


GRAND ALLIANCE ORDER


The following warbands can use either of the warscrolls below:

<i>Domitan's Stormcoven</i>	<i>The Storm of Celestus</i>	<i>Morgwaeth's Blade-coven</i>
<i>Grysselle's Arenai</i>	<i>The Starblood Stalkers</i>	<i>Stormsire's Cursebreakers</i>
<i>The Shadeborn</i>	<i>Elathain's Soulraid</i>	<i>Steelheart's Champions</i>
<i>Xandire's Truthseekers</i>	<i>Skaeth's Wild Hunt</i>	<i>The Chosen Axes</i>

The struckthrough warbands now have their own printed cards for the *Warhammer Underworlds: Spitewood* season.



GRAND ALLIANCE ORDER: CRUSADERS




★ INSPIRE
Immediately after a Power step, if your warband holds 2 or more treasure tokens in enemy territory, Inspire each friendly fighter.

⚡ PIONEERS
Immediately after a friendly fighter finishes a Move within 1 hex of a treasure token, you can push that fighter 1 hex. That push must end on a treasure token.


Staunch Defender: *Defenders of civilisation will sell their lives to protect mortalkind's treasures from destruction and desecration.*

Use this in your Power step. Pick a friendly fighter holding a treasure token. Until the end of the next turn, that fighter's Save characteristic is 3. This ability can only be used once per game.




Zealous Resolve: *Those who believe in the ideals of justice will never yield an inch of ground to the servants of evil.*


Use this in your Power step. Until the end of the next turn, friendly fighters cannot be driven back or pushed. This ability can only be used once per game.




Reclaim Ground: *The mantra of Order's champions is simple: we will recover what was taken from us, whatever it takes.*

Use this in your Power step. Pick a friendly fighter. Until the end of the next turn, melee Attack rolls made for that fighter as part of melee Attacks always count as having more ⚔ than the Save roll for the purposes of Drive Back and Overrun. This ability can only be used once per game.





GRAND ALLIANCE ORDER: PROTECTORS




★ INSPIRE
Immediately after an Action step, if a friendly fighter began that Action step in friendly territory and made a successful Attack, Inspire that fighter.

DENY TRESPASSERS
Friendly fighters cannot be Flanked or Surrounded while they are in friendly territory.


⚡ Righteous Fury: *Mortals seldom fight more ferociously than in defence of what is theirs by right.*

Immediately after making an Attack roll for a melee Attack made by a friendly fighter in friendly territory, you can re-roll 1 Attack dice in that Attack roll. You can only use this ability once per battle round.




Active Defence: *It is important that defenders do not revert to static warfare, but instead constantly harry and outmanoeuvre their foes.*

Use this in your Power step. Pick a friendly fighter in friendly territory. Push that fighter up to 2 hexes. That push must end in friendly territory. This ability can only be used once per game.



Secret Pathway: *The canny defender has the advantage in a pitched battle, for they know the terrain and its secret pathways.*

Use this in your Power step. Pick a friendly fighter on a feature token in friendly territory. Remove that fighter from the battlefield and place them on another feature token in friendly territory, then give that fighter a Move token. This ability can only be used once per game.



GRAND ALLIANCE ORDER: DOMITAN'S STORMCOVEN

DOMITAN

多米坦 ドミタン

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⚔️ ⚡ 2 ⚔️ 2 ★ 2

⚔️ ⚡ 3 ⚡ 2 ★ 1

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LEONA

蕾欧娜 レオナ

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⚔️ ⚡ 2 ⚔️ 2 ★ 2

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SARPON

萨蓬 サーボン

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★ DOMITAN

多米坦 ドミタン

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★ LEONA

蕾欧娜 レオナ

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★ SARPON

萨蓬 サーボン

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GRAND ALLIANCE ORDER: GRYSELLE'S ARENAI (1/2)

