

WARHAMMER

AGE OF SIGMAR

DESTRUCTION BATTLETOME

BONESPLITTERZ





From the maelstrom of a sundered world, the Eight Realms were born. The formless and the divine exploded into life. Strange, new worlds appeared in the firmament, each one gilded with spirits, gods and men. Noblest of the gods was Sigmar. For years beyond reckoning he illuminated the realms, wreathed in light and majesty as he carved out his reign. His strength was the power of thunder. His wisdom was infinite. Mortal and immortal alike kneeled before his lofty throne. Great empires rose and, for a while, treachery was banished. Sigmar claimed the land and sky as his own and ruled over a glorious age of myth.

But cruelty is tenacious. As had been foreseen, the great alliance of gods and men tore itself apart. Myth and legend crumbled into Chaos. Darkness flooded the realms. Torture, slavery and fear replaced the glory that came before. Sigmar turned his back on the mortal kingdoms, disgusted by their fate. He fixed his gaze instead on the remains of the world he had lost long ago, brooding over its charred core, searching endlessly for a sign of hope. And then, in the dark heat of his rage, he caught a glimpse of something magnificent. He pictured a weapon born of the heavens. A beacon powerful enough to pierce the endless night. An army hewn from everything he had lost. Sigmar set his artisans to work and for long ages they toiled, striving to harness the power of the stars. As Sigmar's great work neared completion, he turned back to the realms and saw that the dominion of Chaos was almost complete. The hour for vengeance had come. Finally, with lightning blazing across his brow, he stepped forth to unleash his creation.

The Age of Sigmar had begun.



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BONESPLITTERZ

The Bonesplitterz are the wildest of all orruks. With the furious energy of the Great Green God Gorkamorka bouncing around within their thick skulls, they have little time for anything that doesn't involve hunting the giant beasts of the realms for the Waaagh! spirit they believe rests in their bones.

The feral spirit of Gorkamorka fills the minds of all orruks when they gather in great numbers, making them even more savage than normal. This Waaagh! power is characterised by roiling green energies, and is rightly feared by all who face the greenskins. The Waaagh! is especially important to the Bonesplitterz. When other orruks get caught up in the mania, it is only for a short while – usually as long as there are things to fight. The Bonesplitterz, however, constantly feel it thrumming through their bones. For them, it is a way of life, and their whole clan is focussed around venerating its energy.

The Bonesplitterz believe the Waaagh! is a living thing made up of unruly beast souls, which can be captured and caged in broken bones and crude tattoos. Under the guidance of their Wurrzog Prophets, the holy leaders of each warclan, the Bonesplitterz hunt monsters across the Mortal Realms to claim their wild spirits.

An orruk does not choose to join the Bonesplitterz, but instead is chosen. Sometimes, when the spirit of Gorkamorka gets into a greenskin's head, it just refuses to leave. This drives the orruk into a feral frenzy as the

god's energy rattles around in his skull. Other orruks find these manic boys strange and unsettling because of how they're always talking to themselves or hitting other orruks with rocks in which they claim to have seen the face of Gork. In time, they either wander off or are violently kicked out of their warclans. After leaving their old tribes and bosses behind, portents and signs sent by Gorkamorka guide these savage orruks to the nearest Wurrzog Prophet. Under the leadership of these shamans, the boys become Bonesplitterz and set out to spread the power of the Waaagh! across the realms.

Boss Bagrog buried his choppa in the burping daemon thing's face and a torrent of scalding grey blood gushed over his arms. Moaning and shambling, more of the warty daemons emerged from the swamp, and Bagrog's Ardboys charged down to meet them.

'Give 'em the sharp end of ya choppas boyz, and no slacking!' Bagrog bellowed. But more and more daemons continued to pour out of the mist-shrouded murk, and his lads were losing ground. As he watched, Chaos creatures vomited gunk over Ardboys and drove rusting blades into their guts. The ground was growing thick with dark blood and armoured bodies.

From the gloom, a deafening 'Waaagh!' split the air, and a second later, a naked orruk vaulted into view.

Flint axes clutched in either hand, the orruk ploughed into the daemons, his eyes filled with a crazed glee.

'Bonesplitterz!' Bagrog cursed.

For a second, the Ardboys paused, caught between resenting these new arrivals for taking away their glory, and the rising energy the Bonesplitterz brought with them. Then, like a river breaking its banks, a wave of howling Bonesplitterz erupted from the darkness, and the Ardboys joined them in their vicious attack.

Bagrog watched his boys abandon any pretence at tactics and throw themselves into the fray.

'Oi, yer gits!' he yelled, before feeling the same fury building in his brain. 'Ah, stuff it. Waaaaaaagh!'



Urgronk Wurrteef had a powerful vision from Gork after being hit on the head by a drunken gargant. In it, the greenskin followed a great tree beast walking across the Realm of Life, its savage spirit taking on the shape of Gorkamorka as it smashed apart sylvaneth armies. He ranted about the tree creature until, tired of his babbling, his warclan threw him through a Realmgate. As Gork had predicted, Urgronk awoke to find himself in the Jade Kingdoms, and set off in search of the mythical tree monster with his god's face. In his journeys and battles, other orruks, entranced by his vision, joined his quest. These savage greenskins started bringing Urgronk gifts, including an especially magical bone to use as a staff, and a beast mask carved of heartwood to help him see the signs of Gorkamorka.

The orruks called Urgronk 'Splinterfoot' because he followed in the path of the tree spirit, and soon, his growing army became known as the Splinterfoot Warclan. His quest led the warclan to one bloody battle after another across Ghyran, the vision of the tree beast filling Urgronk's mind. No matter how many sylvaneth they killed and cut open, he never seemed to find the spirit he was looking for. Each night, Gork sent Urgronk fresh visions, and his boys started calling him a Wurrzog Prophet. All Urgronk wants is to find the tree beast and scoop out its soul.







THE SPIRIT OF A SAVAGE GOD

Gorkamorka is the two-headed god of the greenskins. Long ago, Gorkamorka had a difference of opinion with himself and split in two, and his twin halves are known as Gork and Mork. Bonesplitterz revere him in all his different aspects with savage beast hunts and strange rituals.

Countless clans and tribes, as well as some of the most savage creatures of the Mortal Realms, worship Gorkamorka, and nearly all of them see him in a different way. To some, he is the apex predator that strides across the realms preying upon anything that moves. To others, he is the two-headed giant whose arguments cause the skies to rumble. To the Bonesplitterz he is the great hunter, the master of all the beasts, whether they crawl, fly or swim. They believe that every single beast has a bit of the god's bestial rage inside it. Larger, meaner creatures have an extra helping of that power, making them even more dangerous. Driven

by the visions of their prophets, the Bonesplitterz seek to kill and eat beasts of every kind. Once a creature is slain, they claim the spirit of Gorkamorka from its bones, growing stronger and closer to their god as a result.

Wurrzog Prophets feel the spirit of Gorkamorka more acutely than other orruks, and can see echoes of his godly aura writhing and roaring in a creature's bones, even when that creature is still alive. Using his strange powers, the prophet guides his warclan to where such beast spirits are plentiful. So begin the great green hunts of the Bonesplitterz, and they can rage across

entire realms before dissipating. Prides of snarling carrion-lions, packs of flame-skinned salamanders and herds of snorting gruntas migrate before the advance of Bonesplitter tribes, lest their bones and pelts end up as spirit charms for the orruks. Larger beasts have even more to fear, and griffons, magmadroths and drakes often draw the attentions of large warclans.

Once a creature is brought down by the warclan, it is swiftly reduced to meat, hide and bone. Some boys even rip apart their enemy's cavalry-beasts in the middle of battle, just to be the first to get a shot at snapping off a rib or



digging out a thigh bone. Bonesplitterz know that the best bits of Gorkamorka's spirit are kept in a creature's bones and teeth, because those are its toughest parts. Once a boy has a good piece of his prize, he will bind it to his weapon, shove it in his belt, or even jam it through his flesh, so that he can benefit from its power.

