rage, an Aleguzzler Gargant smashes a path for his Ironjawz masters to follow.*





# THRALLS OF DESTRUCTION

Wherever the mobs of Destruction rampage across the lands, they soon attract a following of ugly, foul-tempered creatures that sense the opportunity for mayhem and bloodshed. The strength, resilience and utter lack of hygiene displayed by such beings mean that they are always welcomed.

## DESTRUCTION THRALL ABILITIES



[Reaction] **Horrific Stench:** A fighter can make this reaction after they are targeted by a melee attack action but before the hit rolls are made. Subtract 1 from the Attacks characteristic of that attack action, to a minimum of 1.



[Double] **Noxious Vomit:** Roll a number of dice equal to the value of this ability. For each roll of 5+, pick a visible enemy fighter within 6" of this fighter. Allocate D3 damage points to that fighter.



[Double] **Troggoth Regrowth:** Remove a number of damage points from this fighter up to the value of this ability.

## FELLWATER TROGGOTH



## ROCKGUT TROGGOTH



















*Rockgut Troggoths are as vicious as they are stupid, and they are capable of regenerating after all but the most grievous wounds.*



# GLOOMSPITE GITZ

What the Gloomspite Gitz lack in courage and skill, they make up for in numbers, cunning and spite. Wielding all manner of cruel pokin' weapons and accompanied by a veritable menagerie of troglodytic beasts, the green-skinned loons are a menace to all who encounter them.

GLOOMSPITE GITZ FIGHTER ABILITIES	
	<b>[Reaction] Pile On:</b> A fighter can make this reaction after an enemy fighter finishes a move action visible to this fighter and within 3" of this fighter. Pick another friendly fighter. That fighter makes a bonus move action. After that move action, that fighter must be within 1" of the enemy fighter that made the move action.
 	<b>[Reaction] Spore Cloud:</b> A fighter can make this reaction after a friendly fighter within 3" of this fighter is targeted by a missile attack action but before the hit rolls are made. Until the end of the round, friendly fighters are considered to be in cover while they are within 3" of this fighter.
	<b>[Double] Backstabbing Mob:</b> A fighter can only use this ability if there is a visible friendly fighter within 1" of them. Until the end of this fighter's activation, add 1 to the Attacks and Strength characteristics of melee attack actions made by this fighter.
 	<b>[Double] Barbed Net:</b> Pick a visible enemy fighter within 3" of this fighter and roll a dice. On a roll of 3+, until the end of the battle round, that fighter cannot make move actions or disengage actions.
 	<b>[Triple] Madcap Destruction:</b> Roll a dice. This fighter can make a move action up to double the value of the result. If this fighter finishes that move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of the result.
 	<b>[Triple] Spider Bite:</b> Pick a visible enemy fighter within 1" of this fighter and roll a number of dice equal to the value of this ability. For each roll of 4+, allocate 3 damage points to that fighter.
 	<b>[Triple] Go Dat Way!:</b> Pick a friendly fighter with the <b>Beast</b> (🐾) runemark within 4" of this fighter. That fighter makes a bonus move action.
	<b>[Quad] Sneaky Stab:</b> This fighter makes a bonus move action. Then, they can make a bonus melee attack action. In addition, add the value of this ability to the damage points allocated to enemy fighters by each critical hit from that attack action.

GLOOMSPITE GITZ HERO ABILITIES	
  	<b>[Double] Speed of the Spider God:</b> Until the end of the battle round, add 1 to the Move characteristic of friendly fighters with the <b>Destroyer</b> (🔥) runemark that start their activation within 6" of this fighter.
 	<b>[Triple] Stab 'Em Good:</b> Until the end of the battle round, add 1 to the Attacks characteristic of melee attack actions made by visible friendly fighters while they are within 6" of this fighter.
  	<b>[Triple] Magic Spore Maws:</b> Roll a dice for each visible enemy fighter within 3" of this fighter. On a roll of 3-4, allocate 1 damage point to the fighter being rolled for. On a roll of 5+, allocate a number of damage points to the fighter being rolled for equal to the value of this ability.
  	<b>[Quad] I'm Da Boss; Now Stab 'Em Good!:</b> Until the end of the battle round, add the value of this ability to the Attacks characteristic of melee attack actions made by friendly fighters with the <b>Gloomspite Gitz</b> (👹) faction runemark while they are within 6" of this fighter.



