ORRUK WARCLANS
SWAMPSKULKA GANG

This Spearhead army consists of the following units:

GENERAL
- Killaboss on Great Gnashtoof

UNITS
- 1 Murknob with Belcha-banna
- 3 Man-skewer Boltboyz
- 5 Gutrippaz
- 5 Gutrippaz
- 1 Beast-skewer Killbow



As far as Kruleboyz are concerned, fighting fair is an idiotic concept. Swampskulka Gangs exemplify the cruelly underhanded approach to warfare so beloved of these orruks, for their entire purpose is to leave the enemy agonised, hobbled and helpless. Under the wily guidance of a Killaboss, they stalk their victims through the wilds of the realms for days, waiting for the perfect moment to launch a murderous ambush.

The first the Kruleboyz' chosen quarry knows of their fate is when dozens of barbed missiles come whistling out of the murk to sink into their flesh, as chortling Boltboyz relish their victims' shocked horror. Anything that looks big enough to cause the orruks serious bother is dealt with by an oversized harpoon hurled by a Beast-skewer Killbow. As the enemy reels in the face of this deadly hail, the Killaboss charges into their midst atop his Great Gnashtoof mount, seeking gory trophies to prove his kunnin'. Following closely behind come lanky orruk warriors, led by a Murknob brandishing a foul-smelling and loudly bellowing Belcha-banna. These Gutrippaz stomp forwards to fall upon the stricken foe, spilling intestines and poking out eyes with their venom-dripping weapons – while keeping a few prisoners alive to torment at their leisure, of course.

'Unlucky, long-ears. Bet you wish you'd snuffed it along with yer mates, don't ya?'

– Murknob Grikstab da Peeler



Known as Bragrakk's Blindaz, studio editor Stuart's Swampskulka Gang paint their skareshields with black markings over the eyes, to reflect their fondness for tormenting their foes with Eye-biter Ash.

BATTLE TRAITS

Once Per Battle, Any Combat Phase

KRULEBOYZ WAAAGH!: *In typically Morky fashion, Kruleboyz wait until they have the enemy surrounded before calling a Waaagh! – and when they do, the enemy's fate is usually sealed.*

Declare: Pick your general to use this ability, then pick another friendly unit wholly within 12" of them to be the target.

Effect: Your general and the target have **STRIKE-FIRST** this phase.



REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

Passive

NOISY RACKET: *On the eve of battle, the Kruleboyz make sure the enemy receives no respite as their war drums and rattle-skulls ring out into the night.*

Effect: Subtract 1 from wound rolls for attacks made by enemy units in the first battle round.

Once Per Turn (Army), Start of First Battle Round

COVERED IN MUD: *After some 'hard finkin', a group of orruks decides to slather themselves in muck so they can sneak up on the unwitting enemy.*

Declare: Pick a friendly unit to use this ability.

Effect: In this battle, that unit is not visible to enemy models that are more than 12" away from it.

ENHANCEMENTS: Give your general 1 of the following enhancements.

Passive

EGOMANIAK: *This self-important boss is willing to use anyone to protect his own hide.*

Effect: If any other friendly units are within your general's combat range, before you allocate a damage point to your general, roll a dice. On a 4+, you must allocate that damage point to one of those units instead.

Once Per Battle, Enemy Movement Phase

MORK'S EYE PEBBLE: *When rubbed, this dark-grey rock produces a swirling bank of thick fog that protects the bearer and their allies from harm.*

Effect: In the next shooting phase, friendly units have **WARD (5+)** while they are wholly within 12" of your general.

Once Per Turn, Your Hero Phase

KUNNIN' PLAN: *This devious Killaboss likes to feign retreat to draw their prey into a deadly trap.*

Declare: Pick a friendly unit wholly within 12" of your general.

Effect: If that unit uses a **RETREAT** ability this turn, no mortal damage is inflicted on it and it can still use **SHOOT** and/or **CHARGE** abilities later in the turn.

Once Per Battle, Any Combat Phase

EYE-BITER ASH: *Stored in a heat-proof pouch, this strange ash never stops smouldering. The bearer can cast it at a foe, creating a cloud of blistering ash that blinds the targets and causes them terrible pain.*

Declare: Pick an enemy unit in combat with your general and roll a dice.

Effect: On a 1-4, subtract 1 from hit rolls for attacks made by that unit for the rest of the phase. On a 5+, subtract 1 from hit rolls for attacks made by that unit for the rest of the battle.