In addition to the bones they harvest, the Bonesplitterz mark their bodies with crude tattoos depicting the creatures they have killed and the nature of the spirits they have consumed. As the spirit of the Waaagh! comes upon them, these tattoos seem to thrash about with a life of their own. Other orrorks find this kind of thing unnerving, but for the Bonesplitterz, this is the power of Gorkamorka at work, granting them a measure of the god's belligerent might with which to defeat their enemies.

WAAAGH! ON THE BRAIN

There are many reasons why an orruk might hear the bestial call of Gorkamorka and wander off to join the Bonesplitterz. Sometimes they get caught up in a Waaagh! as rampant greenskin energies sweep them along in a tide of violence with their fellow orrorks. When everyone else eventually comes back to their senses, they carry on acting like insane savages – running about smashing things to bits, jumping up and down on corpses and talking to their knuckles. Other times, they might eat something odd that didn't like getting eaten, or perhaps they were bitten by a savage beast and the wound became really infected. Sometimes it is just that they stood outside in a storm and got zapped by lightning. Some greenskins maintain that a headbutt from a Weirdnob can fill an orruk with the Waaagh! spirit, but only if it is done really hard, and it might take a few tries.

Whatever the reasons, once the Waaagh! takes hold, these orrorks are forever changed, their eyes opened to the great savage spirit of Gorkamorka in a way other orrorks just can't understand. Even so, some orrorks try to become a Bonesplitter rather than waiting to be called. This could be because they want to get closer to their god, or maybe because they have heard about all the fighting the Bonesplitterz get up to and decide joining them sounds like a good idea. In the end, though, no amount of headbutting boulders or standing in the rain can hurry the call of Gorkamorka.



UNRULY ALLIES

Other orruks treat Bonesplitterz with equal parts awe and uncertainty. Even by greenskin standards they are unpredictable, but because of the power of Gorkamorka that thrives in them, they are also considered lucky, and bosses are always happy to have them around when the fighting starts.

Orruks view the appearance of Bonesplitterz as a fortuitous sign from Gorkamorka. Bosses see the naked, tattoo-covered greenskins waving their arms about and barking at Realmgates and conclude that Gork must have told the Bonesplitterz something about where the next big fight is. When a large Bonesplitter warclan arrives in an area, it attracts other greenskins eager to get involved in these potential fights. Ironjawz, orruks of all kinds, and even grots will turn up, forming a huge camp as their bosses and shamans carefully watch the hide tents and bone totems of the savage orruks, waiting for a sign of where to go next.

Unbeknownst to their allies, Bonesplitterz have no grand plan. Nor do they make any effort to lead or even guide the orruks and other greenskins that show up to join their hunts. A Wurrzog Prophet might see a cloud of dust that looks a bit like a boar and proclaim it is the beginning of a great hunt, or perhaps he will have a revealing conversation with his nose bone about where the next big monster is to be found, his boys trusting utterly when he says Gork told him to do it. Countless wars have been started, empires destroyed and continents toppled into the sea all because a prophet witnessed one of these omens.

READING THE BONEZ

There are some calendars in the realms that use the movements of the Bonesplitter warclans to mark the passing of time. In the Snagglemire Swamps, deep in the Unfettered Continents of Ghur, the new year is marked by the arrival of savage orruk hunts, while the people of the Mirgheist Hollows in the Nightlands count their 'spring' as when the orruks come to battle the great zombie dragons of their land. Some ogor leaders claim that the hunts of the Bonesplitterz are the will of Gorkamorka at work, and that if you looked at their movements on a map you'd see the god's face grinning back.





THE POWER OF THE WAAAGH!

Violent green sorcery sparks and pops around the meaty fingers of the Wurrzog Prophets. It is a savage power that comes from the thumping hearts, bulging muscles and savage yells of every nearby orruk, ready to be loosed on the realms like a gigantic bunched fist.

Bonesplitterz would be dangerous enough without the power of the Waaagh! thrumming through their veins. Like all orruks, they are extraordinarily resistant to harm, thinking nothing of wounds that would leave most mortal creatures writhing in agony. Even the odd broken bone, missing eye or severed limb can be shrugged off if there is still fighting to be done. The result is an almost unstoppable avalanche of brawny green bodies and hefty weapons that crushes everything in its way. The crackling green magic that fills the Bonesplitterz' brutal souls just makes them more dangerous. What little pain an orruk boy feels is completely blotted out by the energies thundering about in his body, and even death can take a moment to sink into his brain as he hacks and hews his way through everything within reach.

The power of the Waaagh! is more than just the thirst for violence that resides in all orruks, and it can manifest in many strange and destructive ways. As the great hunts rampage across the realms, beasts and monsters go mad with the power of Gorkamorka rolling off the Bonesplitterz. Creatures of claw and hoof froth at the mouth, go wild-eyed and stagger about biting their kin or chewing on the landscape. Especially aggressive creatures, like reeking fen troggoths, drunken gargants or tusk-

faced gruntas, lay waste to the lands, headbutting down mountains, turning forests to splinters and drinking rivers dry before vomiting them up again.

The Bonesplitterz believe these effects are caused by the invisible feet of Gorkamorka stamping the ground to flush their prey out of hiding. In truth, it is caused by the Waaagh! power that the warclan brings with them. A vast amount of magical energy is held in the many spirit-holding beast bones carried by a warclan, made great by its proximity to masses of orruks and blessed individuals like the Wurrzog Prophets.

However, the yellowed and cracked vessels only have power when in the meaty grip of one of the greenskins' god's chosen Bonesplitterz.

To other orruks, these crude talismans, beast bits and primitive weapons are nothing more than what they seem.





DAWN OF A GREAT WAAAGH!

It has been many centuries since Gorkamorka last walked the realms, and even appearances of Gork (or maybe Mork) have been few compared to tales from the Age of Myth. The Wurrzog Prophets believe their god's return is nigh, and that the Bonesplitterz will be integral in bringing him back.

Another Great Waaagh! is coming. It will be a time when all greenskins will gather under a single great boss, and the Mortal Realms will tremble under the footsteps of greenskins beyond count. The Wurrzog Prophets can feel it in their bones, and their bones are seldom wrong. If a Wurrzog Prophet thought about it for more than a moment, he might recall that over the centuries there have been many Great Waaaghs!, each rising like a wave to crash upon the realms before receding to build again. Wurrzog Prophets are already having wild visions of a great green beast striding across the lands causing havoc. Under its gigantic feet,

kingdoms and armies are crushed. As champions try to halt it, the beast reaches down to punch the ground using fists the size of Dreadforts, turning all to dust and rubble.

Though Bonesplitterz seldom dwell on the past, or even what happened to them earlier that morning, they do tell tales of the really great wars their tribes have fought in. These orruk legends and fables are usually relics from a previous Great Waaagh!, and each one is a dire warning to the realms about what might happen should the Bonesplitterz and their kin gather in great numbers.

In the Age of Myth, Waaaghs! lashed the lands like storms, and the greenskin heroes that led them made their names fighting in the shadow of Gorkamorka himself. Groknak the Flatulent, a corpulent prophet from this time, was said to have swallowed the soul of an ur-dragon after his boys hacked it to pieces. Such was the power of the beast's spirit that it constantly tried to escape the prophet's body, either as gout of flame or in long plumes of poisonous wind. Eventually, Groknak let out a mighty yell that loosed the spirit all in one go and blasted the face of Gorkamorka onto every mountain for a thousand leagues.





The Age of Chaos also gave rise to its share of legends, like that of Furgruk Boartoes, whose warclan fought in the Five-hundred Moons War to destroy the Hellclad Bastions of the Gorelords. After years of failed charges and rampant slaughter, Furgruk called out to the flame-wreathed skies for Gorkamorka's aid and began a violent Weird-Weird dance. So energetic was his jig that the Great Green God decided to join in, pulverising the Chaos fortresses under his mountain-sized feet until there was naught left but twisted iron and huge footprints.