*Loonboss*



# MOONCLAN BOSS







1 4 3 2/4



110






4 4 4 12

# SQUIG HOPPER BOSS

1

5

4

2/4

255

10

4

20

# BOUNDER BOSS

100% BOUNDER BOSS

2

4

4

2/5

245

8

5

20



## Bounder Boss



### SPIDER RIDER

3-12	2	3	1/3	
2	3	3	1/4	



### SHOOTA

3-12	2	3	1/3	
1	3	2	1/2	



### SNEAKY SNUFFLER

1	3	2	1/4	



### CAVE SQUIG

1	3	4	1/4	



### STABBA WITH STABBA AND MOON SHIELD

1	3	2	1/3	



### SQUIG HERDER

1	3	2	1/3	



### STABBA WITH POKIN' SPEAR AND MOON SHIELD

2	2	2	1/4	



### SQUIG HOPPER

1	4	4	2/4	



### STABBA WITH BARBED NET

1	3	2	1/2	



### BOINGROT BOUNDER

2	3	4	2/5	



### LOONSMASHA FANATIC

3	3	4	2/5	



### SPORESPLATTA FANATIC







3	3	5	1/4	





# GOBBAPALOOZA

The fighter cards on this page have both the Gloomspite Gitz (☾) faction runemark and the Ally (☺) runemark. This means that each fighter can either be added to a Gloomspite Gitz warband as a normal fighter or included in another Destruction warband as an ally.

GOBBAPALOOZA ABILITIES	
	<b>[Reaction] Spiteful Demise:</b> A fighter can make this reaction when they are targeted by a melee attack action, after the damage is totalled but before it is allocated to this fighter, if it is enough for this fighter to be taken down. Roll a dice. On a roll of 4+, allocate 3 damage points to their attacker.
	<b>[Double] Mesmerise:</b> Pick an enemy fighter within a number of inches of this fighter equal to the value of this ability and roll a dice. On a roll of 3+, until the end of the battle round, that fighter cannot make move actions or disengage actions.
	<b>[Double] Loonshine Potion:</b> Pick a visible friendly fighter within 3" of this fighter. Until the end of the battle round, add 3 to the Attacks characteristic of the next melee attack action made by that fighter.
	<b>[Double] Poison Brew:</b> Pick a visible friendly fighter within 3" of this fighter. Until the end of the battle round, add the value of this ability to the Strength characteristic of the next melee attack action made by that fighter.
	<b>[Triple] Bogeyman Dance:</b> Pick a visible friendly fighter within 6" of this fighter. Until the end of the battle round, add 3 to the Move characteristic of that fighter.
	<b>[Triple] Fungoid Cloud:</b> Pick an enemy fighter within a number of inches of this fighter equal to the value of this ability. Until the end of the battle round, subtract half the value of this ability (rounding up) from the Attacks characteristic (to a minimum of 1) of attack actions made by that fighter.

**BOGGLEYE**  **70**

 1  3  2  1/4

 4  3  12

**SCAREMONGER**  **90**

 1  4  2  1/4

 4  3  16

**SHROOMANCER**  **85**

 2  3  2  1/4

 4  3  16

**BREWGIT**  **70**

 1  4  2  1/3

 4  3  12

**SPIKER**  **75**

 2  3  2  1/4

 4  3  12



# BONESPLITTERZ

Nobody can ever quite predict what the Bonesplitterz will do in a fight, least of all the orruks themselves. Clad in mystical warpaint and wielding crude but effective weapons, these crazed maniacs charge forward with a boundless energy, howling and gibbering as they run down the hapless foe.

