

# ORRUK WARCLANS

## IRONJAWZ BIGMOB

This Spearhead army consists of the following units:

### GENERAL

- ◆ Megaboss

### UNITS

- ◆ 3 Brute Ragerz
- ◆ 5 Ardboyz
- ◆ 5 Ardboyz
- ◆ 5 Brutes



Bigmobs are loose but effective formations assembled when a Megaboss decides to leave something battered and brutalised on a whim. They may serve as the start of a burgeoning Waaagh! or form from the remnants of one, or else they may simply be a group of orruks that have wandered into the orbit of a warleader in pursuit of action. All that's needed for a Bigmob to form is an Ironjaw to decide they fancy a brawl and a handful of ladz to follow their lead.

The Megaboss leading a Bigmob is joined by whichever of their boyz can keep up. Usually, these are Ragerz: swaggering berserkers who have discarded much of their armour to reach the best kills first. Ardboyz often tag along as well. These are sent to lay claim to far-flung points of the battlefield, partially because they fight well on the defence but also because it stops the boss from having to hear their militaristic grumbling. An awful, flesh-mangling din rings out whenever a Bigmob gets stuck in, one that carries far and sees Brute mobs get drawn to the clamour. Infuriated at missing the start of the fun, these orruks are in a hurry to get stuck in. The force of their glowering can see smaller enemies who'd otherwise try and waylay them shrink away in dread.

*'Right then, ladz. Here's da plan. Da gargants are hangin' out over da hill. We'z gonna go bash 'em until they stop movin'. Any questions?'*

– Zorkazug, Megaboss of the Ironsunz



*Even by the standards of the Ironjawz, Bigmobs aren't subtle forces. Whatever the orruks slam headfirst into will likely end up very messily killed...*

## BATTLE TRAITS

Your **Brutes** are not set up during the deployment phase. Instead, from the third battle round onwards, they can use the following ability:

➤ Your Movement Phase

**'ERE WE GO!:** *The din of battle draws in Ironjawz from leagues around.*

**Effect:** Set up this unit anywhere on the battlefield more than 6" from all enemy units.

**KEYWORDS**    **CORE**

➤ Once Per Turn (Army), Any Hero Phase

**MIGHTY DESTROYERS:**

*The Ironjawz won't let anything get between them and a good scrap.*

**Declare:** Pick a friendly unit that was not set up this turn to be the target.

**Effect:** The target can move up to 3". It can move into combat. If it was in combat at the start of the move, it must end that move in combat.



Brute Rager

**REGIMENT ABILITIES:** Pick 1 of the following regiment abilities.

✂ Passive

**NATURAL DISASTER:** *A mass of heavily armoured orruks hit an enemy line like a landslide if they gain enough momentum, leaving a trail of carnage and blazing ruin in their wake.*

**Effect:** If you make an unmodified charge roll of 8+ for a friendly unit, add 1 to the Attacks characteristic of that unit's melee weapons for the rest of the turn.

➤ Once Per Battle, Reaction: You declared the 'Mighty Destroyers' ability

**A PROPER RUCKUS:** *Delighted by the scrap before them, the orruks barge and jostle their way into the fray.*

**Effect:** All friendly units on the battlefield that were not set up this turn are the targets of that ability instead.

**ENHANCEMENTS:** Give your general 1 of the following enhancements.

✂ Passive

**AMBERBONE WHETSTONE:** *This prized sharpening stone, laced with veins of realmstone, is found deep in the crags of Ghur. It is loved by the Ironjawz for its ability to make a weapon 'ded sharp'.*

**Effect:** The Rend characteristic of your general's melee weapons is 2.

● Passive

**TROPHY SKULLS:** *Festooned with the skulls of those who crossed them, be they ferocious beast or mighty warrior, there's no doubt that this orruk means business.*

**Effect:** Your general's Control characteristic is 5.

🛡 Passive

**ARMOUR OF GORK:** *This bashed-together armour is thick, heavy and possessed of its own fierce fighting spirit.*

**Effect:** Your general has **WARD** (6+).

➤ Passive

**MEGA BOSSY:** *This boss's booming voice rings out across the battlefield, 'encouraging' their ladz to get krumpin'.*

**Effect:** If this unit charged this turn, for the rest of the turn, add 1 to charge rolls for friendly units while they are wholly within 12" of this unit.

MOVE 4"  
HEALTH 8 SAVE 3+  
CONTROL 2

Clad in layers of thick iron and wielding massive weapons, Megabosses lead the charge of the Ironjawz warclans. The very act of fighting empowers these barbarous warlords. Once in the midst of combat, they are almost impossible to slay.

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# MEGABOSS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Boss-choppa	8	4+	2+	1	2	-

✂ Your Hero Phase

**GET STUCK IN, LADZ!:** *The roared commands issued by a Megaboss encourage the Ironjawz under their command to fight all the harder.*

**Declare:** Pick this unit or a friendly BRUTE unit wholly within 12" of this unit to be the target.

**Effect:** Roll a dice. On a 2+, add 1 to the Attacks characteristic of the target's melee weapons until the start of your next turn.



KEYWORDS HERO, INFANTRY

MOVE 4"  
HEALTH 2 SAVE 3+  
CONTROL 1

Mobs of Ardboyz plough into the fray to the sound of booming war drums and the clatter of heavy iron plate. Each Ardboy is a ferocious, battle-scarred fighter that smashes their way through the ranks of the enemy with a variety of crude but deadly weapons.

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# ARDBOYZ

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Choppa or Stikka	2	4+	3+	1	1	Anti-charge (+1 Rend)

✂ Any Combat Phase

**SHIELD BASH:** *The shields carried by Ardboyz are great slabs of iron festooned with spikes and metal teeth, making them deadly weapons in their own right.*

**Declare:** Pick an enemy unit within 1" of this unit to be the target.

**Effect:** Make a shield bash roll of D6 for each model in this unit that is within 3" of the target. For each 6, inflict 1 mortal damage on the target.



KEYWORDS INFANTRY



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**BRUTE RAGERZ**

MOVE 4"  
 HEALTH 3 SAVE 5+  
 CONTROL 1

Taking up huge, two-handed weapons and eschewing the armour typically worn by Brutes, Brute Ragerz hurl themselves at the biggest and meanest foes. Having previously suffered a humiliating defeat in battle, they are determined to prove just how hard they really are.

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Rager Weapons	3	4+	2+	1	2	-

✘ Passive

**UNLEASHED RAGE:** *Brute Ragerz waste no time in venting their pent-up rage when they get within striking distance of the foe.*

**Effect:** This unit has **STRIKE-FIRST** if it charged in the same turn.



KEYWORDS INFANTRY, BRUTE, REINFORCEMENTS

MOVE 4"  
 HEALTH 3 SAVE 3+  
 CONTROL 1

Charging into battle with joyous bellows, Brutes seek out the largest enemies to batter into submission. Wearing the thickest armour and wielding huge weapons, they enjoy nothing more than dishing out a good and proper bashing.

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**BRUTES**

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Brute Weapons	3	4+	3+	1	2	-

● Passive

**YOU MESSIN'?:** *Most beings with half an ounce of common sense swiftly wither under the furious gaze of an orruk Brute who has marked their territory.*

**Effect:** Enemy units with a Health characteristic of 1 or 2 cannot contest objectives while they are in combat with this unit.



KEYWORDS INFANTRY, BRUTE