Both the Bonesplitterz and the Great Waaaghs! are indiscriminate and elemental, with little regard for who their enemies serve. Erkuq Boneface, the Toe of Mork, was said to be able to rile up the Waaagh! energy in anything, and one swift kick to the face from him was proven to turn an orruk

into a Bonesplitter boy. Famously, he wandered into the Cinder Vales of Aqshy, where war between orruks and Fyreslayers had been raging for centuries. In a single brutal night, he instigated the Toe Waaagh! and led the orruks to howling, stamping victory.



WORLD SPIRITS

Bonesplitterz believe that each of the Mortal Realms has a soul, much like the great beasts they hunt, and if it is found, it can be captured and caged within a bone of suitable size and grandeur. While there are tales of the fiery heart of Aqshy and the chilling essence of Shyish, the Bonesplitterz are mostly drawn to the primal spirit of Ghur. The Wurrnog Prophets claim that Gorkamorka created the Realm of Beasts, and when he did, it took a measure of his power as its soul. They say that this world spirit resides somewhere in Ghur, as a land – or perhaps a creature – of concentrated Waaagh! energy. No two prophets can agree what might happen should they ever find this place-beast, but most of them believe that Gorkamorka himself is hunting the same prize.



GREAT WAR BONES

Every bone carried by a Bonesplitter warclan is a sacred artefact. Torn from its owner's body, these are then fashioned into savage chompas, stikkas, totems and shivs.



Carrion bird beaks are always hungry for flesh, even in death.



The bone fragments of volcanos make especially keen blades.



Boar bones tied to bows make their arrows better at snuffling out targets.



Shards of magmarite are thought by orruks to be the bones of Aqshy.



Weepwood blades are still-living splinters from penumbral treebeasts.



This goomiron knife holds the spirit of a mecha-beast from Usha.



Jaws can represent the bellow of Mork, or perhaps the bite of Gork.



Many skulls allow a totem to see in all directions, increasing its power.



Orruk icons grow with each victory, the teeth of fresh beasts added to their tops.



Skulls of heroes are put on poles to witness the destruction of their peoples.



Grunta teeth continue to grow even when torn out, making for good icons.



The broken jaws of predators are potent totems, as their spirits are always angry.



The flinty bones of living mountains make for the best chompas.



Ice spikes are the blood of Frostheart Phoenixes turned into weapons.



Troggoth blades are as tough as the beasts whose bones make them.



Deadly are the spines torn out of the backs of nephrodiles.



Blades chipped from the Skyblind glaciers constantly radiate cold.



Dragon teeth never lose their edge, thanks to the strong spirit in them.

SAVAGE TONGUES

The language of the Bonesplitterz is as crude and unsophisticated as they are. However, even with a limited vocabulary that involves a lot of grunting and chest-bashing, the tribes can convey the will of the Wurrzog Prophets well enough, which usually centres around hunting, killing and gathering bones.



 Ordz – loads, big herd, more than five	 Stumpi – duardin	 Nurd – unlucky
 Kop – head, helmet, hill, see	 Shambler – undead	 Bad'un – other tribes, useless, grot
 Duff Gogz – other races' gods	 Duffhed – troggoth	 Screecher – Slaaneshi daemon
 Big'un – gargant	 Mor – savage, feral, ancient	 Zapper – Tzeentch daemon
 Teefkracker – Stonehorn, rock bones	 Gog – power, god	 Smeller – Nurgle daemon
 Scalez Scorcher – dragon	 Grod – favourite beast, own mob	 Rager – Khorne daemon
 Squiggly – magic, spell beast, good eating	 Naz – white, moon, light, wealth	 Dreg – destroy, skin, take its bones
 Gutzache – ogor	 Grunta – boar	 Gronk – kill, die, stupid
 Prikeer – aelf	 Fangit – go faster	 Gor – blood, red, slaughter, wound
 Lightnin' Lad – Stormcast Eternal	 Manik – insane, not insane	 Garg – big, terrifying



HUNTS OF LEGEND

The first Bonesplitterz gathered in the Age of Myth. These early warclans were crazed with the spirit of Gorkamorka, and it was the Wurrzog Prophets that gave them purpose. Since those savage days, the Bonesplitter warclans have spread and grown, hunting beasts in every corner of the realms.

THE BIG WAAAGH! SPIRIT

Running out of enemies to bash during the Ur-wyrm War, Gorkamorka fought Sigmar. The Waaagh! energy released was so furious that every orruk that fought in the war became a Bonesplitter.

THE BONEKICKER

Prophet Urug captured the Femoral Arch from its Deathrattle guardians. Much to the ire of their undead lords, he made off with a substantial portion of their skeletal army, bits of which still adorn his Bonekickers Warclan to this day.

GORK AGAINST MORK

The Crackfang Bonesplitterz were in constant competition with themselves, their prophet Mokgok worshipping Gork one day and Mork the next. The whole warclan became divided, its boys painting themselves red or blue depending on their allegiance, and often fighting simply to show their rivals up. During the Age of Chaos, many armies of the Dark Gods were destroyed by the rampaging halves of the Crackfangs as they migrated erratically across the lands.

BATTLE OF THE BONEJAWZ

Bonesplitterz and Ironjawz joined forces to assault the Wall of Ver. Though the mysterious seraphon stood in its defence, hordes of tattooed orruks and their heavily armoured kin smashed them down in a tide of bone and iron.

GORK'S TEMPEST

The Bonegrinz Warclan found a steady supply of foes during the invasion of the Ashpits of Obsidia by the Hammers of Sigmar. Huge mobs of Morboys raged across baking plains, chasing bolts of lightning and glowering stormclouds.

MANIAK WAR

MANIAK WEIRDNOB
ERKGRUK HERALDED THE
FIRST GREAT WAAAGH! SINCE
GORKAMORKA'S LEGENDARY RAMPAGE
ACROSS THE REALMS. SNAGA RUKKS LED
THE WAY, WITH ERKGRUK AT THEIR FORE
WIELDING A BONE FROM THE FOOT OF
GORK HIMSELF. SUCH WAS THE BONE'S
POWER THAT EVERY ORRUK TO FIGHT
WITH ERKGRUK BECAME A MANIAK,
UNTIL HIS WARCLAN WAS A
HERD OF FRENZIED BOARS
AND ORRUKS.

A FISTFUL OF TEEF

The arrival of the Stardrakes was foretold by Prophet Dagog, who led a huge Teef Rukk to claim the beasts' spirits. Those they slew vanished back to the Heavens, though it didn't stop Dagog's boys from trying.

THE LAND OF DEAD BEASTS

Following the hunting instincts of their boars, waves of Ripear Bonesplitterz entered the ghostly lands of the Penumbra Vault. Those few orruks to return bore strange pale tattoos and the bones of the fearsome creatures they had defeated in its depths.

THE BIG PREY

During the Mountainfoot Hunt, Iceclaw ogors and Tuskfist Bonesplitterz culled the wandering peaks of Ghyran's Winter Kingdoms. As the ogors gorged themselves on the monsters' stone flesh, winding columns of chanting Bonesplitterz carried away their colossal bones. From the orruks' spoils, flinty banners were hewn, and their bosses all received shiny new stone cleavas.

DA BIG DANCE

THE PROPHETS OF THE GREAT JU-JU WAAAGH! LED ITS BOYS IN DA BIG DANCE AS IT STOMPED A BLOODY PATH ACROSS THE ASHLANDS. AS MORE AND MORE BONESPLITTERZ JOINED IN, TREMENDOUS AMOUNTS OF WAAAGH! ENERGY COALESCED AROUND THEM WITH TRULY DEVASTATING EFFECTS. FORESTS PULLED UP THEIR ROOTS, MOUNTAINS EXPLODED IN STONY RAGE, AND RIVERS ROSE INTO THE SKY IN THE FORM OF FURIOUS WATERY SERPENTS.