BONESPLITTERZ FIGHTER ABILITIES		BONESPLITTERZ HERO ABILITIES	
	<b>[Reaction] Get Stuck In:</b> A fighter can make this reaction after an enemy fighter finishes a move action visible to this fighter and within 3" of this fighter. Pick another friendly fighter within 3" of this fighter. That fighter makes a bonus move action. After that move action that fighter must be within 1" of the enemy fighter that made the move action.		<b>[Double] Weird Squig:</b> Until the end of this fighter's activation, add 1 to the Attacks characteristic of missile attack actions made by this fighter.
	<b>[Double] Charge!</b> A fighter can only use this ability if there is a visible enemy fighter within 6" of them. This fighter makes a bonus move action and must finish closer to the closest visible enemy fighter than they were at the start of that move action.		<b>[Triple] Waaagh!:</b> Until the end of the battle round, add half the value of this ability (rounding up) to the Move characteristic of friendly fighters while they make a move action that starts within 6" of this fighter.
	<b>[Double] Toof Shiv:</b> Pick a visible enemy fighter within 1" of this fighter and roll a dice. On a roll of 3+, allocate 3 damage points to that fighter.		<b>[Triple] Ritual Dance:</b> Remove up to D3 damage points allocated to each friendly fighter within 6" of this fighter (roll for each).
	<b>[Double] Beast Spirit Ju-ju:</b> Until the end of the battle round, add 1 to the Toughness characteristic of friendly fighters while they are within 6" of this fighter.		<b>[Triple] Beast-mask Dance:</b> Until the end of the battle round, subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions made by enemy fighters while they are within 6" of this fighter.
	<b>[Triple] Tusker Charge:</b> Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.		<b>[Quad] Mighty Waaagh!:</b> Until the end of the battle round, add 3 to the Move characteristic of friendly fighters while they make a move action that starts within 9" of this fighter.
	<b>[Triple] Loads a Arrows:</b> Add half the value of this ability (rounding up) to the Attacks characteristic of the next missile attack action made by this fighter in this activation.		
	<b>[Quad] Rampaging Destroyer:</b> Until the end of this fighter's activation, add 1 to the Attacks characteristic of attack actions made by this fighter. In addition, until the end of this fighter's activation, after an enemy fighter is taken down by an attack action made by this fighter, this fighter can make a bonus move action.		