GRYSELLE

格里塞尔 グリィセル

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🛡️ 1

🗡️ 3

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RETARIA

瑞塔莉亚 レタリア

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⚔️

🛡️ 2

🗡️ 2

★ 2

🛡️

TRAXYA

特拉克夏 トラクシア

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⚔️

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🗡️ 3

★ 1

KALEXIS

卡莱克西斯 カレクシス

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⚔️

🛡️ 1

🗡️ 4

★ 1

★ GRYSELLE

格里塞尔 グリィセル

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★ RETARIA

瑞塔莉亚 レタリア

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★ TRAXYA

特拉克夏 トラクシア

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★ KALEXIS

卡莱克西斯 カレクシス

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GRAND ALLIANCE ORDER: GRYSELLE'S ARENAI (2/2)

THRIALLA

西莉娅拉スリアーラ

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©GW 2024

★ THRIALLA

西莉娅拉スリアーラ

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GRAND ALLIANCE ORDER: THE STORM OF CELESTUS

DRAKAN

德拉坎 ドラカン

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APHUS

阿弗斯 アフス

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⚔️ ⚡ 1 ⚡ 3 ★ 1

🌀 ⚡ 3 ⚔️ 2 ★ 1

MELLISAN

梅丽森 メリサン

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⚔️ ⚡ 1 ⚔️ 2 ★ 1

🌀 ⚡ 3 ⚔️ 2 ★ 1

SLEEK

FLINK 斯里克 DISTINGUIDO スリーク

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⚔️ ⚡ 1 ⚡ 3 ★ 1

★ DRAKAN

德拉坎 ドラカン

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⚔️ ⚡ 1 ⚔️ 3 ★ 2

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★ APHUS

阿弗斯 アフス

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★ MELLISAN

梅丽森 メリサン

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★ SLEEK

FLINK 斯里克 DISTINGUIDO スリーク

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GRAND ALLIANCE ORDER: SKAETH'S WILD HUNT (1/2)

SKAETH

斯卡厄斯 スカエス

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KARTHAEN

卡莎恩 カーサエン

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SHEOCH

希奥奇 シェオック

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ALTHAEN

阿尔萨恩 アルサエン

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⚔️ ⚙️ 1 ⚡ 2 ★ 1

🦋 ⚙️ 3 🗡️ 2 ★ 1

★ SKAETH

斯卡厄斯 スカエス

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⚔️ ⚙️ 1 ⚡ 3 ★ 2 ↗️

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★ KARTHAEN

卡莎恩 カーサエン

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⚔️ ⚙️ 1 🗡️ 2 ★ 2

★ SHEOCH

希奥奇 シェオック

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★ ALTHAEN

阿尔萨恩 アルサエン

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GRAND ALLIANCE ORDER: SKAETH’S WILD HUNT (2/2)

LIGHAEN

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リガエン

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LIGHAEN

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リガエン

リガエン

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GRAND ALLIANCE ORDER: MORGWAETH'S BLADE-COVEN (1/2)

MORGWAETH

莫格维斯 モルグワース

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KYRAE

凯瑞 カイラエ

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🛡️ 1

🗡️ 2

★ 2

🗡️

🛡️ 3

🗡️ 3

★ 1

KHAMYSS

卡米思 カミス

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🗡️ 1

★ 1

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🗡️ 3

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★ KYRSSA

科尔萨 キルッサ

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🛡️ 1

🗡️ 3

★ 1

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🗡️

★ MORGWAETH

莫格维斯 モルグワース

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★ KYRAE

凯瑞 カイラエ

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★ KHAMYSS

卡米思 カミス

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★ 2

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⚔️

🛡️ 2

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★ 2

★ KYRSSA

科尔萨 キルッサ

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GRAND ALLIANCE ORDER: MORGWAETH'S BLADE-COVEN (2/2)

LETHYR

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1 3 1

★ LETHYR

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GRAND ALLIANCE ORDER: STORMSIRE'S CURSEBREAKERS

AVERON

艾佛隆 アヴェロン

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AMMIS

阿米斯 アミス

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RASTUS

拉斯特斯 ラストゥス

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⚔️ ⚡ 1 ⚔️ 2 ★ 2

⚡ ⚡ 3 ⚡ 2 ★ 1

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★ AVERON

艾佛隆 アヴェロン

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⚔️ ⚡ 2 ⚔️ 2 ★ 2

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★ AMMIS

阿米斯 アミス

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⚔️ ⚡ 1 ⚔️ 3 ★ 3

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★ RASTUS

拉斯特斯 ラストゥス

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GRAND ALLIANCE ORDER: STEELHEART'S CHAMPIONS

SEVERIN

塞弗林 セヴェリン

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ANGHARAD

安格拉德 アンガラッド

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OBRYN

奥柏林 オブリン

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©GW 2024

SEVERIN

塞弗林 セヴェリン

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ANGHARAD

安格拉德 アンガラッド

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OBRYN

奥柏林 オブリン

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GRAND ALLIANCE ORDER: THE CHOSEN AXES

