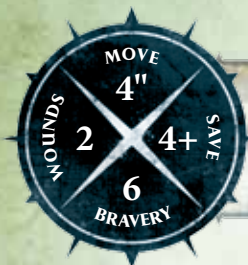


IRONSKULL'S BOYZ

Everyone agrees that Gurzag Ironskull's Ardboys are the meanest and toughest orruks around. Anyone foolish enough to disagree or attempt to challenge this notion is almost certain to receive a bone-crushing headbutt from Gurzag, or simply 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
Orruk-forged Choppas and Smashas	1"	3	4+	3+	-	1
Orruk-forged Big Choppa	1"	2	4+	3+	-1	1

DESCRIPTION

Ironskull's Boyz has 4 models: Gurzag Ironskull (who is armed with Orruk-forged Choppas and Smashas, and can deliver a ferocious 'Eadbutt), Bonekutta (who wields an Orruk-forged Big Choppa), as well as Basha and Hakka (who both carry Orruk-forged Choppas and Smashas).

Gurzag Ironskull: The leader of this unit is Gurzag Ironskull. When Gurzag Ironskull attacks, add 1 to hit rolls for his Orruk-forged Choppas and Smashas.

ABILITIES

Dead 'Ard: *Whether through 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 D6 each time you allocate a wound or mortal wound to this unit. On a 6+ the wound is negated. Wounds or mortal wounds allocated to Gurzag Ironskull are negated on a 5+ instead of a 6+.

KEYWORDS

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

DESTRUCTION PITCHED BATTLE PROFILES

IRONJAWZ UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Ironskull's Boyz	4	4	80		Only one of this unit can be included in a Pitched Battle army.