



ORRUK GORE-GRUNTAS

Gore-gruntas storm across the battlefield in a cacophony of hoofbeats and wild snorting. Gruntas rip up the ground and orruk riders bellow out war cries as the Gore-gruntas pull ahead of the Ironjaw charge. Leaving their foot-bound brothers behind, they are the first to crash with teeth-loosening force into the ranks of the opposing army.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pig-iron Choppa	1"	3	3+	3+	-1	1
Jagged Gore-hacka	2"	3	4+	3+	-1	1
Fanged Maw and Hooves	1"	4	4+	4+	-	1

DESCRIPTION

A unit of Orruk Gore-gruntas has three or more models. The riders of some units of Gore-gruntas are armed with Pig-iron Choppas, while others carry Jagged Gore-hackas. Their mounts tear at the enemy with their Fanged Maws and Hooves.

GORE-GRUNTA BOSS

The leader of this unit is a Gore-grunta Boss. They make 4 attacks rather than 3.

ABILITIES

Gore-grunta Charge: Even by the destructive standards of the Ironjawz, a Gore-grunta charge is horrific to behold, enemy units vanishing under a roaring, grunting mass. However, a grunta needs a bit of a run-up to really get going! When you declare a charge with a unit of Gore-gruntas, measure the distance to the nearest enemy unit. If the distance is 8" or more and the charge is successful, the gruntas' Fanged Maw and Hooves attacks inflict D3 Damage rather than 1.

KEYWORDS

DESTRUCTION, ORRUK, IRONJAWZ, GORE-GRUNTAS