

SCOURGE OF AQSHY

FACTION RULES: KRULEBOYZ

ARTEFACTS OF POWER

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

KRULE ARTEFACTS (HERO only)

U Passive

TATTERMASK: Patched together from assorted flaps of flayed skin, this enchanted mask has the unsurprisingly off-putting effect of turning the wearer's bellows into keening cries for help in the native tongues of nearby enemies.

Effect: If the unmodified hit roll for an attack that targets this unit is 1-3, that attack fails and the attack sequence ends.

⚙ Once Per Battle, Any Hero Phase

SPELL IN A RATTLE:

With a shake of this unassuming, knobbly rattle, the bearer releases the spell stored within.

Effect: This unit can use a non-SUMMON SPELL ability from a spell lore you picked during army composition as if it had **WIZARD (1)**. Instead of making a casting roll for that spell, the casting roll is 9 and cannot be modified. That spell cannot be unbound.

⚔ Your Hero Phase

WOGGLY BOGSTIKK:

Plucked from the grasp of a bog-drowned shaman, this gnarled staff can turn the earth beneath a foe's feet into acidic slime.

Declare: Pick a visible enemy unit within 12" of this unit to be the target.

Effect: Roll a dice. If the roll exceeds the target's Control characteristic, inflict an amount of mortal damage on the target equal to the roll.

MONSTROUS TRAITS

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

KUNNIN' CREATURES (KRULEBOYZ MONSTER only)

⚔ Passive

SPITTIN' 'UN: This beast has specialised glands that allow it to spit corrosive saliva that can burn flesh and eat through armour. The more riled up the creature is, the greater the volume of spittle it produces.

Effect: This unit is armed with the ranged weapon below, where X is equal to your **fury level**.

⚔	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
	Caustic Saliva	12"	X	4+	3+	2	D3

⚔ Once Per Battle, End of Any Turn

SLY 'UN: Whether covered in mud or submerged in a mire, this brute emerges from the muck with little warning, ready to ambush the enemy.

Effect: Remove this unit from the battlefield and set it up again on the battlefield more than 9" from all enemy units.

⚔ Passive

QUICK 'UN: Getting the drop on this hot-tempered creature is nigh on impossible.

Effect: Add half your **fury level** (rounding up) to run rolls and charge rolls for this unit.

SCOURGE OF AQSHY

• SCOURGE OF AQSHY WARSCROLL •

KILLABOSS ON GREAT GNASHTOOF



Killabosses bound for Aqshy often ride Great Gnashtoofts; already foul tempered and hot headed, these beasts are quick to adjust to the battlegrounds of the Bright Realm, ready to snatch up unsuspecting prey in their powerful jaws.

✂ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Boss-skewa Anti-HERO (+1 Rend), Crit (Mortal)	5	4+	3+	1	2
Great Gnashtooft's Jaws Companion	5	4+	3+	1	2

✂ Once Per Turn (Army), Your Movement Phase

PROWLING THE FLANKS: *The Killaboss lurks at the edges of the battle looking for weaknesses in the enemy's lines.*

Effect: If this unit is wholly within 6" of the battlefield edge, remove it from the battlefield and set it up again wholly within 6" of the battlefield edge and more than 9" from all enemy units.

✂ Once Per Turn (Army), Your Combat Phase

DRAG 'EM OUT: *The Killaboss picks the toughest-looking git and has their Gnashtooft drag them away from their allies.*

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

Effect: Roll 2D6. This unit can move a distance in inches up to the value of the roll. Then, if possible, your opponent must remove the target from the battlefield and set it up again within 1" of this unit.



KEYWORDS

HERO, CAVALRY
DESTRUCTION, KRULEBOYZ

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KILLABOSS WITH STAB-GROT



The warlords of the Kruleboyz, Killabosses lead their ladz across the Great Parch, keeping them in line using violence and intimidation. Some Killabosses are accompanied by vicious Stab-grots that they punt at nearby foes to slash at ankles and slice tendons.

✂ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Boss-hacka Crit (Mortal)	5	4+	3+	1	2

✂ Once Per Turn (Army), Any Combat Phase

JUST KEEP STABBIN': *The Killaboss angrily kicks their luckless Stab-grot towards an enemy, where the little git does what they do best.*

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

Effect: Roll a number of dice equal to your **fury level**. You can spend 1 **rage dice**. If you do:

- Add 1 to each roll.
- If your opponent's **fury level** is lower than yours, they must increase their **fury level** by 1, to a maximum of 7.

Then, for each 3+, inflict 1 mortal damage on the target.

✂ Once Per Turn (Army), Reaction: You declared a FIGHT ability for this unit

JUMP 'EM, LADZ, ORELSE!: *The Killaboss knows just how to motivate their boyz: threats, intimidation and a very real demonstration of what will happen to them if they don't get stuck in.*

Effect: Pick a friendly **Gutrippaz** or **Hobgrot Slittaz** unit that has not used a **FIGHT** ability this turn and is within this unit's combat range to be the target.

The target can be picked to use a **FIGHT** ability immediately after the **FIGHT** ability used by this unit has been resolved. If it is picked to do so, add 1 to the Attacks characteristic of the target's melee weapons for the rest of the turn.



Stab-grot

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HERO, INFANTRY
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