

OGOR MAWTRIBES

SCRAPGLUTT

This Spearhead army consists of the following units:

GENERAL

- ◆ Mantrappers with 3 Gnoblar tokens, 1 Frost Sabre token and 1 Trap token

Designer's Note: *This unit's Trap token has no effect unless you give your general the 'Nasty Trap' enhancement.*

UNITS

- ◆ 2 Ironguts
- ◆ 2 Ironguts
- ◆ 4 Ironguts
- ◆ 12 Gnoblars
- ◆ 1 Gnoblar Scraplauncher

Scrapglutts trawl the deserted battlefields and rusty junkyards of the lands, driven by an ogor hunter's obsession with fashioning lethal mantraps. Any piece of useful wreckage is quickly gathered by eager gnoblars and repurposed as armour and weapons for the warband. Should a rival happen upon their claim, deliberately or not, then violence always follows...

The hunter and his minions, known as the Mantrappers, are first into the fray, sizing up the field. Gnoblars harass the flanks, trying not to stray too close should their leader feel peckish. Bringing up the rear is the Scraplauncher. Drawn by a fearsome rhinox, this ramshackle catapult is an unusual but effective war machine as it hurls payloads of waste metal and other detritus at the enemy. Lumbering in its wake come the Ironguts. Slow but well armoured – for ogors – these brutes have been sent by their Tyrant to keep a close eye on the hunter to make sure the Scrapglutt doesn't get their grubby mitts on anything too good.

'Come 'ere, little gnoblar. Look at this shiny bauble I got... Yeh, that's it, just a bit closer. My belly's rumbling something fierce...'

– Hrothgorn, Icebrow Hunter



A Scragglutt is ever on the hunt, laying snares for whoever cross their path. Jabbering gnoblars scamper at the flanks, flinging trash from their Scraplauncher, but it is the Ironguts who lumber in their wake that are the real threat.

BATTLE TRAITS

BETTER LATE THAN NEVER

The Ironguts are a bit slower to battle, enjoying the opportunity to work up an appetite on the way there.

A unit of **Ironguts** with 4 models is not set up during the deployment phase. Instead, in the third battle round, that unit can use the following ability:

➤ Your Movement Phase

LET'S GET STUCK IN: *The Ironguts start to arrive, and woe betide whoever gets in their way.*

Effect: Set up this unit wholly within friendly territory, wholly within 6" of the battlefield edge, and not in combat.

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

🛡️ Any Hero Phase

IT'S A HARD LIFE: *It doesn't take much to become lunch when the leader of this Scrapglutt is around. The best the gnoblars can hope for is that someone else is gobbled up first.*

Declare: Pick a friendly **Gnoblars** unit within your general's combat range to be the target.

Effect: Roll a D3. On a 2+:

- **Heal (X)** your general where X is an amount equal to the roll.
- 1 model in that **Gnoblars** unit is slain.

⚔️ Passive

FRENZIED ARTILLERY: *The gnoblars of this Scrapglutt's Scraplauncher are known for getting a bit carried away.*

Effect: If the unmodified charge roll for a friendly **Gnoblar Scraplauncher** is 6+, add 3 the Attacks characteristic of the target's **Companion** weapons for the rest of the turn.

ENHANCEMENTS: Give your general 1 of the following enhancements.

⚔️ Reaction: You declared a FIGHT ability for your general

SAVAGE INSTINCTS: *As this ogor lays into the enemy, nearby allies can't help but get enthusiastic about the feast to come.*

Effect: Pick a friendly unit that has not used a **FIGHT** ability this turn and is within your general's combat range to be the target. The target can be picked to use a **FIGHT** ability immediately after the **FIGHT** ability used by your general has been resolved.

⚙️ Once Per Battle, Your Movement Phase

NASTY TRAP: *Rusted and gnarled, the jaws of this iron trap mangle and snap the thickest bones with ease.*

Declare: Pick an enemy unit within 12" of your general to be the target.

Effect: Give the target your general's **Trap** token. While the target has a **Trap** token, each time the target is picked to use a **MOVE** or **CHARGE** ability, roll a dice. On a 4+, that **MOVE** or **CHARGE** ability has no effect and the target's **Trap** token is removed.

🛡️ Passive

MASSIVE BULK: *Big, lumbering and nigh-on impossible to kill.*

Effect: Add 2 to the Health characteristic of your general.