Wurrhog Prophet



## BONESPLITTERZ RANGIN' RUKKS

### SAVAGE BIG BOSS

								185
	1	3	5	3/6				
4  4  25								

### SAVAGE ORRUK BOSS WITH CHOMPA AND BONE SHIELD

								155
	1	4	4	2/5				
4  4  20								

### WURRGOG PROPHET

								155
3/7	2	3	3/6					
2	3	4	1/4					
4  4  22								

### SAVAGE ORRUK MORBOY BOSS

								175
	1	4	4	3/6				
4  4  20								

### WARDOKK

								155
3/7	2	3	3/6					
1	3	3	1/3					
4  4  22								

### SAVAGE ARROW BOSS

								150
3/15	3	3	1/3					
1	3	3	2/4					
4  4  20								

### MANIAK WEIRDNOB

								220
3/7	2	3	3/6					
2	4	4	1/4					
10  4  28								

### SAVAGE BOARBOY BOSS

								235
	1	4	4	2/5				
10  4  25								

### SAVAGE BOSS MANIAK

								270
	1	4	4	3/6				
10  4  25								



*Savage Boss Maniak*



### SAVAGE BOARBOY WITH CHOMPA

1	4	3	1/3	



110 4 3 20

### SAVAGE BIG STABBAS

2	3	5	3/6	



144 4 3 25

### SAVAGE BOARBOY WITH SAVAGE STIKKA

2	3	3	1/4	



110 4 4 20

### SAVAGE ORRUK MORBOY

1	3	4	2/4	



144 4 3 15

### SAVAGE BOARBOY BONE TOTEM BEARER

3	3	5	2/4	



110 4 4 20

### SAVAGE ORRUK MORBOY BONE TOTEM BEARER

3	3	4	2/4	



144 4 3 15

### SAVAGE BOARBOY MANIAK

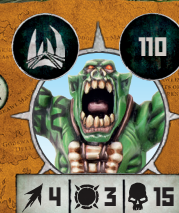
1	4	4	2/4	



110 4 3 20

### SAVAGE ORRUK ARROWBOY

3-15	2	3	1/3	



144 4 3 15

### SAVAGE ORRUK WITH SAVAGE STIKKA AND BONE SHIELD

2	2	3	1/4	



144 4 4 15

### SAVAGE ORRUK WITH CHOMPA AND BONE SHIELD

1	3	3	1/3	



144 4 4 15



Savage Orruk  
Morboy



Savage Orruk with  
Chompa and Bone Shield





# IRONJAWZ

There is nothing subtle about the Ironjawz way of war. Clad in the heaviest pig-iron plates and wielding huge cleavers and smashas, these hulking orruks stomp forward under the command of their bellowing bosses, eager to close with the enemy and crush them into a fine and gory paste.

## IRONJAWZ FIGHTER ABILITIES

	<b>[Reaction] Get Stuck In:</b> A fighter can make this reaction after an enemy fighter finishes a move action visible to this fighter and within 3" of this fighter. Pick another friendly fighter within 3" of this fighter. That fighter makes a bonus move action. After that move action that fighter must be within 1" of the enemy fighter that made the move action.
	<b>[Double] Charge!:</b> A fighter can only use this ability if there is a visible enemy fighter within 6" of them. This fighter makes a bonus move action and must finish closer to the closest visible enemy fighter than they were at the start of that move action.
	<b>[Double] Duff Up Da Big Thing:</b> Until the end of this fighter's activation, add 1 to the Attacks and Strength characteristics of melee attack actions made by this fighter that target an enemy fighter with a Wounds characteristic of 15 or more.
	<b>[Triple] You Messin':</b> Until control of objectives has been determined at the end of the battle round, enemy fighters with a Wounds characteristic of 14 or less are not counted when determining which player controls an objective within 3" of this fighter.
	<b>[Triple] Gore-grunta Charge:</b> Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.
	<b>[Quad] Rampaging Destroyer:</b> Until the end of this fighter's activation, add 1 to the Attacks characteristic of attack actions made by this fighter. In addition, until the end of this fighter's activation, after an enemy fighter is taken down by an attack action made by this fighter, this fighter can make a bonus move action.

## IRONJAWZ HERO ABILITIES

	<b>[Double] Warchanter's Beat:</b> Until the end of the battle round, add 1 to the Attacks characteristic of melee attack actions made by other friendly fighters while they are within 6" of this fighter.
	<b>[Triple] Foot of Gork:</b> Pick a visible enemy fighter within 12" of this fighter and roll a number of dice equal to the value of this ability. For each roll of 3-5, allocate 1 damage point to that fighter. For each roll of 6, allocate 3 damage points to that fighter.
	<b>[Triple] Waaagh!:</b> Until the end of the battle round, add half the value of this ability (rounding up) to the Move characteristic of friendly fighters while they make a move action that starts within 6" of this fighter.
	<b>[Triple] Da Grab an' Bash:</b> Pick a visible enemy fighter within 1" of this fighter and roll a dice. On a roll of 3+, until the end of the battle round, that fighter cannot make move actions or disengage actions. In addition, on a roll of 6, this fighter can make a bonus attack action that targets that enemy fighter.
	<b>[Quad] Mighty Waaagh!:</b> Until the end of the battle round, add 3 to the Move characteristic of friendly fighters while they make a move action that starts within 9" of this fighter.