A NEST OF RATS

THE CRACKSKULL GREAT WAAAGH! SCoured THE QUICKSILVER PEAKS OF ALLERIUM. NAMED FOR THE BROKEN-HEADED AND DERANGED PROPHET KURUNGFOOT, IT DEVASTATED ALL IN ITS PATH, INCLUDING THE WARRENS OF VERMINUS CLAN KREEKA. THE SKAVEN'S TUNNELS ECHOED TO THE SOUNDS OF BATTLE AS KURUNGFOOT CRUSHED THEIR UNDER-EMPIRE IN A SINGLE DAY, THE PROPHET PAUSING ONLY TO HANG HIS BOAR WITH SKAVEN PELTS BEFORE LEAVING THE PEAKS TO THE GROTS.

THE GATES OF UG-URK

The ancient Ug-Urk Realmgate between Ghur and Ghyran became a meeting point for dozens of Bonesplitter tribes. Countless bones were hurled into its shimmering surface, until it came to life and began belching prophecies. Prophets still travel to the glyph-covered portal to divine the will of Gorkamorka.

THE GHUR SPINE

Huge Bonesplitter warclans, among them the Bonegrinz, gathered in search of the fabled Ghur Spine spirit bones. Seen from above, the warclans were a sprawling mass of green bodies that formed the shape of a mighty charging boar.



MOBS OF BONE





HORNS OF THE BEAST

Filled with the bestial spirit of Gorkamorka, the Bonesplitter warclans are akin to great beasts themselves. In battle, they attack like a megalithic goretusk or gigadroth, the prophet taking the role of its guiding spirit or brain, and his boys the jaws, teeth and horns that tear chunks out of the foe.

The Wurrnog Prophet stands in the eye of a storm of frenzied Bonesplitterz, his boys and their boars a roaring typhoon that rages around him and takes shape according to his mystic will. With a stamp of his feet and a wave of his staff, he divides his boys into mobs depending on the aspects of Gorkamorka they best represent, be it cunning, brutality or sheer, unhinged ferocity. Guided by the Waaagh! spirit, each mob naturally gravitates towards others of its kind on the battlefield to form a rukks. When multiple rukks gather together, the result is an army that operates as if it were a single megalithic beast made up of thousands of whooping, bellowing orruk boys.

The boys that form the head of the beast are known as Kop Rukks. They can range in size from a few mobs, right up to a sprawling horde depending on the size of the warclan. Wardokks and Morboys – those orruks with the strongest connection to the Waaagh! – fight at the centre of the Kop Rukks. Often fighting alongside the Kop Rukks are the Teef Rukks. Carrying huge monster-killing spears known as Gork Teef, they form the vicious fangs of the beast.

The beast's jaws are made up of the Gob Rukks. These warriors are divided into two main groups, one focussed on close combat, known as the Brutal

Rukks, and one with large numbers of bow-wielding lads, known as the Kunnin' Rukks. Just like Gork and Mork, these two halves work together to create havoc in battle, one repeatedly smashing the enemy in the face while the other fills them full of arrows or bashes them from behind.

Finally, there are the mounted Snaga Rukks, which act as the horns of the beast. Led by the Maniak Weirdots and made up of Savage Boarboy Maniaks, they use their high mobility to attack from an unexpected quarter before driving deep into enemy lines, goring ragged holes in the enemy army with their reckless savagery.

Grugug smashed his squig-stikk into the lightning warrior's faceplate, releasing a bolt of green energy that blasted apart his foe's head.

Lightning danced down the bone staff as the armoured warrior was returned to the sky, and Grugug did a jolting dance as it flowed down his limbs.

'Gorkagobalaka! Morkalubakrumpa!' the Wurrnog blurted out.

His boys, still giving the enemy a good smashing, didn't even look up, the sounds of blades screeching off bone and flint drowning out the prophet's pronouncement. Over the bobbing helms and snarling green faces, a great crash roared out, and Grugug saw his Snaga mobs ploughing into the side of the Stormcasts' formation. A

line of silver shields bowed inward as the horns of his warclan plunged into their ranks. Then, a shining hero stepped from the enemy line, crackling cords of light playing around his hammer as he smashed down the Snaga boss. Behind their hero, the Stormcasts pushed back against the mobs.

'Gorkagok!' screamed Grugug.

A fountain of Waaagh! energy reached up from his spirit. In the air, it took on the shape of a snag-toothed grunta, galloping over the battlefield with slavering jaws and depthless black eyes. With a roar, the magical apparition wrapped its jaws around its prey, and Grugug could taste the electric jolt on his own lolling tongue as it bit the hero in half.

 Kop Rukks are the thick skull wrapped around the Wurrnog Prophet. Their job is to help channel the Waaagh! energy generated by the warclan.

The Wurrnog Prophet is the mind of his warclan. With visions sent by Gorkamorka, he guides his boys towards the best hunting grounds and biggest fights.

 Snaga Rukks are the horns of the warclan. Led by deranged Maniak Weirdbos, they plunge deep into the enemy's flanks, causing absolute mayhem.



 Kunnin' Rukks are Gob Rukks led by Morka-bosses, and are particularly good at sticking the enemy where it hurts before they bash them up.

 Teef Rukks wield huge Gork Teef. These massive spears are carried into battle with the sole purpose of killing the largest creatures of the realms.

 Brutal Rukks are Gob Rukks led by the fearsome Gorka-bosses. Their mobs excel in the thick of the fight.





BONEGRINZ WARCLAN

Led by the mysterious Gurkak Weirdtteef, the Bonegrinz Warclan have stomped across the Mortal Realms on an endless beast hunt, leaving a winding trail of carnage in their wake. They have a knack for finding beasts long thought vanished or extinct – and then killing them.

In the Black Meadows of Rynnerria, deep within the Nightlands of Shyish, the Bonegrinz grounded the massive Gloom-sky Griffon, an elusive creature thought to be a thing of myth. During the Ratchet Wars, it was the Bonegrinz who tore apart the skaven stilt-cities rising from the Scalding Seas in Aqshy, and stole the bones of the legendary Verminought.

Of all the trophies won by the Bonegrinz, however, those most prized by Gurkak are the ‘teef’ used by his Big Stabbas. Huge shards of stone, ice, bone or obsidian, they embody the gnashing fangs of Gorkamorka, and each one is filled with the spirit of a furious creature. Gurkak believes that once he has assembled all of the Great Green God’s teef, then the spirit of Ghur itself can be consumed.



WARRIORS OF THE BONEGRINZ

The Bonegrinz have fought all across the Mortal Realms in their quest for beast spirits that will imbue them with the power of Gorkamorka. Their savage appearance is similar to that of many tribes of Bonesplitterz, and typically involves a lot of bones, tattoos, and bright colours.



Wurrigog Prophet Gurkak and his attendant Wardokks wear all the best bones, along with strange masks and trappings that indicate their important role within the warclan.



Blue is a lucky colour for the Bonegrinz, and, according to Gurkak, it is especially good at attracting the strongest beast spirits. When the Waaagh! takes the tribe's boys these tattoos, warpaint and standards writhe with mystical energy.



To the Bonesplitterz, weapons that are good for 'biting' their prey, like axes or clubs, are generally known as 'chompas'. For extra killiness, Morboys make sure they go into battle with something sharp in their other hand too, usually in the form of a toof shiv.



Led by Morka-boss Zergok, these Bonesplitter Arrowboys are just as eager to stab their foes up close as they are to shoot them from afar – their crude arrows are rugged enough to be used as improvised daggers in combat, which is just the way they like it.



Kunnin' Rukks rarely go into battle without a healthy number of boys. These Bonegrinz Savage Orruks wield vicious stikkas that are good for pinning big beasts in place, or for skewering trickier foes at arm's length.



Wurld-splinta is a well-used Gork Toof of the kind carried by the Big Stabbas of the Bonegrinz' Teef Rukks.



