

ORRUKS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Orruk Bow	18"	1	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Choppa	1"	1	4+	4+	-1	1
Pigstikka Spear	2"	1	4+	4+	-	1
Cutta	1"	1	4+	5+	-	1

DESCRIPTION

A unit of Orruks has 10 or more models. Most units of Orruks are armed either with Choppas or Pigstikka Spears, and carry Waaagh! Shields. Some units of Orruks are instead armed with a pair of Choppas. A few units are instead armed with Orruk Bows to shoot the enemy, and Cuttas for when things close and personal.

ORRUK BOSS

The leader of this unit is an Orruk Boss. An Orruk Boss makes 2 attacks rather than 1.

WAAAGH! DRUMMER

Models in this unit may be Waaagh! Drummers. You can add 2 to the charge rolls of a unit that includes any Waaagh! Drummers.

STANDARD BEARER

Models in this unit may be Standard Bearers. Standard Bearers can carry either an Orruk Banner or a Skull Icon.

ABILITIES

Orruk Banner: You can add 2 to the Bravery of all models in a unit that includes any Orruk Banners as long as there is an enemy model within 3" of the unit.

Skull Icon: If a model flees from a unit that includes any Skull Icons, roll a dice; on a 6 the Icon Bearer thumps some courage back into the cowardly Orruk – it returns to the fight and doesn't flee.

Choppas: Wielding two weapons gives an Orruk a better chance of landing a blow. You can re-roll hit rolls of 1 for a model attacking with two Choppas.

Mob Rule: Orruks make 1 extra attack with their melee weapons if their unit has 20 or more models.

Waaagh! Shield: You can re-roll save rolls for a unit with Waaagh! Shields in the combat phase.

Ready Boyz! Aim! Fire!: You can add 1 to the hits rolls of Orruk Bows if the unit using them is more than 3" away from any enemy units, and did not move in the preceding movement phase.