FJUL-GRIMNIR

弗尤尔-葛里姆尼尔 フジウル=グリムニル

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TEFK

特夫克 テフク

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MAEGRIM

梅葛里姆 ミグリム

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沃尔 ヴォル

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★ FJUL-GRIMNIR

弗尤尔-葛里姆尼尔 フジウル=グリムニル

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★ TEFK

特夫克 テフク

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★ MAEGRIM

梅葛里姆 ミグリム

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★ VOL

沃尔 ヴォル

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GRAND ALLIANCE CHAOS

The following warbands can use either of the warscrolls below:

<i>Skabbik's Plaguepack</i>	<i>Grashrak's Despoilers</i>	<i>Godsworn Hunt</i>
<i>Gnarlsprite Pack</i>	<i>The Wurmspat</i>	<i>Garrek's Reavers</i>
<i>Skittershank's Clawpack</i>	<i>Eyes of the Nine</i>	<i>Magore's Fiends</i>

The struckthrough warbands now have their own printed cards for the *Warhammer Underworlds: Spitewood* season.

GRAND ALLIANCE CHAOS: CORRUPTERS

★ INSPIRE
Immediately after your opponent's Action step, if there are more friendly fighters than enemy fighters in neutral territory, Inspire each friendly fighter in that territory.

⚡ ROOTS OF CHAOS
Immediately after a friendly fighter Delves a feature token, give each enemy fighter within 2 hexes of that feature token/within 2 hexes of them a Stagger token.

Aura of Ruin: *Such is this entity's corrupting aura that merely being in proximity to it causes the flesh to writhe and soul to scream.*

Use this in your Power step. Pick an enemy fighter with a Stagger token that is adjacent to a friendly fighter and not vulnerable. Inflict 1 damage on that enemy fighter. This ability can only be used once per game.

Purge the Weak: *Servants of the Dark Gods are swift to spot the enemy's most vulnerable warriors and dispose of them bloodily.*

Pick an enemy fighter with a Stagger token. Friendly fighters' melee weapons have +1 Attack dice for Attacks that target that enemy fighter in the next turn. This ability can only be used once per game.

Unholy Desecration: *The Dark Gods shower their blessings upon those who pervert and corrupt the icons of lesser deities.*

Pick a friendly fighter on a feature token. Enemy fighters' melee weapons have -1 Attack dice for Attacks that target that friendly fighter in the next turn. This ability can only be used once per game.

GRAND ALLIANCE CHAOS: SLAYERS

★ INSPIRE
Immediately after an enemy fighter is slain by a melee Attack made by a friendly fighter, Inspire a number of friendly fighters equal to the Bounty characteristic of the target.

⚡ SWELL OF POWER
Immediately after an Action step, in which an enemy fighter was slain by a friendly fighter's melee Attack, give the attacker a chaotic power token. That fighter's melee weapons have +1 Attack dice for the next Attack they make. Then remove that fighter's chaotic power token.

⚡ Reckless Rage: *Some warriors rely upon raw, unchecked fury in lieu of martial grace, not caring for their own wounds as they rip and kill.*

Pick a friendly fighter with any Charge tokens to use this ability. That fighter can immediately Charge. Inflict 2 damage on that fighter after resolving this ability. This ability can only be used once per game.

⚡ Decapitating Strike: *When one's prey is bloodied and weakened, they are in danger of losing their head to a single well-aimed blow.*

Use this immediately after you pick a weapon as part of a melee Attack. If the target is vulnerable, that weapon has Cleave (☞) and Ensnare (☒). This ability can only be used once per game.

