



ORRUK ARDBOYS



Mobs of Ardboys plough into the fray to the sound of booming war-drums and the clatter of heavy iron plate. Each Ardboy is a ferocious, battle-scarred fighter, smashing his way through the ranks of the enemy with a variety of crude but deadly weapons.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ardboy Choppas	1"	2	3+	3+	-1	1

DESCRIPTION

A unit of Ardboys has any number of models, each armed with Ardboy Choppas. Up to 2 in every 5 models in the unit can each carry an Orruk-forged Shield.

ARDBOY BOSS: 1 model in this unit can be an Ardboy Boss. Add 2 to the Attacks characteristic of that model's Ardboy Choppas.

WAAAGH! DRUMMER: 1 in every 5 models in this unit can be a Waaagh! Drummer. Add 2 to charge rolls for a unit while it includes any Waaagh! Drummers.

STANDARD BEARERS: 1 in every 5 models in this unit can either be a Gorkamorka Banner Bearer or a Gorkamorka Glyph Bearer.

Gorkamorka Banner Bearer: Add 2 to the Bravery characteristic of this unit while it includes any Gorkamorka Banner Bearers.

Gorkamorka Glyph Bearer: Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any friendly Gorkamorka Glyph Bearers.

ABILITIES

Orruk-forged Shields: *These bulky shields are almost as tough as the orruks who carry them.*

Roll a dice each time you allocate a wound to a model carrying an Orruk-forged Shield. On a 6, that wound is negated.