



# BATTLETOME: ORRUK WARCLANS

## DESIGNERS' COMMENTARY, FEBRUARY 2024

The following commentary is intended to complement *Battletome: Orruk Warclans*. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team and explain how the rules are intended to be used. The commentaries help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so (changes like this are usually referred to as 'house rules').

Our commentaries are updated regularly; when changes are made, any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

*Q: If Kragnos is included in an Orruk Warclans, Gloomspite Gitz, Ogor Mawtribes or Sons of Behemat army, does he benefit from the allegiance abilities of those armies?*

A: No.

*Q: Can I use the 'Tireless Trackers' battle trait to move the same unit multiple times?*

A: No.

## ERRATA, FEBRUARY 2024

The following errata corrects errors in *Battletome: Orruk Warclans*. The errata are updated regularly; when changes are made, any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

### Page 82 – Kruleboyz Battle Traits, Dirty Tricks

Change the first sentence of the rule to:

'After the players have received their starting command points but before the start of the first turn, you can pick 2 different Dirty Tricks to employ during the battle.'

### Page 85 – Ironjawz Command Traits, Brutal Warlords

Change the keyword restriction line to:

'**MEGABOSS** and **TUSKBOSS** only.'

### Page 85 – Ironjawz Artefacts of Power, Da Boss's Hoard

Change the keyword restriction line to:

'**MEGABOSS** and **TUSKBOSS** only.'

### Page 86 – Bonesplitterz Battle Traits, Spirit of Gorkamorka

Change the rule to:

'If the unmodified hit roll for an attack made with a melee weapon by a friendly **BONESPLITTERZ** unit is 6, that attack scores 2 hits on the target instead of 1 (make a wound roll and save roll for each hit).'

### Page 92 – Kruleboyz Warclans, Grinnin' Blades, Out of the Mists

Change the rule to:

'Friendly **GRINNIN' BLADES** units are not visible to enemy models that are more than 12" away from them.'

### Page 109 – Battle Tactics

Add the following battle tactics:

'**Sneak Up:** You complete this tactic if, at the end of the turn, every friendly **KRULEBOYZ** unit is within 3" of any terrain features and is more than 3" from all enemy units. You can only pick this tactic if the model picked to be your general has the **KRULEBOYZ** keyword.'

'**Dat's Our Turf Now!:** You complete this tactic if, at the end of the turn, 2 or more friendly **IRONJAWZ** units are within 3" of the centre of the battlefield. You can only pick this tactic if the model picked to be your general has the **IRONJAWZ** keyword.'

### Page 112 – Kragnos, the End of Empires

Replace this warscroll with the one in this document.

### Page 118 – Swampcalla Shaman and Pot-grot, Poisons and Elixirs

Remove the following text from the rule:

'instead of attempting to dispel an endless spell or cast any spells with this unit in that phase.'

### Page 118 – Gutrippaz, Scare Taktikz

Change the rule to:

'Subtract 1 from hit rolls for attacks made with melee weapons by enemy units that are not **HEROES** or **MONSTERS** that target this unit.'

### Page 121 – Marshcrawla Sloggoth, Keywords

Add the following keyword:

'**KRULEBOYZ**'

### Page 124 – Gordrakk, Voice of Gork

Change the rule to:

'This unit can issue the same command up to 3 times in the same phase. If it does so, no command point is spent the second and third times this unit issues that command in that phase.'

### Page 125 – Megaboss on Maw-krusha, Skull-shaking Bellow

Change the rule to:

'This unit can issue the same command up to 3 times in the same phase. If it does so, each command must be received by a friendly **IRONJAWZ** unit. No command point is spent the second and third times this unit issues that command in that phase.'

### Page 126 – Orruk Megaboss, Ear-splitting Bellow

Change the rule to:

'This unit can issue the same command up to 2 times in the same phase. If it does so, each command must be received by a friendly **IRONJAWZ** unit. No command point is spent the second time this unit issues that command in that phase.'

**Page 128** – Orruk Gore-gruntas, Jagged Gore-hacka

Change the weapon profile to:

<b>MELEE WEAPONS</b>	<b>Range</b>	<b>Attacks</b>	<b>To Hit</b>	<b>To Wound</b>	<b>Rend</b>	<b>Damage</b>
Jagged Gore-hacka	2"	3	3+	3+	-2	1

**Warscroll Download** – Mannok Da Kunnin', Kunnin' Tricks

Change to:

'If this unit is part of a Kruleboyz army, after you have picked which Dirty Tricks to employ during the battle, roll a dice. Add 1 to the roll if this unit is your general. On a 5+, you can pick another Dirty Trick to employ during the battle. This Dirty Trick must be different to the others that you picked.'



# BATTLETOME SUPPLEMENT: IRONJAWZ

## ERRATA, FEBRUARY 2024

The following errata corrects errors in *Battletome Supplement: Ironjawz*. The errata are updated regularly; when changes are made, any changes from the previous version will be highlighted in magenta. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

**Pages 21, 22, 23** – Tuskboss on Maw-grunta, Maw-grunta with Hakkin' Krew and Maw-grunta Gougers, Unstoppable Momentum  
Change the last sentence to:  
'At the end of the battle round, subtract 1 from this unit's momentum score (to a minimum of 1).'