⚡ Strengthened by Slaughter: *The sight of worthy foes being butchered fills hardened Chaos-worshippers with a terrible resolve.*

Use this immediately after an Action step in which an enemy fighter was slain by a melee Attack made by your warband. Pick a number of friendly fighters equal to the Bounty characteristic of the slain fighter and give each of those fighters a Guard token. This ability can only be used once per game.

GRAND ALLIANCE CHAOS: SKABBIK'S PLAGUEPACK (1/2)

SKABBIK

Krus'tik 斯卡比克 スカビック

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RABIDIUS

Wutik 雷比迪斯 ラビディウス

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ICHITT

Kratzik 伊奇特 イチット

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POXLIX

Pock'shlekk 痘莱克斯 ボクスリクス

4

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★ SKABBIK

Krus'tik 斯卡比克 スカビック

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2

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★ RABIDIUS

Wutik 雷比迪斯 ラビディウス

4

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★ ICHITT

Kratzik 伊奇特 イチット

4

2

3

1







★ POXLIX

Pock'shlekk 痘莱克斯 ボクスリクス

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GRAND ALLIANCE CHAOS: SKABBIK'S PLAGUEPACK (2/2)

RIKKIT

STA'RR雷克特リキット

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SKRITTER

RATZE斯奎特スクリッター

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★ RIKKIT

STA'RR雷克特リキット

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★ SKRITTER

RATZE斯奎特スクリッター

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GRAND ALLIANCE CHAOS: GRASHRAK'S DESPOILERS (1/2)

GRASHRAK

格拉什拉克 グラシュラック

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DRAKNAR

德拉纳克 ドラクナール

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MURGHOTH

摩格霍斯 ムルゴース

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USHKOR

乌什科尔 ウシュコール

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★ GRASHRAK

格拉什拉克 グラシュラック

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★ DRAKNAR

德拉纳克 ドラクナール

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★ MURGHOTH

摩格霍斯 ムルゴース

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★ USHKOR

乌什科尔 ウシュコール

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GRAND ALLIANCE CHAOS: GRASHRAK'S DESPOILERS (2/2)

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KNORREN

ナル

ナール

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KORSH

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GNARL

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KNORREN

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KORSH

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GRAND ALLIANCE CHAOS: EYES OF THE NINE (1/2)

VORTEMIS

沃特弥斯 ヴォルテミス

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⚔️ ⚡ 2 ⚡ 2 ★ 2

⚡ ⚡ 3 ⚡ 2 ★ 1

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NARVIA

纳尔维亚 ナルヴィア

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⚔️ ⚡ 1 ⚡ 2 ★ 1

⚡ ⚡ 3 ⚡ 2 ★ 1

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TUROSH

图罗什 トゥロシュ

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⚔️ ⚡ 1 ⚡ 2 ★ 2

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K'CHARIK

科查里克 ク=チャリク

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⚔️ ⚡ 1 ⚡ 2 ★ 3

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★ VORTEMIS

沃特弥斯 ヴォルテミス

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⚔️ ⚡ 2 ⚡ 2 ★ 2

⚡ ⚡ 3 ⚡ 2 ★ 1

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★ NARVIA

纳尔维亚 ナルヴィア

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⚔️ ⚡ 1 ⚡ 3 ★ 2

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★ TURUSH

图罗什 トゥロシュ

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★ K'CHARIK

科查里克 ク=チャリク

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⚔️ ⚡ 1 ⚡ 2 ★ 3

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GRAND ALLIANCE CHAOS: EYES OF THE NINE (2/2)