## IRONJAWZ KRUSHAMOBZ

### ORRUK MEGABOSS

225

1	3	6	4/8			

3 5 35

### ORRUK WARCHANTER

180

1	4	4	2/4			

3 5 32

### ORRUK WEIRDNOB SHAMAN

170

3/7	2	3	3/6			

2 3 4 1/4 3 4 32

### GOE-GRUNTA BOSS WITH JAGGED GOE-HACKA

275

2	4	6	2/4			

8 4 40

### GOE-GRUNTA BOSS WITH PIG-IRON CHOPPA

300

1	5	5	2/4			

8 4 40

### BRUTE BOSS WITH BOSS KLAU AND BRUTE SMASHA

195

1	4	5	2/5			

3 5 30

### BRUTE BOSS WITH BOSS CHOPPA

190

1	3	6	3/6			

3 5 30

### ARDBOY BOSS WITH ARDBOY CHOPPAS

135

1	4	5	2/5			

3 4 20



*Orruk Megaboss*



*Ardboy Boss with Ardboy Choppas*



ORRUK GORE-GRUNTA  
WITH JAGGED GORE-HACKA

2 | 
 4 | 
 5 | 
 2/4

245

ORRUK BRUTE WITH  
GORE-CHOPPA

2 | 
 3 | 
 5 | 
 3/6

175

ORRUK GORE-GRUNTA  
WITH PIG-IRON CHOPPA

1 | 
 5 | 
 4 | 
 2/4

250

ORRUK ARDBOY WITH  
ARDBOY CHOPPAS

1 | 
 4 | 
 4 | 
 1/4

80

ORRUK BRUTE WITH  
PAIR OF BRUTE CHOPPAS

1 | 
 4 | 
 4 | 
 2/4

140

ORRUK ARDBOY WITH  
ARDBOY CHOPPA AND  
ORRUK-FORGED SHIELD

1 | 
 3 | 
 4 | 
 1/4

80

ORRUK BRUTE WITH  
JAGGED GORE-HACKA

2 | 
 3 | 
 5 | 
 2/4

150

ORRUK ARDBOY WITH  
ARDBOY BIG CHOPPA

1 | 
 3 | 
 4 | 
 2/4

80





# KRULEBOYZ

Kruleboyz are lanky, swamp-dwelling orruks that prize deviousness above raw strength. Ranging across the lands in search of opportunities for murder and mayhem, they inflict agonising wounds upon their foes whenever they can, chortling darkly as their viciously barbed spears punch through flesh and bone.

KRULEBOYZ FIGHTER ABILITIES		KRULEBOYZ HERO ABILITIES	
	<p>[Reaction] <b>Kunnin' Trap:</b> A fighter can make this reaction after an enemy fighter finishes a move action visible to this fighter and within 3" of this fighter. Pick another friendly fighter within 3" of this fighter. That fighter makes a bonus attack action that must target the enemy fighter that made the move action.</p>		<p>[Double] <b>Bone-crushing Bite:</b> Pick a visible enemy fighter within 1" of this fighter and roll a number of dice equal to half the value of this ability (rounding up). For each roll of 3+, allocate 3 damage points to that fighter.</p>
	<p>[Double] <b>Venom-encrusted Weapon:</b> Until the end of this fighter's activation, add 1 to the damage points allocated to enemy fighters by each hit and critical hit from attack actions made by this fighter.</p>		<p>[Double] <b>You Hold 'Em Off:</b> Pick a friendly fighter with both the <b>Kruleboyz</b> (☠️) faction runemark and the <b>Bulwark</b> (🛡️) runemark within 3" of this fighter. That fighter can make a bonus move action or a bonus attack action.</p>
	<p>[Double] <b>Aimed Shot:</b> A fighter can only use this ability if they have not made a move action this activation. If this fighter's next action is a missile attack action, critical hits are scored on a 4+ for that attack action.</p>		<p>[Triple] <b>Summon Boggy Mist:</b> Until the end of the battle round, subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions made by enemy fighters while they are within 6" of this fighter.</p>
	<p>[Triple] <b>Stab 'Em Good:</b> Until the end of the battle round, add 1 to the Attacks characteristic of attack actions that have the <b>Dagger</b> (🗡️) runemark made by friendly fighters with the <b>Minion</b> (👤) runemark while they are within 6" of this fighter.</p>		<p>[Triple] <b>Breath of the Mire-drake:</b> Roll a dice for each visible enemy fighter within 3" of this fighter. On a roll of 3-4, allocate 1 damage point to the fighter being rolled for. On a roll of 5+, allocate a number of damage points to the fighter being rolled for equal to the value of this ability.</p>
	<p>[Triple] <b>Brewed Elixir:</b> Pick a friendly fighter within 1" of this fighter and roll a number of dice equal to the value of this ability. For each roll of 4+, remove up to 3 damage points allocated to that fighter.</p>		<p>[Quad] <b>Kunnin' Attack:</b> A fighter can use this ability only if there are more friendly fighters with the <b>Warrior</b> (👤) runemark within 6" of this fighter than there are enemy fighters within 6" of this fighter. Those friendly fighters can each make a bonus move action or a bonus melee attack action (some can make a bonus move action and others can make a bonus melee attack action).</p>



