



ORRUK GORE-GRUNTAS

Brutish snorting and ground-shaking hoofbeats herald the approach of the Gore-gruntas. The charge of these beasts hits home like the fist of Gorkamorka himself, their orruk riders bellowing war-cries as they add their own might to the slaughter.



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

DESCRIPTION

A unit of Orruk Gore-gruntas has any number of models. The unit is armed with one of the following weapon options: Pig-iron Choppa; or Jagged Gore-hacka.

MOUNT: This unit's Gore-gruntas attack with their Tusks and Hooves.

GORE-GRUNTA BOSS: 1 model in this unit can be a Gore-grunta Boss. Add 1 to the Attacks characteristic of that model's Pig-iron Choppa or Jagged Gore-hacka.

ABILITIES

Gore-grunta Charge: *Even by the destructive standards of the Ironjawz, a Gore-grunta charge is horrific to behold. Enemies vanishing under an unstoppable tide of grunting muscle.*

Roll a dice for each enemy unit that is within 1" of a model from this unit after the model from this unit finishes a charge move. On a 4+, that enemy unit suffers 1 mortal wound. If this unit has more than 1 model, roll to determine if mortal wounds are inflicted after each model completes its

charge move, but do not allocate the mortal wounds until after all of the models in the unit have moved.

In addition, add 1 to hit rolls and wound rolls for attacks made with this unit's Jagged Gore-hackas and Tusks and Hooves if this unit made a charge move in the same turn.

KEYWORDS

DESTRUCTION, ORRUK, IRONJAWZ, GORE-GRUNTAS