BLUE HORROR

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⚔️ ⚙️ 3 ⚡ 3 ★ 1 ⚙️

HORREUR BLEU
BLAUER HORROR
蓝色惧妖

ORRORE BLU
HORROR AZUL
ブルーホラー

🌀

☀️

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BRIMSTONE HORROR

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⚔️ ⚙️ 3 ⚡ 3 ★ 1 ⚙️

HORREUR SULFUREUSE
SCHWEFELHORRORS
硫磺惧妖

ORRORE SULFUREO
HORROR DE AZUFRE
ブリムストーン

🌀

☀️

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★ BLUE HORROR

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⚔️ ⚙️ 3 ⚡ 4 ★ 1 ⚙️

HORREUR BLEU
BLAUER HORROR
蓝色惧妖

ORRORE BLU
HORROR AZUL
ブルーホラー

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☀️

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★ BRIMSTONE HORROR

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⚔️ ⚙️ 3 ⚡ 4 ★ 1 ⚙️

HORREUR SULFUREUSE
SCHWEFELHORRORS
硫磺惧妖

ORRORE SULFUREO
HORROR DE AZUFRE
ブリムストーン

🌀

☀️

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GRAND ALLIANCE CHAOS: GODSWORN HUNT (1/2)

THEDDRA

塞德拉 セドラ

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⚔️ ⚡ 1 ⚔️ 2 ⚡ 2

©GW 2024

GRUNDANN

格朗丹 グルندان

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⚔️ ⚡ 1 ⚔️ 2 ⚡ 2

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JAGATHRA

贾伽撒 ジャガスラ

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⚔️ ⚡ 1 ⚡ 2 ⚡ 1

⚔️ ⚡ 3 ⚡ 3 ⚡ 1

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SHOND

商德 ショーン

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⚔️ ⚡ 1 ⚡ 2 ⚡ 2

©GW 2024

★ THEDDRA

塞德拉 セドラ

4

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⚔️ ⚡ 1 ⚔️ 2 ⚡ 3

©GW 2024

★ GRUNDANN

格朗丹 グルندان

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⚔️ ⚡ 1 ⚔️ 2 ⚡ 3 ⚡

©GW 2024

★ JAGATHRA

贾伽撒 ジャガスラ

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⚔️ ⚡ 1 ⚡ 3 ⚡ 1

⚔️ ⚡ 3 ⚡ 3 ⚡ 1

©GW 2024

★ SHOND

商德 ショーン

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⚔️ ⚡ 1 ⚡ 3 ⚡ 2 ⚡

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GRAND ALLIANCE CHAOS: GODSWORN HUNT (2/2)

OLLO

奥罗 オーロ

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⚔️ ⚡ 1 ⚔️ 2 ★ 1

⚔️ ⚡ 3 ⚡ 2 ★ 1

© GW 2024

GRAWL

格罗 グラウル

4

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⚔️ ⚡ 1 ⚡ 2 ★ 1

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★ OLLO

奥罗 オーロ

4

(2)

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⚔️ ⚡ 1 ⚔️ 2 ★ 2

⚔️ ⚡ 3 ⚡ 3 ★ 1

© GW 2024

★ GRAWL

格罗 グラウル

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(2)

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GRAND ALLIANCE CHAOS: GARREK'S REAVERS (1/2)

GARREK

盖瑞克 ガレク

4

(1)

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2



⚔️

🛡️ 1

🗡️ 2

★ 2

KARSUS

卡萨斯 カーサス

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⚔️

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🗡️ 3

★ 2

⚔️

🛡️ 2

🗡️ 3

★ 1

SAEK

赛克 シーク

4

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⚔️

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🗡️ 2

★ 3

ARNULF

阿诺尔夫者 アーヌルフ

4

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⚔️

🛡️ 1

🗡️ 2

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👁️

★ GARREK

盖瑞克 ガレク

5

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⚔️

🛡️ 1

🗡️ 2

★ 3

★ KARSUS

卡萨斯 カーサス

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★ SAEK

赛克 シーク

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★ ARNULF

阿诺尔夫者 アーヌルフ

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GRAND ALLIANCE CHAOS: GARREK'S REAVERS (2/2)

TARGOR

塔格尔 タルゴール

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⚔️ ⚙️ 1 ⚔️ 2 ⭐ 1

© GW 2024

★ TARGOR

塔格尔 タルゴール

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⚔️ ⚙️ 1 ⚔️ 3 ⭐ 2

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GRAND ALLIANCE CHAOS: MAGORE'S FIENDS

