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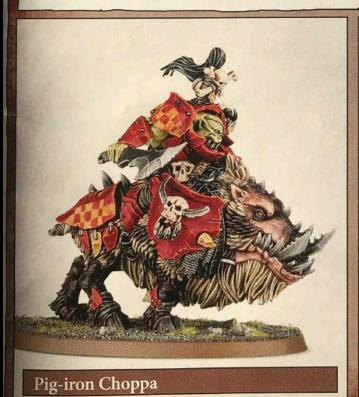
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IRONJAWZ

ORRUK GORE-GRUNTAS





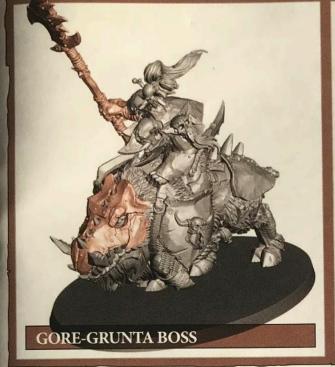




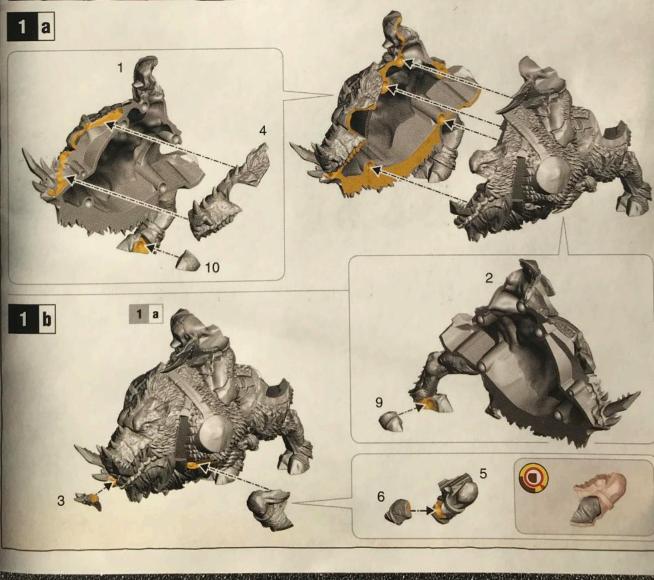
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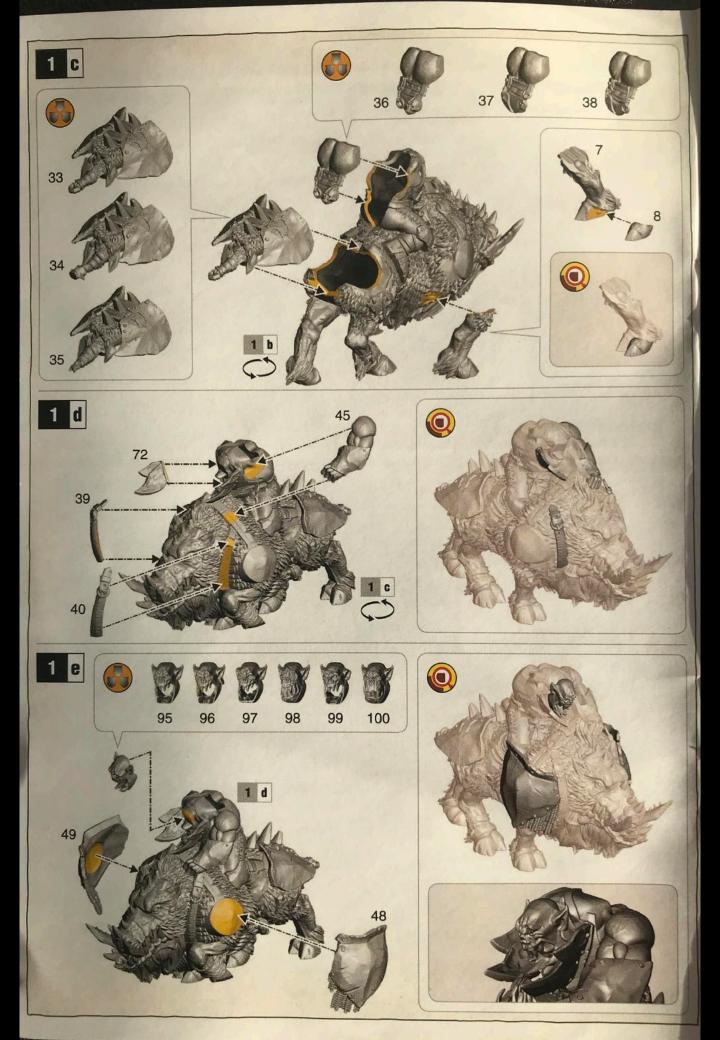
GORE-GRUNTA BOSS

