



ORRUK WARCHANTER



The booming rhythm of a Warchanter's drumming draws orruks to battle from miles around. As the tempo of violence increases, so does the furious energy of a Warchanter's beat, driving those Ironjawz nearby into a destructive frenzy.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gorkstikk and Morkstikk	1"	6	4+	3+	-	1

DESCRIPTION

An Orruk Warchanter is a single model armed with a Gorkstikk and Morkstikk.

ABILITIES

Rhythm of Destruction: *The Waaagh! power coursing through a Warchanter lends their attacks a boundless, febrile energy that enemies soon come to fear.*

If the unmodified hit roll for an attack made with a Gorkstikk and Morkstikk is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

Violent Fury: *Warchanters excel at stoking a wanton destructive fury in their lads.*

In your hero phase, you can pick 1 friendly **IRONJAWZ** unit wholly within 15" of this model. Until your next hero phase, add 1 to the damage inflicted by attacks made with melee weapons by that unit. A unit cannot benefit from this ability more than once per phase.

KEYWORDS

DESTRUCTION, ORRUK, IRONJAWZ, HERO, TOTEM, WARCHANTER