MAGORE

玛戈尔 マゴア

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⚔️

🛡️ 1

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🎵

RIPTOOTH

RIPTOOTH DENTE AGUZZO
リプツア フェウクス ラジャドラス

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★ 2

ZHARKUS

扎库斯 ザルカス

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🛡️ 1

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GHARTOK

加尔托克 ガルトーク

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🛡️ 1

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★ MAGORE

玛戈尔 マゴア

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🗡️ 2

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★ RIPTOOTH

RIPTOOTH DENTE AGUZZO
リプツア フェウクス ラジャドラス

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⚔️

🛡️ 1

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★ ZHARKUS

扎库斯 ザルカス

4

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⚔️

🛡️ 1

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★ GHARTOK

加尔托克 ガルトーク

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⚔️

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GRAND ALLIANCE DEATH

The following warbands can use either of the warscrolls below:

The Sons of Velmorn

Drepur's Wraithcreepers

The Exiled Dead

Lady Harrow's Mournflight

The struckthrough warbands now have their own printed cards for the *Warhammer Underworlds: Spitewood* season.

GRAND ALLIANCE DEATH: DARK MAJESTY

★ INSPIRE
If an enemy fighter is slain while a Locus of Shyish ability is persisting, Inspire a number of friendly fighters equal to that enemy fighter's Bounty characteristic.

⚡ LOCUS OF SHYISH
Roll 3 Attack dice. If the roll contains 1 of the results on the Locus of Shyish table, immediately use the relevant ability. That ability persists until the end of the battle round. If the roll contains any ⚡, you can replace each ⚡ with another symbol of your choice (X, ⚡, or ⚡).

The same fighter cannot be picked to be affected by a Locus of Shyish ability more than once per battle round.

LOCUS OF SHYISH TABLE	
RESULT	ABILITY
XX	Blades of Shyish: <i>The weapons of the dead are imbued with a murderous amethyst energy.</i> Pick a friendly fighter. That fighter's melee weapons have Critical Grievous (⚡⚡).
⚡⚡	Spirit Gale: <i>Howling spectral winds come forth to lend speed to an ally.</i> Pick a friendly fighter. That fighter has +1 Move.
⚡⚡	Prison of Grief: <i>Waves of sorrow cascade across the field, cursing the foe to endlessly relive their darkest moment.</i> Pick an enemy fighter. That fighter's weapons have -1 Attack dice.
⚡⚡	Spectral Grasp: <i>Grasping spectral hands reach up from the earth to seize hold of enemies.</i> Pick an enemy fighter. That fighter has -1 Move.

GRAND ALLIANCE DEATH: NECROMANCY

★ INSPIRE
After a successful Attack made by your leader (♣), pick a friendly fighter or up to 2 friendly minions (♣). Inspire those fighters.

⚡ RISE, MINION!
Pick your leader (♣) to use this ability. Pick a slain friendly fighter. Raise that fighter and place them in an empty starting hex in friendly territory. If that fighter is not a minion (♣) inflict damage on that fighter until they are vulnerable. You can only use this ability once per battle round.

Corpse Explosion: *Charged with waves of necromantic magic, this undead warrior bursts apart in a cloud of flesh-withering fumes.*
Pick a friendly minion (♣) or a friendly fighter with a Health characteristic of 3 or less that is adjacent to any enemy fighters. Inflict 1 damage on each of those enemy fighters. Then, inflict damage on that friendly fighter until they are slain. This ability can only be used once per game.

Enervating Aura: *These warriors radiates pure entropic energy, causing nearby foes to sag and wilt in their armour.*
Pick a friendly minion (♣) or a friendly fighter with a Health characteristic of 3 or less that is adjacent to any enemy fighters. Give each of those enemy fighter a Stagger token. This ability can only be used once per game.

The Restless Dead: *The undead know nothing of tiredness and will continue to lurch forwards at the call of their master.*
Use this in your Power step. Pick up to 3 friendly minions (♣) or friendly fighters with a Health characteristic of 3 or less. Push each fighter 1 hex. This ability can only be used once per game.

