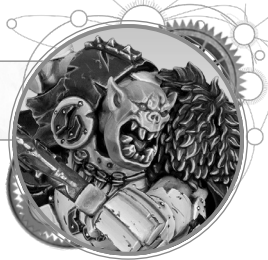




# IRONSKULL'S BOYZ

Everyone agrees that Gurzag Ironskull's Ardboys are the toughest orruks around. Anyone foolish enough to challenge this notion is likely to receive a bone-crushing headbutt from Gurzag, or otherwise be bashed and hacked to pieces by his warriors.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
'Eadbutt	1"	1	4+	3+	-	D3
Pair of Ardboy Choppas	1"	2	3+	3+	-1	1
Ardboy Big Choppa	1"	2	4+	3+	-1	2

## DESCRIPTION

Ironskull's Boyz has 4 models. 3 models are each armed with a Pair of Ardboy Choppas, and 1 model is armed with an Ardboy Big Choppa.

**GURZAG IRONSKULL:** One of the 3 models armed with a Pair of Ardboy Choppas is Gurzag Ironskull. He is also armed with an 'Eadbutt. In addition, add 1 to the Attacks characteristic of his Pair of Ardboy Choppas.

## ABILITIES

**Dead 'Ard:** *Whether through natural hardiness or sheer belligerence, Ironskull and his boys fight on through the most grievous wounds, hollering and cheering as they batter their foes into the ground.*

Roll a dice each time you allocate a wound or mortal wound to this unit. On a 6, the wound or mortal wound is negated. Wounds or mortal wounds allocated to Gurzag Ironskull are negated on a 5+ instead of a 6.

**Paired Choppas:** *A pair of choppas can be used to creating a swirling arc of destruction that is almost impossible to avoid.*

Add 1 to hit rolls for attacks made with a Pair of Ardboy Choppas.

## KEYWORDS

DESTRUCTION, ORRUK, IRONJAWZ, IRONSUNZ, ARDBOYS, IRONSKULL'S BOYZ