## KRULEBOYZ KILLAMOBZ

### KILLABOSS ON GREAT GNASHTOOF

1	5	4	3/5		

330  
 8 5 38

### GUTRIPPA BOSS WITH MACE AND SWORD

1	4	4	2/4		

140  
 4 4 20

### KILLABOSS WITH BOSS-HACKA AND SKARESHIELD

1	4	4	2/4		

180  
 4 5 28

### BOLTBOY BOSS

6-15	3	4	1/4		

170  
 1 3 4 2/4 20

### KILLABOSS WITH BOSS-HACKA AND RUSTING FLAIL

1	5	4	2/5		

190  
 4 4 28

### MURKNOB WITH BELCHA-BANNA

1	3	4	2/4		

145  
 4 4 25

### SWAMPCALLA SHAMAN

3-7	2	3	3/6		

165  
 2 3 4 1/4 25

### GUTRIPPA BOSS WITH WICKED STIKKA

2	3	4	2/4		

145  
 4 5 20

Killaboss with Boss-hacka and Rusting Flail

20

**GUTRIPPA BOSS WITH MACE AND SWORD**

				
	1	4	4	2/4



 4  4  20

 140

## BOLTBOY BOSS

170

6-15	3	4	1/4	

1	3	4	2/4	

4 4 4 4 4

4 4 4 4 4

### Killaboss with Boss-hacka and Rusting Flail

**GUTRIPPA BOSS WITH WICKED STIKKA**

145

145

5000

145

20



**GUTRIPPA WITH WICKED STIKKA**

2	2	3	1/4	

75

4	4	4	15	

**MAN-SKEWER BOLTBOY**

6-15	2	4	1/4	

120

1	3	3	1/3	

**GUTRIPPA WITH WICKED HACKA**

1	3	3	1/3	

75

4	4	4	15	

**HOBGROT BOSS**

3-5	2	4	2/4	

70

1	4	3	1/3	



*Unrestrained slaughter breaks out amidst the wreckage of an abandoned warcamp as Kruleboy orruks attack a column of Chaos Legionnaires.*



**HOBGROT SLITTA**

	3-5	2	4	2/4
	1	3	3	1/3

**70**

4 3 8

**STAB-GROT**

	1	3	2	1/3

**45**

4 4 6

**POT-GROT**

	1	2	2	1/3

**45**

4 3 6











# OGOR MAWTRIBES

A warband of ogors is a gathering of ravenous bullies who take a brutish delight in exerting their strength over anything punier than they are. Each of these gluttonous monsters is incredibly hard to kill, and with a single punch, they can crush skulls or dent even the heaviest armour.