**Page 21** – Tuskboss on Maw-grunta, Monstrous Rampage, Carve a Path  
Change the rule to:  
'Pick an enemy unit with a Wounds characteristic of 4 or less within 3" of this unit and roll a dice. If the roll is less than this unit's momentum score, that enemy unit suffers a number of mortal wounds equal to the roll and you can immediately attempt a charge with this unit even though it is within 3" of an enemy unit. When a unit charges in this manner, it can pass across enemy units with a Wounds characteristic of 4 or less in the same manner as a unit that can fly.'

**Page 22** – Maw-grunta with Hakkin' Krew, Monstrous Rampage, Carve a Path  
Change the rule to:  
'Pick an enemy unit with a Wounds characteristic of 4 or less within 3" of this unit and roll a dice. If the roll is less than this unit's momentum score, that enemy unit suffers a number of mortal wounds equal to the roll and you can immediately attempt a charge with this unit even though it is within 3" of an enemy unit. When a unit charges in this manner, it can pass across enemy units with a Wounds characteristic of 4 or less in the same manner as a unit that can fly.'



WARSCROLL  
**KRAGNOS**  
 THE END OF EMPIRES



A roaring, trampling god of earthquakes and wanton destruction, Kragnos is known as the End of Empires. In his gnarled hands, the Dread Mace can shatter the walls of cities even as the shield Tuskbreaker keeps him all but inviolate.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Dread Mace	3"	6	3+	2+	-3	4
Tuskbreaker	1"	3	3+	2+	-2	D3
Hooves of Wrack and Ruin	1"	☀	3+	2+	-1	2

DAMAGE TABLE				
Wounds Suffered	Move	Hooves of Wrack and Ruin	Bellow of Rage	Mightiest Makes Rightiest
0-9	10"	6	5+	30
10-12	9"	5	4+	25
13-15	8"	4	3+	20
16+	7"	3	2+	18

*Kragnos, the End of Empires, is armed with the Dread Mace, Tuskbreaker and Hooves of Wrack and Ruin.*

**WARMASTER:** This unit can be included in an Orruk Warclans, Gloomspite Gitz, Ogor Mawtribes or Sons of Behemat army. If it is, it is treated as a general even if it is not the model picked to be the army's general. In addition, you can still use the army's allegiance abilities even though this unit is not from the army's faction; however, this unit does not benefit from them.

**Bellow of Rage:** *When wounded, Kragnos bellows at the top of his lungs, the sound waves bursting the eardrums of those nearby and rocking buildings at their foundations.*

At the end of any phase, if any wounds were allocated to this unit in that phase, roll a dice for each other unit and each defensible terrain feature within 6" of this unit. If the roll is equal to or greater than the Bellow of Rage value shown on this unit's damage table, that unit suffers D3 mortal wounds or that defensible terrain feature is demolished.

**The End of Empires:** *Where Kragnos rampages, the hordes of Destruction follow in his wake, bolstered by his presence and eager to share in the violence he metes out.*

If a friendly **DESTRUCTION** unit is wholly within 12" of this unit, you can attempt a charge with that unit if it is within 18" of an enemy unit instead of 12". In addition, when making a charge roll for a friendly **DESTRUCTION** unit wholly within 12" of this unit, roll 3D6 instead of 2D6.

**Avatar of Destruction:** *Kragnos is the embodiment of Ghur's ferocious nature and no single strike can lay him low.*

If the effect of a spell or ability would slay this model without any wounds or mortal wounds being caused by the spell or ability, this model suffers D6 mortal wounds instead of being slain.

**Mightiest Makes Rightiest:** *Known as the End of Empires, the Living Earthquake and the Lord of Wreck and Ruin, the warlike spirit of Kragnos is matched by none.*

For the purposes of contesting objectives, this unit counts as a number of models equal to the Mightiest Makes Rightiest value on its damage table.

**Rampaging Destruction:** *This galloping god pounds through the press of his foes, his hooves flattening armoured warriors left and right.*

After this unit makes a charge move, you can either roll a dice for each enemy unit within 1" of this unit or you can pick 1 enemy **MONSTER** within 1" of this unit and roll 2D6.

If you roll a dice for each enemy unit within 1" of this unit, on a 2+, that enemy unit suffers D6 mortal wounds.

If you pick 1 enemy **MONSTER** within 1" of this unit and roll 2D6, on a 7, nothing happens. On any other roll, that enemy **MONSTER** suffers a number of mortal wounds equal to the score of the dice used for the 2D6 roll multiplied together. For example, a 2D6 roll of 2 and 6 would inflict 12 mortal wounds (2 × 6 = 12).

**The Shield Inviolable:** *Tuskbreaker makes Kragnos impervious to even the most potent magical hexes and bolts.*

This unit has a ward of 6+. In addition, each time this unit is affected by a spell or the abilities of an endless spell, you can roll 3D6. If the roll is greater than the casting value of that spell or the spell used to summon that endless spell, ignore the effect of that spell or the effects of that endless spell's abilities on this unit.

**KEYWORDS** DESTRUCTION, DROGRUKH, HERO, MONSTER, TOTEM, KRAGNOS