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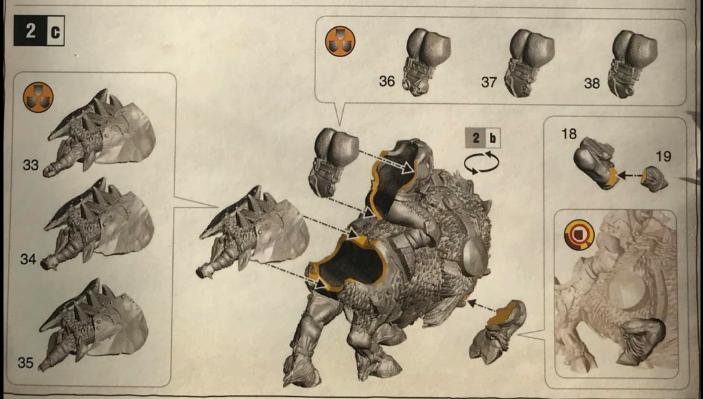
GORE-GRUNTA (A)



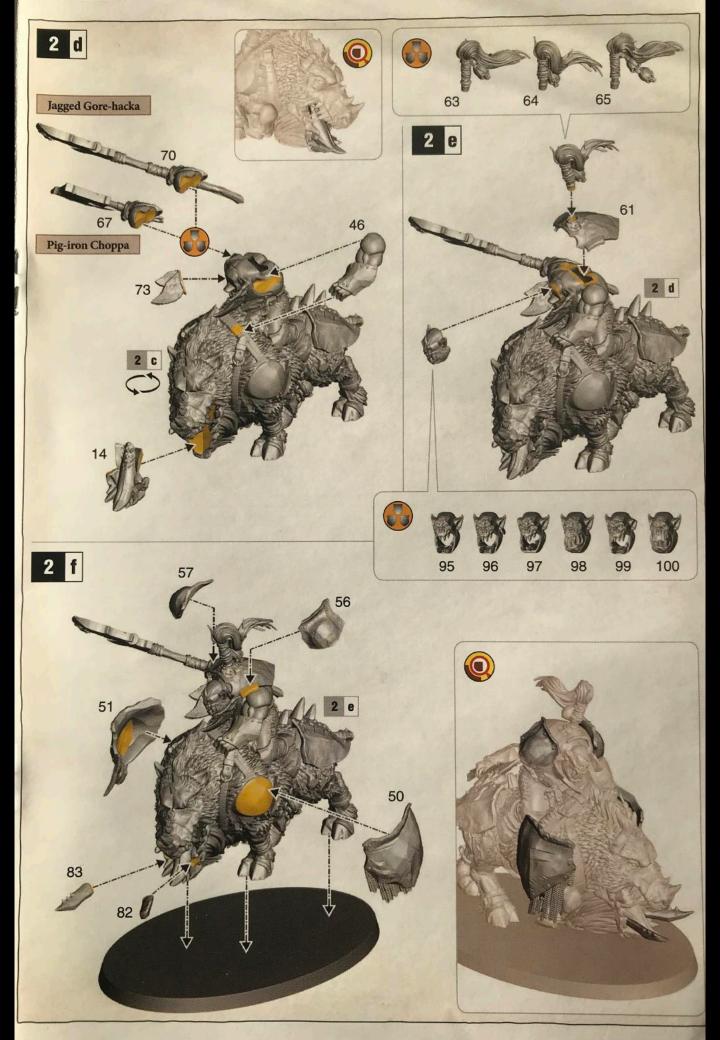


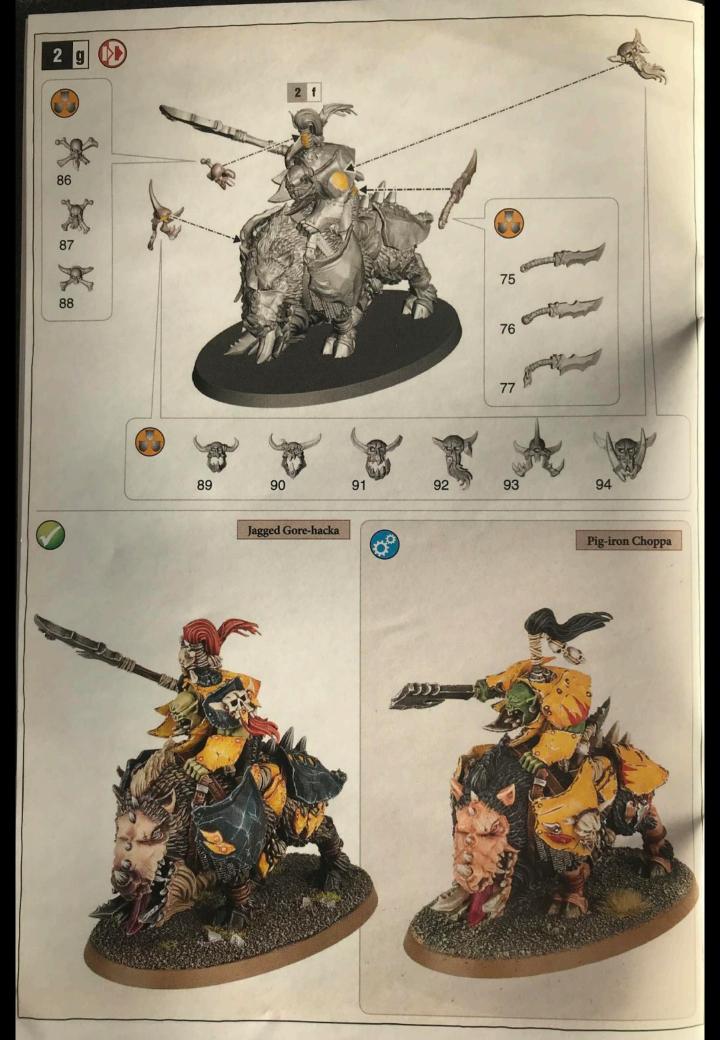




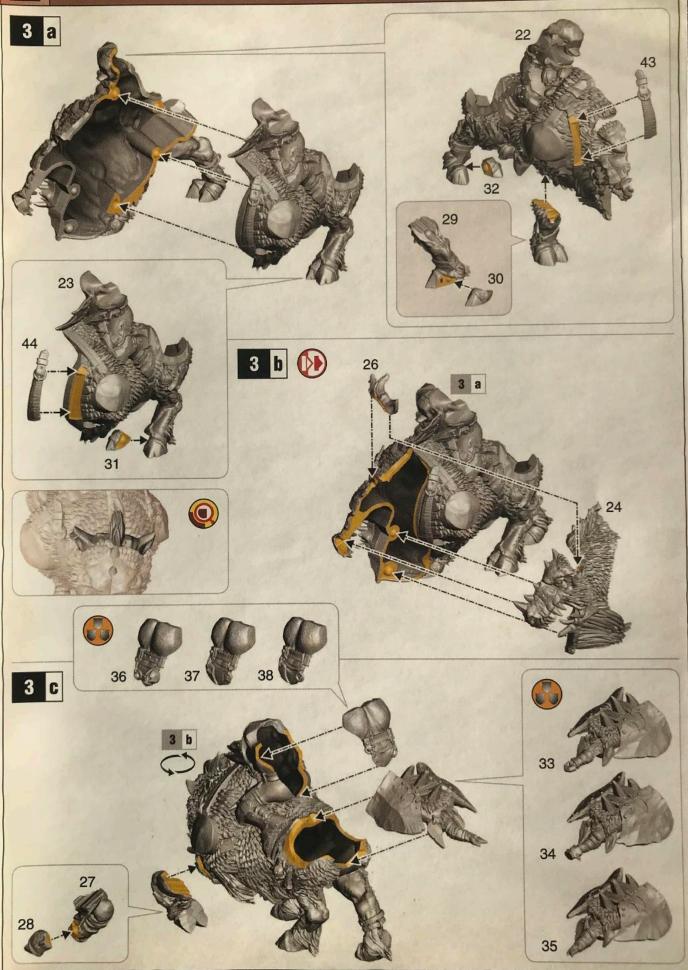


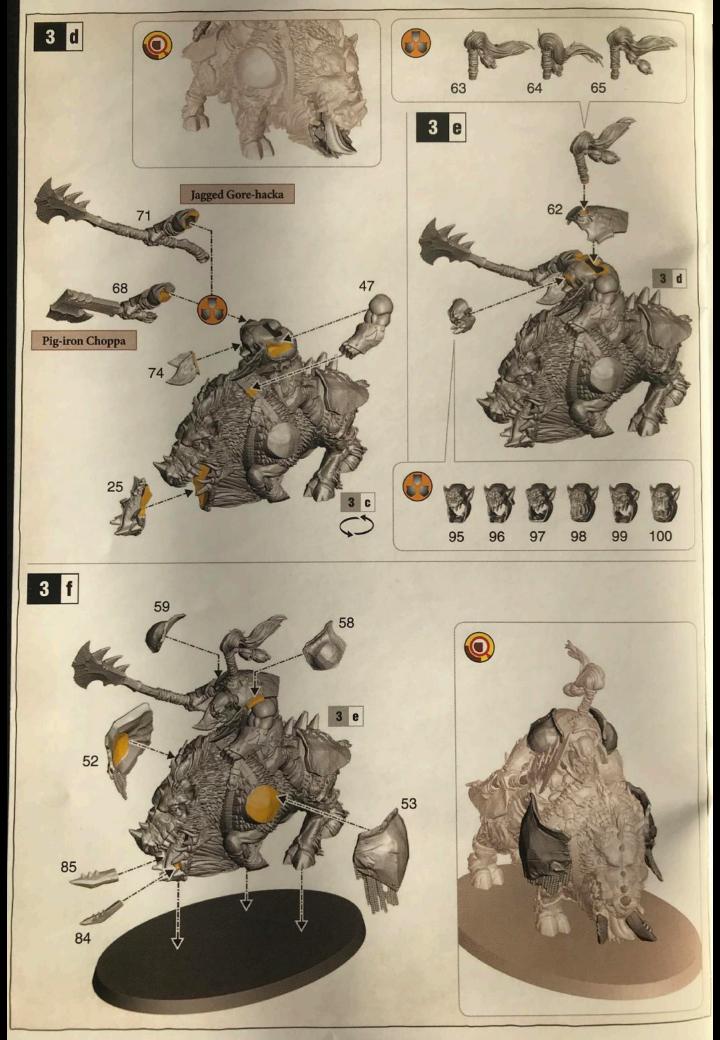
2 a





GORE-GRUNTA (B)









ORRUK GORE-GRUNTAS

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

DESCRIPTION

BRAVERY

A unit of Orruk Gore-gruntas has three or more models. The riders of some units of Goregruntas are armed with Pig-iron Choppas, while others carry Jagged Gore-hackas. Their mounts tear at the enemy with their Fanged Maws and Hooves.

GORE-GRUNTA BOSS

The leader of this unit is a Gore-grunta Boss. They make 4 attacks rather than 3.

ABILITIES

Gore-grunta Charge: Even by the destructive standards of the Ironjawz, a Gore-grunta charge is horrific to behold, enemy units vanishing under a roaring, grunting mass. However, a grunta needs a bit of a run-up to really get going! When you declare a charge with a unit of Gore-gruntas, measure the distance to the nearest enemy unit. If the distance is 8" or more and the charge is successful, the gruntas' Fanged Maw and Hooves attacks inflict D3 Damage rather than 1.

KEYWORDS

ORRUK GORE-GRUNTAS

