WARSCROLL
DAGGOK'S STAB-LADZ

	MOVE 5"	
WOUNDS 3		SAVE 5+
	5 BRAVERY	

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wicked Hakkas and Stikkas	1"	3	4+	3+	-	1
Bita-flail	1"	3	3+	3+	-1	D3

The models in Daggok's Stab-ladz are Daggok Finksteala, Hurrk da Howla, Jagz da Bleeda and Grakk da Hook. Daggok Finksteala, Hurrk da Howla and Jagz da Bleeda are armed with Wicked Hakkas and Stikkas. Grakk da Hook is armed with a Bita-flail.

ELITE: Models in this unit can issue commands to their own unit.

Outfink 'Em: *Led by the deceptively cunning boss Daggok Finksteala, the Stab-ladz are endlessly concocting schemes and plans to gain 'da upper hand'.*

At the start of each battle round, and each time an enemy unit receives a command while it is within 18" of this unit, this unit gains a Finkin' token (to a maximum of 6).

Instead of spending a command point to issue a command to this unit, you can remove 1 of its Finkin' tokens.

Roar of Kragnos: *The massive horn carried by Hurrk da Howla emits a booming blast that leaves the Stab-ladz' enemies disorientated.*

While this unit includes Hurrk da Howla, at the start of the combat phase, you can pick 1 enemy unit within 3" of this unit and roll a dice. On a 4+, subtract 1 from the Attacks characteristic of that unit's melee weapons (to a minimum of 1) until the end of the phase.

Daggok and his ladz are on a murderous mission to decapitate the realms' brightest fighters. With each head Daggok takes, his kunnin' increases – or so he believes – and he means to gather enough smarts to make him a Killaboss.

KEYWORDS	Destruction, Orruk Warclans, Orruk, Kruleboyz, Grinnin' Blades, Daggok's Stab-ladz

ORRUK WARCLANS					
WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES	BASE SIZE
Daggok's Stab-ladz	4	70		Single, Unique	32mm [4]