OGOR MAWTRIBES FIGHTER ABILITIES	
 	[Reaction] <b>Quick Bite:</b> A fighter can make this reaction after they are targeted by a melee attack action but before the hit rolls are made. If none of the hit rolls from that attack action result in a critical hit, allocate 3 damage points to the attacking fighter, and remove up to 3 damage points allocated to this fighter.
 	[Double] <b>On the Mawpath:</b> Add 3 to this fighter's Move characteristic for their next move action in this activation.
 	[Double] <b>Bounding Leaps:</b> A fighter can only use this ability if there is a visible enemy fighter within 6" of them. This fighter makes a bonus move action and must finish closer to the closest visible enemy fighter than they were at the start of that move action.
 	[Double] <b>Ironfist:</b> Pick a visible enemy fighter within 1" of this fighter and roll 2 dice. For each roll of 3-5, allocate 1 damage point to that fighter. For each roll of 6, allocate a number of damage points to that fighter equal to the value of this ability.
 	[Double] <b>Sneaky Traps:</b> Until the end of the battle round, each time an enemy fighter finishes a move action within 3" of this fighter, that fighter suffers impact damage.
 	[Triple] <b>Bullcharge:</b> Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.
 	[Quad] <b>Thunderous Blast of Hot Metal:</b> Add 3 to the Attacks and Strength characteristics of the next missile attack action made by this fighter this activation.

OGOR MAWTRIBES HERO ABILITIES	
 	[Double] <b>Might Makes Right:</b> A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. This fighter makes a bonus move action or a bonus attack action.
  	[Double] <b>Lead the Skel:</b> Pick a visible friendly fighter with the <b>Beast</b> (🐾) runemark within 4" of this fighter. That friendly fighter makes a bonus attack action.
  	[Double] <b>Bloodgruel:</b> Remove a number of damage points from this fighter up to the value of this ability.
  	[Triple] <b>Bully of the First Degree:</b> Pick a visible friendly fighter within 2" of this fighter. Allocate a number of damage points to that friendly fighter equal to half the value of this ability (rounding up). Then, that friendly fighter makes a bonus move action or a bonus attack action.
  	[Quad] <b>Fire Breath:</b> Allocate a number of damage points equal to the value of this ability to all visible enemy fighters within 3" of this fighter.



## OGOR MAWTRIBES WANDERGLUTTS

**TYRANT** 315

	8	2	4	2/4
	2	4	6	4/8

4 5 42

**SKALG** 355

	8	2	4	2/4
	2	3	5	4/8

8 4 40

**BUTCHER** 225

	3/7	3	3	3/6
	1	3	5	3/6

4 4 38

**CRUSHER** 245

	1	4	5	4/8

4 4 32

**FIREBELLY** 230

	3/7	3	3	3/6
	2	2	5	4/8

4 4 38

**GUTLORD** 280

	2	3	6	5/10

4 5 32

**ICEBROW HUNTER** 280

	8	2	5	2/4
	2	3	5	4/8

4 4 40

**THUNDERFIST** 215

	3-10	3	4	2/4
	1	4	4	2/4

4 4 32



Crusher



Butcher



Thunderfist



# MOURNFANG RIDER

## WITH CULLING CLUB AND IRONEIST






1

4

5

3/6



295




8

4

35

**OGOR GLUTTON  
WITH CLUBS**

				
1	4	5	3/6	





200

	4		4		28
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# MOURNFANG RIDER

## WITH GARGANT HACKER

# OGOR GLUTTON WITH IRONFIST

			
1	3	5	3/6



















## MANEATER






























































































































































# IRONGUT

Cost: 10    Blood: 10

				
2	3	6	4/8	






























































































































# FROST SABRE























# LEADBELCHER

ICEFALL YHETEE

1 4 4 2/5

8 4 25

# GNOBLAR







1 | 3 | 2 | 1/3



45







4 | 3 | 6

# GORGER

1
 4
 4
 3/6

195

5
 3
 30

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