🛡️ Once Per Battle, Any Hero Phase

VETERAN HUNTER: *This ogor hunter has a keen eye and even keener hunger, which combine to make him as dangerous as a sudden avalanche.*

Declare: Pick an enemy unit within 12" of your general to be the target.

Effect: For the rest of the turn, add 1 to the Rend characteristic of your general's combat attacks that target that unit.

MOVE
6"
HEALTH 7 SAVE 5+
CONTROL 5

Mantrappers are led by an Icebrow Hunter, a particularly foul-tempered and cruel ogor with a keen nose for fresh meat. They favour catching their prey with a crossbow-launched snare that shatters bones with its iron jaws. Despite their constant jabbering and bickering, the ogor's accompanying Gnoblar companions are tolerated only because they are useful for carrying weapons, setting trap triggers and carrying out whatever tasks the Icebrow Hunter considers beneath him.

• SPEARHEAD WARSCROLL •

MANTRAPPERS

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Mantrapper Crossbow	12"	2	4+	2+	1	D3	-
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Frost Sabre's Fangs	3	4+	3+	1	1	Companion	
Culling Knife	4	4+	2+	1	2	-	

Passive

STAYING USEFUL: *The Hunter's companions are handy spotters and trackers*

Effect: While any of this unit's **Gnoblar** or **Frost Sabre** tokens are on the battlefield, this unit has **WARD** (5+).

Each time you make a successful ward roll for this unit, remove 1 of this unit's tokens from the battlefield.

If this unit's **Frost Sabre** token has been removed, it can no longer attack with its **Frost Sabre's Fangs**.

Your Hero Phase

NO SLACKING!: *The Icebrow Hunter that leads the Mantrappers gets his followers in line with a menacing snort.*

Declare: Pick a friendly **INFANTRY** unit wholly within 12" of this unit.

Effect: Roll a dice. On a 3+, add the result to the target's control score until the start of your next turn.



KEYWORDS

HERO, INFANTRY

MOVE
9"
HEALTH 9 SAVE 4+
CONTROL 2

The height of Gnoblar ingenuity is the Scraplauncher, a catapult that hurls bucketfuls of razor-sharp metal high into the air to rain down upon the enemy. Despite its crude construction, it is a surprisingly lethal war machine.

• SPEARHEAD WARSCROLL •

GNOBLAR SCRAPLAUNCHER

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Piles of Old Scrap	24"	3D6	4+	4+	-	1	Crit (Auto-wound)
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Scrappers' Stabbers	7	5+	5+	-	1	-	
Rhinox's Sharp Horns	2	4+	2+	1	D3	Companion	

Your Shooting Phase

RAIN OF SCRAP: *Salvaged weapons and shards of metal rain down upon the enemy, forcing them to take cover or dodge out of the way.*

Declare: Pick an enemy unit that had any models slain this turn by this unit's shooting attacks to be the target.

Effect: Subtract 1 from hit rolls for the target's attacks for the rest of the turn.



KEYWORDS

WAR MACHINE

MOVE
5"
HEALTH 1 6+ SAVE
CONTROL 1

Devious little creatures obsessed with scooping up scrap metal and other detritus, Gnoblar perform a variety of tasks for their ogor masters, including charging into battle in a vast screeching mob.

• SPEARHEAD WARSCROLL •



GNOBLARS

⚔	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	Sharp Stuff	8"	1	4+	5+	-	1	-
⚔	MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
	Motley Assortment of Weapons		1	5+	5+	-	1	-

🏁 End of Any Turn

NO SHORTAGE OF VOLUNTEERS: *When your choices are potentially dying at the hands of the enemy or being eaten alive by a hungry ogor, most Gnoblar are willing to take their chances with the enemy.*

Effect: You can return D3 models to this unit.



KEYWORDS

INFANTRY, REINFORCEMENTS

MOVE
6"
HEALTH 4 5+ SAVE
CONTROL 2

Ironguts are the meanest ogors around, the elite warriors of their warglutt. Protected by metal armour plates and carrying immense two-handed weapons, they wade into the thick of the fighting, hacking and bashing their foes to bloody chunks.

• SPEARHEAD WARSCROLL •

IRONGUTS

⚔	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Irongut Weapon	3	4+	2+	2	3	-

● Passive

DOWN TO THE IRONGUTS: *It is not often that a mawtribe's battleline falters, but if it does, the Tyrant will call upon their Ironguts to turn the battle back in their favour.*

Effect: Ignore negative modifiers to this unit's control score.



KEYWORDS

INFANTRY