Bonesplitter totems are often cobbled together from a combination of intact bones and carved effigies representing some great beast or aspect of Gorkamorka. Plastered with garish colour, they become even more fearsome (or so the orrorks like to think).



Maniak Weirdnob Urglthrak has painted the 'manik' glyph on his war boar's hide, marking it out as an especially deranged and dangerous member of its herd.



These Boarboy Maniaks also bear the symbol for 'manik' on their shoulder. Whether the marking makes them crazier or they bear it because they are crazy is anyone's guess. Either way, some members of the warclan prefer to give them a wide berth.



War boars are often covered with war paint or tattoos to make them stronger, luckier or more fearsome. Bonesplitterz insist that a sure-fire way to make their mounts go faster is to paint the symbol 'fangit' on their haunches.



Bonesplitter glyphs exhibit a lot of sharp edges and thick, blocky shapes – quite similar to the orruks themselves. Although the average boy can't really determine their meaning, nothing is surer to him than the power they grant in battle.



These Bonegrinz hail from their warclan's Brutal Rukk. Gorka-boss Durkga makes sure that any of his boys that are beaten into combat by Morka-boss Zergok's lads are consequently beaten by him – to a bloody pulp.



Stikkas come in an almost infinite variety of shapes and sizes, and are often tipped with the 'bitey' parts of a beast, be they fangs, tusks, or whole jawbones. Rock bones, such as those harvested from Stonehorns, make for good cutting edges and shields too.



Like their orruk riders, war boars have an exceptionally high tolerance for pain, so when they attack their owners for tattooing their hides or branding their rumps, it is usually more from sheer belligerence than a response to being hurt.



After a big fight a Bonesplitter might earn himself some new glyphs – usually when he has slaughtered a bunch of enemies or a big beast. Prophets and shamans tattoo or paint these symbols on, imbuing them with Waaagh! energy as they do.



BONESPLITTERZ OF THE REALMS

There are countless different warclans of Bonesplitterz, both large and small, scattered across the Mortal Realms. Their colours and markings are influenced by the beasts they have killed, the battles they have won and the lands they inhabit.



The Drakkfoot Warclan are hunters from the Ashland Gorelakes. Their crimson tattoos are made from the still-warm blood of drakk-beasts, each marking glowing like a burning ember as the power of the Waaagh! takes hold of them.



The Icebonez hail from the Skyblind Tundras of Ghur. They hew their weapons from spirit-glaciers, and wear the hides of fearsome snow-beasts. Their pale-furred boars are of particularly hardy stock.



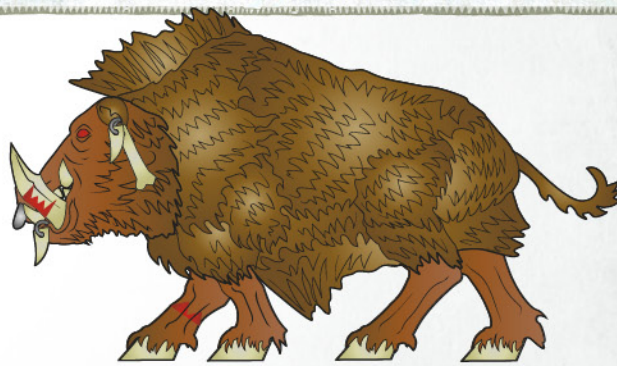
Burnbiters fight constantly against the Fyreslayers of Chamon. Impressed by the glowing temple-forges of their foes, they paint themselves in glowing red, while some even carry crudely hammered gold plundered from the duardin's magmaholds.



Crookfang Bonesplitterz inhabit the deep Sawtooth Gorges. They don't see the sun much, and venerate yellow as a lucky colour that helps them find their prey.



Flintjawz ride the drifting islands of the Stormwrack Sea. Their weapons are chipped from the stone golems that thrive within the island's petrified jungles, and they drape themselves in the skins of vicious rift-sharks.



Gutfist Bonesplitterz tattoo one fist red in honour of the time Gorkamorka punched right through an ur-drake. They paint this same red on their boars, and would even paint their squiggly beasts if the things weren't red already.



Bonekickers carry the looted remains of a mighty Deathrattle empire. Shields, helms and weapons are all made up of bits that were once skeletal warriors – fragments that are still strong in spirit magic, and grant the tribe great ju-ju.



WURRGOG PROPHETS

Powerful shamans possessed of brutal cunning, the Wurrzog Prophets are beacons of Waaagh! energy. They are the sacred representatives of Gorkamorka, and the Bonesplitterz regard them with awe, believing the words that spill from a prophet's mouth come directly from their god.

To the wild eyes of a Wurrzog Prophet, the realms are filled with signs of the Great Green God – and all of them are screaming 'Waaagh!'. To simply stand close to a Wurrzog Prophet is to bask in his awesome magical power, and greenskins that follow him into battle are driven mad by this vicious energy. Even hulking Megabosses respect the power of prophets, and some of them believe they can see the great grinning face of Gork (or maybe Mork) looming over these mighty shamans. It is this strength of spirit and savage aura that makes the Wurrzog Prophets the leaders of the Bonesplitterz, and has earned them the grudging respect of other orruk tribes.

As befits their rank as both spiritual leaders and warlords of the Bonesplitterz, Wurrzog Prophets carry the most magical bones possessed by their warclan. Imbued with the essence of great beasts, these talismans and weapons hold vast power for the prophet to call upon. These enchanted bones also entice squiggly beasts out of their hiding places – most Bonesplitter shamans are accompanied by these little creatures, who caper around the orruk's feet or hang from his shoulders. Many prophets wear masks made from marrowbone, heartwood or bloodstone, as they believe one of the best ways to harness an object's spiritual energy is to wear it on their face.

Wurrzog Prophets have an uncanny sense for beast spirits, able to follow the trails and spoor of creatures across vast distances in the absence of visible tracks, without knowing where their prey is heading, or even what it is exactly. This helps them lead great hunts, as with one good sniff of the air, the prophet can tell where the biggest and best beast souls are to be found.



In battle, the true and awesome power of a Wurrzog Prophet comes to the fore. Blessed by Gorkamorka, they are wizards of unpredictable and violent excess. Even the prophet himself is not sure what precise form his spells will take once he looses them. Most Bonesplitter magic involves hammering, smashing and thumping. At a prophet's command, great green

fists might rain down from the sky to pummel enemies, or glowing feet kick victims off into the distance. Prophets can also shape this same destructive energy into walls to protect their warriors, conjuring crackling green winds that snatch arrows from their air or physically punch back attackers' blows. Sometimes the prophets' spells will savage the land, creating even more spectacular effects. The ground might crack asunder, hurling spinning rocks in all directions, or forests might burst apart showering enemies in killing splinters. This usually occurs when there are lots of orruk boys nearby, their Waaagh! energy further boosting the prophets' power.

A Wurrzog Prophet's magic stirs up the Waaagh! in his own warclan with equally destructive effects. Already unhinged by the caged beast spirits he carries, sometimes the prophet's aura of power sends his lads into even greater heights of animal frenzy. At these times, the orruks lose all sense of self-preservation, becoming even more maniacal, their minds filled with the roaring voice of Gorkamorka and the urge to rip, smash and kick apart anything within reach. More than one battle has been turned in favour of the Bonesplitterz by the intervention of a prophet, the mystical orruk riling up his boys like a spark falling into a vat of alchemical combustibles.





KOP RUKKS

Led by magic-wielding Wardokks, Kop Rukks are the headbutting skull of the great Bonesplitterz beast. Filled with crazed Savage Orruk Morboys, the thunderous horde charges from one combat to the next with little restraint, always looking for where the fighting is at its thickest.

WARDOKKS

Wardokks serve as attendants and advisors to their Wurrnog Prophet and, when he inevitably explodes, as his successors. Mad as a wounded grunta, each Wardokk leads mobs of Morboys. These unhinged orruks are among the few in a warclan that can understand the Wardokk's ravings. Together they form the Kop Rukks, vicious Bonesplitter infantry hordes

whose relentless savagery is used to punch through heavy defences and stubborn shield walls.

