



WARSCROLL

GORDRAKK

THE FIST OF GORK

Gordrakk is the mightiest of all orruks, a living embodiment of the power of Gorkamorka. From atop his armoured Mawkrusha, Bigteef, the Fist of Gork fights at the head of his Great Waaagh!, brutally crushing the mightiest enemy warriors.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Innard-bursting Bellow	8"	6	2+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Smasha	1"	5	2+	3+	-1	D3
Kunnin'	1"	5	2+	3+	-1	1
Mighty Fists and Tail	1"	☀	3+	3+	-2	2

DAMAGE TABLE

Wounds Suffered	Move	Mighty Fists and Tail	Massively Destructive Bulk
0-3	12"	9	9 dice
4-6	10"	8	8 dice
7-10	8"	7	7 dice
11-13	6"	6	6 dice
14+	4"	5	5 dice

KEYWORDS

DESTRUCTION, ORRUK, MAW-KRUSHA, IRONJAWZ, MONSTER, HERO, MEGABOSS, GORDRAKK

DESCRIPTION

Gordrakk, the Fist of Gork, is a named character that is a single model. He is armed with Smasha and Kunnin'.

MOUNT: Gordrakk's Maw-krusha, Bigteef, attacks with an Innard-bursting Bellow and his Mighty Fists and Tail.

FLY: This model can fly.

ABILITIES

Massively Destructive Bulk: *Bigteef is such an unstoppable avalanche of ill-tempered muscle that he turns all in his path into pulverised meat, and reduces terrain to rubble.*

After this model makes a charge move, you can pick 1 enemy unit within 1" of this model and roll a number of dice equal to the Massively Destructive Bulk value on this model's damage table. For each 5+, that enemy unit suffers 1 mortal wound.

In addition, after this model makes a charge move, you can pick 1 terrain feature within 1" of this model and roll a number of dice equal to the Massively Destructive Bulk value on this model's damage table. If any of the dice are a 6, units no longer receive the cover modifier to their save rolls for being on or within that terrain feature.

If the mortal wounds inflicted by this model's Massively Destructive Bulk mean there are no enemy models left within 3" of it, then it can attempt to make another charge move, and can make another Massively Destructive Bulk attack after that move if the charge is successfully carried out. This model can attempt to make any number of charge moves in a single turn, so long as each one results in all enemy models within 3" being slain.

Kunnin': *Kunnin' is filled with the power of Mork and eagerly seeks out enemy wizards to slay.*

If the unmodified wound roll for an attack made by Kunnin' that targets a **WIZARD** is 4+, that attack inflicts D3 mortal wounds on the target and the attack sequence ends (do not make a save roll).

Smasha: *Smasha is filled with the brutal power of Gork, making it especially lethal to enemy champions.*

If the unmodified wound roll for an attack made by Smasha that targets a **HERO** that is not a **WIZARD** is 4+, that attack inflicts D3 mortal wounds on the target and the attack sequence ends (do not make a save roll or damage roll).

Strength from Victory: *The more fights a Megaboss wins, the stronger they become.*

At the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's attacks in that combat phase, add 1 to this model's Wounds characteristic and add 1 to the Attacks characteristic of Smasha and Kunnin'.

COMMAND ABILITIES

Voice of Gork: *Gordrakk's bellow carries the elemental force of his god and inspires his forces to surge into the enemy, hacking, bludgeoning and stomping with furious abandon.*

You can use this command ability at the start of the combat phase. If you do so, pick up to 3 friendly **DESTRUCTION** units wholly within 24" of this model. Until the end of that phase, add 1 to hit rolls for attacks made by that unit. A unit cannot benefit from this command ability more than once per phase, and a unit cannot benefit from this ability and the Go on Ladz, Get Stuck In! ability in the same phase.