

SCOURGE OF AQSHY

FACTION RULES: IRONJAWZ

ARTEFACTS OF POWER

You can pick an artefact from this table instead of from other Artefacts of Power tables available to this faction.

DA BOSS'S HOARD (HERO only)

Any Combat Phase

CHIMERIC MANTLE: *Crudely stitched together from the pelts and hides of myriad different creatures, this orruk's ragged cloak causes beasts to recoil in fear.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: For the rest of the turn, subtract D3 from the Attacks characteristic of the target's **Companion** weapons while it is in combat with this unit.

Reaction: You declared the 'Ironjawz Waaagh!' ability and picked this unit to be the target

HORN OF SHATTATUSK: *Purportedly crafted from one of the godbeast's tusks, a blast from this horn imbues the Ironjawz' charging beasts with the same bellicosity as their riders.*

Effect: For the rest of the turn, add 1 to the Attacks characteristic of **Companion** weapons used by friendly **IRONJAWZ** units while they are wholly within 18" of this unit.

Your Shooting Phase

WEIRD SKULLZ: *Originally belonging to Weirdnobs who died of 'unknown causes', these caved-in skulls exude Waaagh! energy that can give nearby foes pounding headaches, making it difficult for them to focus.*

Declare: Pick a visible enemy unit within 18" of this unit to be the target.

Effect: Roll a dice. If the target is within 12" of this unit, add 1 to the roll. On a 4+:

- Inflict 1 mortal damage on the target.
- Subtract 1 from the target's power level until the start of your next turn.

MONSTROUS TRAITS

Monstrous Traits are unique enhancements that can only be given to **MONSTERS**.
A unit can only have 1 Monstrous Trait.

BRUTAL BEASTS (IRONJAWZ MONSTER only)

Passive

BIG 'UN: *This beast is noticeably more muscular and krumpier than others of its kind.*

Effect: Add 1 to the Rend characteristic of this unit's **Companion** weapons.

Once Per Battle, Your Hero Phase

FAST 'UN: *The beast lurches forward at a speed that would take anyone by surprise.*

Effect: If this unit was not set up this turn, it can use the 'Normal Move' ability as if it were your movement phase.

Any Charge Phase

ANGRY 'UN: *Particularly irascible, this beast takes its rage out on anything that gets in its way.*

Declare: If this unit charged this turn, pick a visible enemy unit within 1" of it to be the target.

Effect: Roll a number of dice equal to your **fury level**. For each 3+, inflict 1 mortal damage on the target.

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• SCOURGE OF AQSHY WARSCROLL •

MEGABOSS



Ironjawz respect strength and aggression, and the Megabosses have those qualities in abundance. Echoing across the Great Parch come bellows of 'Waaagh!' as these belligerent warlords lead their warclans into the fray.

✂ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Boss-choppa	8	4+	2+	1	2

➤ Once Per Battle Round (Army), Any Hero Phase

GET IN THERE AND WALLOP 'EM!: *This Megaboss takes it as a personal affront if any of their ladz are not well and truly stuck in to the fighting.*

Declare: Pick a friendly **IRONJAWZ** unit wholly within 12" of this unit and that was not set up this turn to be the target.

Effect: For the rest of the turn, when you use the 'Mighty Destroyers' ability, you can pick that friendly unit to be a second target.

✂ Once Per Turn (Army), End of Any Turn

YOU AIN'T GONNA SHOW ME UP: *Should the first hit fail to lay the enemy low, the Megaboss will make sure the second does. And the third, and the fourth...*

Effect: If this unit used a **FIGHT** ability this turn, spend 1 **rage dice**. If your opponent's **fury level** is lower than yours, they must increase their **fury level** by 1, to a maximum of 7.

Then, add 1 to the Damage characteristic of this unit's **Boss-choppa** for the rest of the battle. This unit can be affected by this ability multiple times and the effects are cumulative.



KEYWORDS

HERO, INFANTRY

DESTRUCTION, IRONJAWZ

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BRUTES



Charging across the Aqshian lava plains with bellicose glee, Brutes smash and bash their way through foe after foe, ever seeking to demonstrate that they are the smashiest and bashiest.

✂ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Brute Weapons Anti-INFANTRY (+1 Rend)	3	4+	3+	1	2
Gore-choppa	3	4+	3+	2	3

Each model in this unit is armed with Brute Weapons.

- 1 in 5 models can replace their Brute Weapons with a Gore-choppa.
- The champion cannot replace their weapons.

✂ Once Per Turn (Army), Reaction: Opponent declared an ATTACK ability that targeted this unit

YOU CALL DAT A PUNCH?: *There's nothing a Brute loves more than showing someone how much 'arder than them they are.*

Effect: For the rest of the turn, add 1 to hit rolls and wound rolls for this unit's combat attacks that target that enemy unit.



KEYWORDS

INFANTRY, CHAMPION

DESTRUCTION, IRONJAWZ, BRUTE