GRAND ALLIANCE DEATH: DREPUR'S WRAITHCREEPERS

DREPUR

德里普尔 ドレプール

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GRODRIG

格罗德里格 グロドリッグ

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HAQFEL

哈克费尔 ハクフェル

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⚔️ ⚡ 1 ⚔️ 2 ★ 2

⚔️ ⚡ 2 ⚔️ 2 ★ 1

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THE PATRICIAN

LE PATRICIEN
DER PATRIIZER
贵族
IL PATRIZIO
EL PATRIZIO
“高貴なるもの”

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⚔️ ⚡ 1 ⚡ 3 ★ 1

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★ DREPUR

德里普尔 ドレプール

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⚔️ ⚡ 1 ⚔️ 2 ★ 2

⚔️ ⚡ 2 ⚔️ 3 ★ 2

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★ GRODRIG

格罗德里格 グロドリッグ

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⚔️ ⚡ 1 ⚔️ 2 ★ 2

⚔️ ⚡ 2 ⚔️ 2 ★ 2

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★ HAQFEL

哈克费尔 ハクフェル

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⚔️ ⚡ 1 ⚔️ 2 ★ 2

⚔️ ⚡ 2 ⚔️ 2 ★ 2

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★ THE PATRICIAN

LE PATRICIEN
DER PATRIIZER
贵族
IL PATRIZIO
EL PATRIZIO
“高貴なるもの”

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GRAND ALLIANCE DEATH: LADY HARROW'S MOURNFLIGHT

LADY HARROW

DAME HARROW
DIE KLAGEMAID
哈罗夫人

DAMA ANGUSTIA
LADY TORMENTO
悲嘆の淑女

4

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⚔️

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⬢3

★2

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THE ANGUISHED ONE

L'ACABÉE
DIE GEMARTERTE
痛苦者

L'ANGOSCIATA
LADY ANGUSTIADA
苦悶せしもの

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⬢3

★2

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THE SCREAMING MAIDEN

LA DAME HURLANTE
DIE KREISCHENDE JUNGER
尖叫少女

LA FANCIULLA URLANTE
LA DONCELLA ESTRIDENTE
絶叫の乙女

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★2

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CAITHA

CAITHA LA VEUVE
WITWE CAITHA
婦凱凱莎

VEDOVA CAITHA
VIUDA CAITHA
未亡人カイサ

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⬢2

★3

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★ LADY HARROW

DAME HARROW
DIE KLAGEMAID
哈罗夫人

DAMA ANGUSTIA
LADY TORMENTO
悲嘆の淑女

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⚔️

⬢1

⬢3

★3

♣️

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★ THE ANGUISHED ONE

L'ACABÉE
DIE GEMARTERTE
痛苦者

L'ANGOSCIATA
LADY ANGUSTIADA
苦悶せしもの

4

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⚔️

⬢1

⬢3

★2

♣️

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★ THE SCREAMING MAIDEN

LA DAME HURLANTE
DIE KREISCHENDE JUNGER
尖叫少女

LA FANCIULLA URLANTE
LA DONCELLA ESTRIDENTE
絶叫の乙女

4

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⚔️

⬢1

⬢4

★2

♣️

©GW 2024

★ CAITHA

CAITHA LA VEUVE
WITWE CAITHA
婦凱凱莎

VEDOVA CAITHA
VIUDA CAITHA
未亡人カイサ

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⬢3

★3

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GRAND ALLIANCE DESTRUCTION

The following warbands can use either of the warscrolls below:


Hedkrakka's Madmob

Hrothgorn's Mantrappers


Rippa's Snarlfangs

Ironskull's Boyz

The struckthrough warbands now have their own printed cards for the *Warhammer Underworlds: Spitewood* season.



GRAND ALLIANCE DESTRUCTION: BRUTAL



★ INSPIRE
Immediately after a friendly fighter Attacks an enemy fighter that is Flanked or Surrounded, Inspire the attacker and any friendly fighters adjacent to the target.

⚡ 'Ave This, Ya Git!: *Despite their love of war and violence, the harbingers of destruction get very annoyed when their enemies have the temerity to charge them first.*

Use this immediately after an enemy fighter has Charged. Pick a friendly fighter adjacent to that enemy fighter. That friendly fighter can Attack, but that Attack must target the enemy fighter that Charged. This ability can only be used once per game.