• SPEARHEAD WARSCROLL •

KILLABOSS

ON GREAT GNASHTOOF

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Jagged Boss-stikka	4	3+	3+	1	2	Crit (Mortal)
Gnashtoof's Bone-crushing Fangs	5	4+	3+	1	2	Companion

Your Hero Phase

ALL PART OF DA PLAN: *Kruleboyz tend to be very impressed by a Killaboss's kunnin' feats – so long as the boss has a plan, they are willing to face down even the most unlikely odds.*

Declare: Pick a friendly unit wholly within 9" of this unit to be the target. You cannot pick this unit.

Effect: Add 3 to the target's control score until the start of your next turn.



Killabosses are cunning warlords well used to using their 'thinkin' muscles' to guide their fellow orruks in ambushes and traps. With a string of victories under their belts, they have won something akin to trust from their minions, who stick to the plan even when things get nasty. They take great pride in procuring the vilest and most malicious monsters to serve as their war-mounts, and few are as deadly as the Great Gnashtoof. This wiry canine killer is as swift as it is foul-tempered, capable of navigating the slimy homelands of the Kruleboyz with ease. When it finds its prey, it leaps upon them with an ear-splitting howl that seems to come from two directions at once.

KEYWORDS HERO, CAVALRY



• SPEARHEAD WARSCROLL •

BEAST-SKEWER KILLBOW

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Beast-skewer Bolts	24"	2	4+	2+	2	D6	Crit (Auto-wound)
MELEE WEAPONS		**Attacks**	**Hit**	**Wound**	**Rend**	**Damage**	**Ability**
Jaggedy Blades		2	4+	3+	-	1	Crit (Mortal)

Passive

SKEWERED: *Beast-skewer bolts are designed to inflict horrendous wounds on monstrous quarry.*

Effect: The Damage characteristic of this unit's **Beast-skewer Bolts** is 6 instead of D6 if the target is a MONSTER.



Orruks are not renowned for their ability to shoot straight, but the Kruleboyz known as 'Big Shots' understand the benefit of maiming your prey from as far away as possible. Beast-skewer Killbows are designed to take down the realms' mightiest monsters, and the oversized missiles they hurl can indeed punch through several inches of armoured hide or bone plating with ease. Such is the force with which these missiles strike home that they can also impale several man-sized targets at once.

KEYWORDS WAR MACHINE



Murknobs are champions amongst the Kruleboyz, and they revel in taking the heads of their adversaries – honestly or otherwise. They alone are granted the honour of carrying the Belcha-bannas into battle, foul relics with all manner of strange powers. When the enemy close in, these uncanny standards belch a revolting miasma that can make even the toughest foe collapse in agony.

• SPEARHEAD WARSCROLL •

MURKNOB

WITH BELCHA-BANNA

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Murknob Cleaver	4	4+	3+	1	2	Crit (Mortal)

Any Combat Phase

BREATH OF THE MIRE-DRAKES: *Belcha-bannas are typically built around the severed tongue of a mire-drake, creatures so vile that even after death, their remains belch forth clouds of soul-shrivelling gas.*

Declare: Roll a dice for each enemy unit in combat with this unit.

Effect: On a 1, nothing happens. On a 2-5, inflict 1 mortal damage on that enemy unit. On a 6, inflict D3 mortal damage on that unit.



KEYWORDS: HERO, INFANTRY



Gutrippaz form the slimy heart of the Kruleboyz, stalking forwards behind their leering skareshields. These mobs of sadistic greenskins are known for their vicious kunnin' and the spiteful amusement they find in laying low the enemy with their wicked, venom-laced weapons. Even their appearance is honed to intimidate and confuse the foe.

• SPEARHEAD WARSCROLL •

GUTRIPPAZ

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Wicked Hacka	2	4+	3+	-	1	Crit (Mortal)

Any Combat Phase

SCARE TAKTIKZ: *Gutrippaz use all manner of means to unnerve and intimidate their foes.*

Effect: Roll a dice. On a 3+, subtract 1 from hit rolls for attacks that target this unit this phase. This ability has no effect on attacks made by **HEROES**.



KEYWORDS: INFANTRY



Man-skewer Boltboyz wield crossbows powerful enough to take down a charging warhorse with a single shot. Even minor wounds inflicted by these weapons soon turn gangrenous and foul thanks to the poisons that the orruks smear over every projectile.

• SPEARHEAD WARSCROLL •

MAN-SKEWER BOLTBOYZ

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Man-skewer Crossbow	18"	2	4+	3+	1	2	Crit (Auto-wound)
MELEE WEAPONS		**Attacks**	**Hit**	**Wound**	**Rend**	**Damage**	**Ability**
Jaggedy Blade		1	4+	3+	-	1	Crit (Mortal)

Passive

PICK 'EM OFF: *Boltboyz prefer to remain stationary to fire carefully aimed shots.*

Effect: Add 1 to hit rolls for this unit's shooting attacks if has not used a **MOVE** ability this turn.



KEYWORDS: INFANTRY