As acolytes of the Wurrnog Prophet, Wardokks take part in beast rituals to call upon and channel the Waaagh! spirit. With wild dances, bone waving and plenty of strange noises, a Wardokk magnifies the power of his prophet and stirs up the energies in nearby mobs. Crackling green tornados whirl around

the Wardokks as they invoke their magic, which manifests in different ways depending on the nature of the ritual dances they perform.

The stamping and shuffling of the weird dance calls up a boiling font of Waaagh! energy that can be harnessed by Wurrnog Prophets and Wardokks alike to power up their spells. Then there is the grimdokk dance, which can patch up a Bonesplitter boy even if he has been horribly mangled in battle. Spitting on wounds, the dancing Wardokk reattaches arms and sticks organs back where they're meant to go until his patient is as good as new. Finally, the ju-ju dance is a potent spirit-jig that charges up Bonesplitter tattoos, making them writhe and twist all the faster and granting the boys extra magical protection.

If a Wurrnog Prophet happens to fall in battle – or somehow blow himself up – one of his Wardokks usually takes his place. However, this is not a sure thing, for no matter how skilled a shaman is, he must be chosen by Gorkamorka. This choosing can come in many ways, such as a howling spirit clawing its way out of the dead prophet to force its way into the lucky Wardokk, or a bolt of green lightning blasting him off his feet. Whatever form their god's favour takes, all Wardokks agree that they will know the sign when they see it.





SAVAGE ORRUK MORBOYS

Even by the questionable standards of the Bonesplitterz, some boys are completely insane. These frothing savages are known as Morboys, and they usually wield a weapon in each hand so they can 'hit stuff fasta'. Morboys have a well-deserved reputation for acting recklessly in battle. Whether it is hurling themselves into the jaws of devastating cavalry charges, battering their way through spike-covered gates or taking on the largest, meanest-looking enemy champion they can find, they always show no fear and even less restraint. Morboys are so overwhelmed by the power of Gorkamorka that bosses have trouble telling them what to do, so it falls to the Wurrzog Prophets, Wardokks and Maniak Weirdbos to guide them using the spirit-talk of the Waaagh! – the only language a Morboy really understands.

Bonesplitterz don't really know why some orruks become Morboys, only that sometimes a greenskin warrior gets a funny look in his eye and starts rampaging about like a blinded ur-drake. The most likely cause, according to the wisdom of the Wurrzog Prophets, is that if a Bonesplitter kills a beast that has a potent spirit, eats its flesh and wears its bones, the spirit can take him over. This usually ends with the Morboy getting a big tattoo of the monster to cage its power in his body. Certainly, when Morboys slay particularly large and fearsome creatures, they seem to go a little more mad, as if they absorbed a bit of its essence at the moment of slaying it. Whether this

is true, or whether Morboys were always a bit insane even before they became Bonesplitterz, is usually moot. In battle, the Morboys are formed up into Kop Rukks, where Wardokks can keep a beady eye on them, before being prodded in the enemy's direction with predictably messy results. As the frenzied orruks hack and chop their way through everything within reach, the blazing green energy of the Waaagh! plays across the Morboys' tattoos, and it is as if Gork (or maybe Mork) himself is laying into the foe with wild abandon.

Armed with something suitably sharp or pointy in each hand, Morboys will scale anything between them and

their victims, using their weapons as improvised climbing tools. Seeking out the biggest, hardest-looking monsters, mobs of Morboys see which of them can stab their way up to the top and then ride the beast for the longest without getting thrown off. This reckless practice is known among the Bonesplitterz as 'deff riding'. Often, the Morboys only manage to give the monster a good stab before getting snapped up in hungry jaws or crushed under tons of scale and muscle. Sometimes, though, a particularly brave or lucky Morboy will manage to climb to the top of the monster and stick it in the brain, leaping clear to the raucous yells of their mob as the slain beast falls to the ground with a thunderous boom.





GOB RUKKS

The guts of the Bonesplitter warclans are its Gob Rukks. Filled with the bulk of the warclan's boys, they hurtle into battle wielding heavy flint weapons and crude but powerful hunting bows. Leading their attacks are the Gorka-bosses and Morka-bosses, the warriors who enact their prophet's visions.

SAVAGE BIG BOSSES

Savage Big Bosses are the biggest and meanest of the Bonesplitterz, having battered and bashed their way to lead all the orruks they can see. While the Wurrzog Prophet is in charge of the warclan, the big bosses keep the boys in line and lead the charge in battle. There can be many big bosses in a warclan, especially larger ones. However, there will usually only be one Gorka-boss and one Morka-boss. These are chosen by the Wurrzog Prophet for their fighting talents, and just like the constantly fighting halves of Gorkamorka, the two combine brutal cunning with cunning brutality.

Whilst a Gorka-boss and his boys hammer the enemy in close combat with chompas, the Morka-boss and his boys hit them while they are looking the other way, or fill them full of arrows. In both cases, the Savage Big Bosses personally wreak mass carnage on the battlefield. They also carry some of the most potent bones the warclan possesses, which both leads to and reinforces their positions of leadership. Most important to the prophet is that his two most powerful big bosses, like Gorkamorka, are in constant competition with each other, and so never think too hard as to why they're letting the prophet tell them what to do.

SAVAGE BOARBOYS

Bonesplitterz and war boars share a bond that goes back to the Age of Myth, and Bonesplitterz ride them both into battle and on great hunts, using the boars' natural talent for snuffling out bones to lead them to their prey. In battle, the boarboys often act as the teeth of a Gob Rukk attack, driven forward by the bellowing of the Gorka-boss. Each rider urges his mount with kicks and yells, eager to be the first to lay spear and boar-tusk into the ranks of the enemy army. Like true hunters, they do not linger where their prey can strike back, and are skilled at hit-and-run attacks.





Bonesplitterz attract new members to their herds of boars in several ways, including leaving out tasty bits of offal, setting crude 'boar traps' and torching woods to flush them out. An orruk must make sure his boar is properly mean and always ready to fight, so they feed their mounts on the bones of powerful beasts, though there is much debate about which monsters' bones make for the most vicious mounts.

SAVAGE ORRUKS

When an orruk wanders off to become part of a Bonesplitter warclan, he usually ends up in the Gob Rukks. Having abandoned burdensome things like metal weapons and his clothing, he will patch together a flint spear or chompa, and maybe, if he is especially talented, fashion a crude bone shield. He will also usually cover himself in tattoos or glyphs, each a promise of the great beasts he's going to kill or a

victory he has already earned. Every Savage Orruk is a powerful and deadly warrior driven by the roiling energy of the Waaagh!. This core of violent magic causes them to bellow spontaneously and bang their weapons on their chests, forever restless to get to a fight. As the Waaagh! builds, their eyes glow green, their muscles bulge as they grip their weapons, and their tattoos writhe with a life all their own. It is a sight that can put their foes to flight, enemies choosing the indignity of retreat rather than a brutal death at the hands of the Bonesplitterz. This fury only builds as more orruk boys join the fight. A dozen Savage Orruks might hit harder and shrug off wounds as the Waaagh! energy grips them. When they number in the hundreds, however, the Bonesplitterz become an unstoppable avalanche of green flesh, landing blows that can split a man in two and ignoring horrific injuries.

SAVAGE ORRUK ARROWBOYS

Some Savage Orruk boys are exceptionally skilled with crude hunting bows. Even though their weapons are primitive, combined with the orruks' great strength, they can send a simple wood or bone shaft clean through a troggoth's skull, a steel shield or a sigmarite breastplate. As much fun as orruks have filling something full of arrows, they eventually get bored of standing around on hills and letting other orruks do all the close-up killing. As a result, Arrowboys are surprisingly skilled at shooting on the move, often loosing brutally effective volleys even as they are charging the last few strides into combat. Once there, these tribal archers are also adept at using their bows as clubs, and using fists full of arrows as stabbas. They go from firing their bows at range to swinging them in a whirlwind of close-quarters mayhem in the space of a few loping steps.