GET DA BOSS!
At the start of the first Action step in each battle round, you can push each friendly fighter 1 hex. That push must end closer, or adjacent, to an enemy leader (♣).

⚡ 'Ere We Go!: *Wounding one of Gorkamorka's lot rather than killing it outright is a fatal mistake that has befallen all too many warriors.*

Use this immediately after picking a damaged friendly fighter to Attack. That fighter's weapons have +1 Attack dice for that Attack. This ability can only be used once per game.

⚡ Mob Mentality: *It's not easy to land a blow on one wildly swinging berserker, let alone two of them fighting side by side.*

Use this immediately after a friendly fighter is picked to be the target of a melee Attack if another friendly fighter is adjacent. The target has a Save characteristic of 2 ⚡ for that Attack. This ability can only be used once per game.



GRAND ALLIANCE DESTRUCTION: KUNNIN'



★ INSPIRE
After your Action step, Inspire each friendly fighter adjacent to a damaged enemy fighter.

⚡ Part of Da Plan: *Mork's faithful consider it perfectly acceptable to gang up on a foe and give them a good shanking.*

Use this immediately after picking the target of an Attack if the target is Flanked or Surrounded. Rolls of ✖ and ⚡ count as successes for that Attack. This ability can only be used once per game.

KUNNIN'
At the start of the first Action step in each battle round, if your leader (♣) is on the battlefield, you can discard an Upgrade equipped by a friendly fighter, then pick a Ploy from your Power discard pile and add it to your hand. You cannot pick the same Ploy more than once per game.

Sneaky Traps: *Caltrops, nets, gas bombs and toxic slime: these nasty tools can leave an enemy reeling. An easy target for a well-aimed strike.*

Use this in your Power step. Until the end of the battle round, hexes adjacent to friendly fighters are treated as stagger hexes in addition to other hex types. This ability can only be used once per game.

⚡ Dis is My Turf, Mate: *Those who attempt to drive Gorkamorka's armies from territory they have claimed are likely to meet a grisly fate.*

Use this immediately after picking the target of an Attack. Melee Attack rolls made for the attacker as part of melee Attacks always count as having more ⚡ than the Save roll for the purposes of Drive Back and Overrun until that Attack is resolved. This ability can only be used once per game.

GRAND ALLIANCE DESTRUCTION: HEDKRAKKA'S MADMOB

HEDKRAKKA

KOPPENAKKA
碎颅
KAZKAKRANEZOZ
ヘッドクラッカ

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TOOFDAGGA

DOLCHZAHN
牙ヒ
DAGAHNO
トゥーフダッガ

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⚔️ ⚡ 1 ⚡ 3 ★ 2

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WOLLOP

KLOPPO
沃洛普
WOLLOP
ウォロップ

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DAKKO

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ダッコ

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★ HEDKRAKKA

KOPPENAKKA
碎颅
KAZKAKRANEZOZ
ヘッドクラッカ

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⚔️ ⚡ 2 ⚡ 3 ★ 2

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★ TOOFDAGGA

DOLCHZAHN
牙ヒ
DAGAHNO
トゥーフダッガ

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⚔️ ⚡ 1 ⚡ 4 ★ 2

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★ WOLLOP

KLOPPO
沃洛普
WOLLOP
ウォロップ

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⚔️ ⚡ 1 ⚡ 2 ★ 2

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★ DAKKO

ダコ
ダッコ

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GRAND ALLIANCE DESTRUCTION: IRONSKULL'S BOYZ

GURZAG

KRANECHIERRO 古尔扎格 グルザッグ

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3







BONEKUTTA

KNOCHSCHNEIDA KORTAHUEZOZ 断骨 ボーンカッタ

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BASHA

KLOPPA MACHAKA 猛殴 ハッシャ

3

1

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HAKKA

ZAJA 狂砍 ハッカ

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GURZAG

KRANECHIERRO 古尔扎格 グルザッグ

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BONEKUTTA

KNOCHSCHNEIDA KORTAHUEZOZ 断骨 ボーンカッタ

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BASHA

KLOPPA MACHAKA 猛殴 ハッシャ

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HAKKA

ZAJA 狂砍 ハッカ

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