

WARSCROLL MANNOK DA KUNNIN'



Mannok da Kunnin' is a member of the Beast-breakaz tribe; with his envenomed tri-prodda and cruel lash, he can reduce even the toughest opponents to spasming wrecks.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Scary Beak and Talons	3D6"	3	4+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tri-prodda and Lash	3"	4	3+	3+	-1	D3

Mannok da Kunnin' is armed with a Tri-prodda and Lash.

COMPANION: This unit is accompanied by a Morkrow armed with a Scary Beak and Talons.

Kunnin' Tricks: Mannok is renowned amongst the Kruleboyz for the depth and effectiveness of his dirty tricks.

If this unit is part of a Kruleboyz army, after you have picked a Dirty Trick 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 a second Dirty Trick to employ during the battle. The second Dirty Trick must be different to the first one you picked.

Spasming Wreck: The venom that coats Mannok's tri-prodda and lash is especially virulent.

When you use the Venom-encrusted Weapons battle trait for this unit, mortal wounds are caused on an unmodified hit roll of 5+ instead of 6.

You Lot Hold 'Em Off: Mannok is not above using his lackeys as a living shield when things get dicey.

Before you allocate a wound or mortal wound to this unit, or instead of making a ward roll for a wound or mortal wound that would be allocated to this unit, if this unit is within 3" of a friendly **DA KUNNIN' KREW** unit, you can roll a dice.

On a 1, that wound or mortal wound is allocated to this unit as normal. On a 2-5, that wound or mortal wound is allocated to that friendly **DA KUNNIN' KREW** unit instead of this unit. On a 6, that wound or mortal wound is negated.

KEYWORDS

DESTRUCTION, ORRUK WARCLANS, ORRUK, KRULEBOYZ, GRINNIN' BLADES, HERO, BREAKA-BOSS, MANNOK DA KUNNIN'

WARSCROLL DA KUNNIN' KREW



Da Kunnin' Krew is a ragtag collection of orruks, hobgrots and grots. It is led by the armoured Torka Tuffskul, an expert at corralling foes with his spiked mansnappa. He is backed up by two grots, Gikkit and Shank, who are kept in line by a malicious paymaster known as Krookgrin.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Firebombs	8"	D3	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Mansnappa	1"	4	3+	3+	-1	1
Krule Irons	1"	2	4+	4+	-	1
Krule Net	3"	1	4+	4+	-	D3
Krule Dagger	1"	3	4+	4+	-	1

The models in Da Kunnin' Krew are Torka Tuffskul, Gikkit, Shank and Krookgrin. Torka Tuffskul is armed with a Mansnappa. Gikkit is armed with Krule Irons. Shank is armed with a Krude Net. Krookgrin is armed with a Krule Dagger and Firebombs.

CHAMPION: Torka Tuffskul is the unit champion. Add 1 to that model's Wounds characteristic.

Snatcha-krew: Da Kunnin' Krew are constantly on the lookout for new victims to grab and chain up.

At the end of the combat phase, you can pick 1 enemy model within 2" of this unit and roll a dice. Add 1 to the roll if this unit includes Torka Tuffskul, and add 1 to the roll if this unit includes Shank. If the roll is at least double that model's Wounds characteristic, it is slain.

Paymaster: Krookgrin the hobgrot is Da Kunnin' Krew's paymaster, and as long as he is still standing, the rest of the Krew will not desert him.

Do not take battleshock tests for this unit if it includes Krookgrin.

KEYWORDS

DESTRUCTION, ORRUK WARCLANS, ORRUK, KRULEBOYZ, GRINNIN' BLADES, DA KUNNIN' KREW

ORRUK WARCLANS

WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Mannok da Kunnin'	1	170	Leader	Single, Unique. These units must be taken as a set. Although taken as a set, each is a separate unit.
Da Kunnin' Krew	4			