SNAGA RUKKS

Snaga Rukks are the horns of the Bonesplitterz war beast, always bulling their way to the front of any attack. Led by the furious Maniak Weirdnobs and driven into battle by the most vicious of animal spirits, the thunderous hordes of Savage Boarboy Maniaks rampage eagerly into every fight.

MANIAK WEIRDNOBS

Having the power of Gorkamorka rattling around in your head, weapons and tattoos can crush the sanity of even the strongest-willed orruk. In the case of Maniak Weirdnobs, their constant connection to their god has driven them completely and irrevocably mad. These unpredictable spellcasters are sometimes created when a Wardokk or shaman kills a beast with a really ferocious spirit, like a grunta or Maw-krusha. From the remains of the creature, they fashion a bone stave to contain the monster's soul. Bucking violently in the Weirdnob's grip, these bonebeast staffs are potent tools indeed, and only a Maniak Weirdnob has any hope of wrangling their furious magic.

As a Maniak Weirdnob barrels off into battle on his war boar, he calls out to the soul caged in his staff as it writhes and snarls inside its bony prison. To onlookers, a swirling green shadow in the shape of a giant boar, claw or dragon – depending on the nature of the trapped spirit – envelopes the Weirdnob. Nearby Maniaks feel the beast's spirit fill them, and for a moment, they forget they are greenskins. Animalistic rage consumes their minds, and they become a pack of slaving predators. Once loosed, only the magic of the Weirdnob can bring them back to their senses, otherwise they will remain lost to the beast spirit.



JU-JU SQUIGS

If a shaman needs extra magical clout, he will make use of his ju-ju squig. Odd creatures, they are one of the many kinds of squiggly beast that follow the Bonesplitterz. It is believed that the power of the Waaagh! draws them to the orruks, but it might be that the little beasts are just hunting for leftovers. Perched upon shoulders or staffs, ju-ju squigs absorb the roiling green magic of their Weirdnob, until the orruk takes the creature in his fist and gives it a good squeeze, using the resultant surge of pent-up energies to fuel his spells.

SAVAGE BOARBOY MANIAKS

Revelling in the fury of combat, the Savage Boarboy Maniaks are the horn-tips of a warclan's attack. Perched on the backs of snorting war boars, they goad their mounts with savage kicks and sharpened bits of bone, driving them ever faster into battle.

Scorning cowardly things like shields and armour, Boarboy Maniaks wield a chompa in either hand so they can cause as much carnage as possible. Their boars are just as mad as they are, and each one is chosen for its ill temper and violent antics. Like the orruks on their backs, the boars have been infected with the spirit-madness that pours off the Maniak Weirdnob that leads them. Being repeatedly possessed by a raging animal spirit leaves them more than a little unhinged, causing them to charge and thrash around in battle like some furious godbeast rather than a mortal creature (albeit a downright dangerous one).

When Maniaks spot their enemies, they move with truly terrifying speed. In their eagerness to get into battle, they will even trample over their own kind, barely noticing those that fall. As soon as a single Maniak gets to grips with the enemy, the rest redouble their efforts to land a blow on something, until their entire mob has crashed and hacked its way deep into the enemy's ranks.





TEEF RUKKS

Gork Teef are among the most brutal weapons of a Bonesplitter warclan. When a beast hunt is called, chosen pairs of Bonesplitterz take these oversized spears and join the Teef Rukks, their job to carry them into battle and bring down the largest, most vicious monster they can find.



BIG STABBAS

Big Stabbas are Bonesplitterz who wield their warclan's Gork Teef. Each Gork Toof is a massive spear that requires two hulking orruks to carry it, and is topped with a special point usually fashioned from stone or bone that is blessed by the spirit of Gorkamorka. Adept monster hunters, Big Stabbas barrel through the press of combat to drive the great spear into the hides of towering beasts. The combined skill of the orruks and the magical nature of the Gork Toof helps them seek out the 'squishy bits' of the creature, and the spear's long haft allows it to be driven deep. Sometimes, in the case of especially big monsters like Magmadroths and gargants, more than one Gork Toof will be employed, and whole Teef Rukks will swarm around these megalithic beasts. When the creature at last falls, its body is covered in a forest of huge spears.

The more often one of these sacred weapons is wielded in battle, the greater significance it has to the tribe. It is said by the Wurrnog Prophets that the spirit of every creature killed by these huge spears nourishes Gorkamorka. Some of the weapons have been used by tribes for centuries, repaired and revered by generations of Bonesplitterz. These spears can take on a life of their own, earning nicknames like Big Pokey or Deffstabba.

TEEF OF GORK

There are many legends of famous Gork Teef told by the Wurrnog Prophets and their Wardokks. The Shiny Stikka, carried by the Brokeknuckle Warclan, was a golden Gork Toof with a head fashioned from the melted-down statues of a Fyreslayer forge-temple. It glowed with a furious inner light, and the tribe used it to find their way through cavern complexes in their hunt for troglodytic monsters. When it was plunged into the side of a creature, burning the beast's innards, the Brokeknuckle orruks believed the flickering light seen through the dying creature's hide was the Shiny Stikka eating another soul.

The Weirdtoof, which belonged to the Skullthumpers Tribe, had a strange affinity with Realmgates. It is said that the weapon would jump about in the hands of its Big Stabbas when such a portal was near, guiding the tribe to its location and often leading the Skullthumpers to fresh hunting grounds. By contrast, the Skykilla Toof was drawn to flying creatures. When it shook, its Big Stabbas would hurl it into the air, and without fail bring down a monster. The orruks believed that the spirit of a great winged creature who wanted to return to the sky was trapped in the spear, and the fact that it always fell back to earth proved that nothing gets away from Gork.





GREAT GREEN TRIBES









Savage Boarboys of the Brutal Rukk charge into battle to the sound of snorting war boars and pounding drums.



Savage Big Bosses are frenzied mountains of green muscle that lead the Brutal Rukks and Kunnin' Rukks in battle.





Bonesplitter Wardokks of the Kop Rukk call upon the power of the Waaagh! with their wild ritual dances.



Kop Rukks are filled with Savage Orruk Morboys, who wield a pair of weapons to cause maximum carnage in combat.



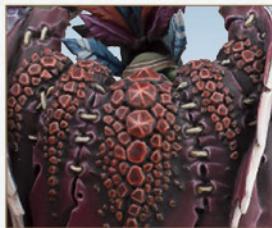
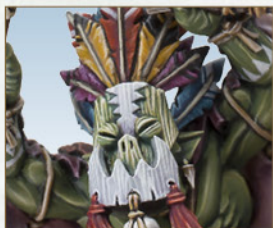
The Wurrzog Prophet Gurkak leads the Bonegrinz tribe into battle, imbuing them with the potent spells of the Waaagh!.



Kunnin' Rukks can be surprisingly tactical, and their Savage Orruk Arrowboys launch brutal ambushes into the enemy.



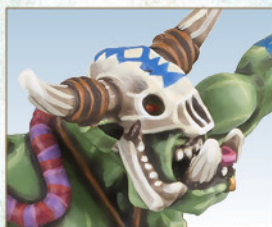
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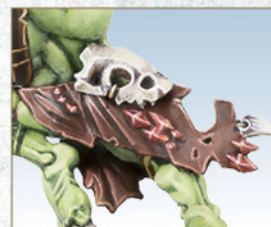
Wurrkog Prophet



Maniak Weirdnob



Wardokk



Savage Big Boss



Savage Boarboy



Boar Totem



Boarboy Maniak



Bone Totem



Big Stabbas



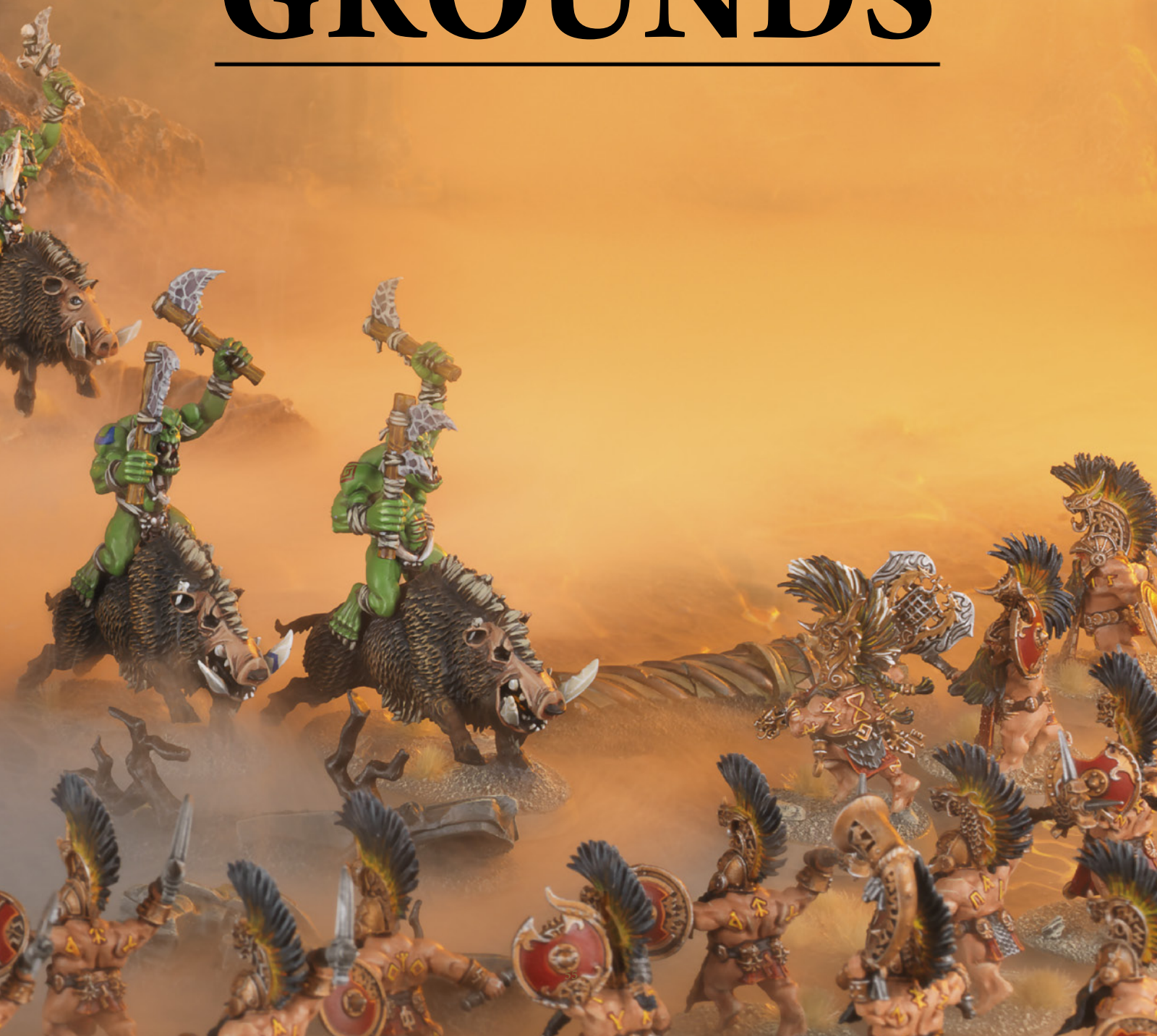
Savage Orruk



Morboy



SAVAGE HUNTING GROUNDS





THE GREAT BEAST HUNT

The coming of the next Great Waaagh! will be heralded by the thunder of drums and the hammer of dirty green feet. Consumed with ushering in this great beast hunt, the Bonesplitterz gather in huge numbers across the Mortal Realms, guided by the strange visions of the Wurrzog Prophets.

For centuries, the Wurrzog Prophets have been the heralds of the coming of Gorkamorka. In both the Age of Myth and the Age of Chaos, when the footsteps of the orruk god echoed across the land and greenskins of all kinds mustered in vast numbers, it was almost always preceded by great gatherings of Bonesplitterz. Big bosses and hulking orruk warlords like to think they are the instigators, but the Bonesplitterz know these brutes are just tools in the hands of Gorkamorka. The truth, according to them, is that only the mystic Wurrzog Prophets really know what the Great Green God is going to do next.

Now, as in the past, the signs of the next Great Waaagh! are starting to be seen across the Mortal Realms. Countless smaller Waaaghs! are building and raging, from the flame-scorched plains of the Ashlands to the steel mountains of Chamon's Alchemist Vales and the frozen depths of Shyish's Nightlands. Wurrzog Prophets are also starting to tell tales of Gordrakk, the Fist of Gork, and his growing armies. They say that the leader of the Great Waaagh! has finally arrived and that he will be the one to lead their great beast hunt, ultimately finding the mythical spirit of Ghur and becoming the true chosen of Gorkamorka.

While Gordrakk's armies grow in size and strength, and the portents appear across the land, the Bonesplitterz have been far from idle. In the midst of the Realmgate Wars and Sigmar's growing storm, many tribes have been particularly drawn to the movements of the godbeasts. In the Realm of Metal, a hundred Bonesplitter tribes chased the shadow of Argentine, the Silver Wurm, across the sky, climbing the glittering Zyconian Mountains to try to fling their Gork Teef into his hide. Amid the battles for the Realm of Life, a mob of prophets foretold the return of Behemat, the World Titan, and set their boys to digging a huge pit to snare





the beast. Ultimately, the huge sinkhole failed to capture the godbeast, though it did break through into a vast skaven breeding pit. Thousands of startled orruks plummeted into a writhing sea of rats, fighting their way free only to be set upon by the vermin's overseers. By the time the brutal battle came to an end, the giant sinkhole was brimful of mangled flesh and fur, and countless Bonesplitter warclans bore freshly crafted skaven-skull totems.

Worlds away from the slaughter in the Realm of Life, the ash-covered Bonesplitterz of the Burning Plains of Aqshy fought to reach Ignax, the Solar Drake. Hundreds of tribes faced off against an equally vast alliance of Fyreslayer lodges. For weeks on end, the mountains surrounding the Ashlands echoed with the sound of fyresteel on bone and the screams of the dying. By the hundredth day



Bonesplitter totems are crafted from the remains of their kills.

of fighting, the Fyreslayer lodges were broken, the passes and tunnels choked with their smouldering dead. Unfortunately for the triumphant Bonesplitter tribes, by the time they reached the Solar Drake's prison, her chains had been shattered by Archaon and Ignax was gone.

To the Bonesplitterz, these grand beast hunts are merely a prelude to the Great Waaagh! that is approaching. In the minds of the Wurrzog Prophets, and their equally deranged followers, each spirit, great and small, claimed by their warclans is an offering to Gorkamorka. When the orruk god has finally had his fill of these bestial appetisers, he will descend for the main course. From the head of Gordrakk's mighty host, Gorkamorka will lead the Bonesplitterz on the greatest of beast hunts, and neither realm-spirits nor godbeasts will survive the carnage.





CLAWS OF THE SKY-LIZARDS

The Bonesplitterz have long been fascinated by the war-beasts of the seraphon, for they have yet to find a way to cage the creatures' spirits in their bones. However, that has not stopped them from trying. It was just such a hunt that brought Wurrzog Prophet Gurkak and his tribe to the Dragon's Gullet.

The Dragon's Gullet was an ancient site of power that sat upon the shores of the Scorched Seas of Aqshy. A maze-like valley, its mountainous sides curled back upon themselves so that smoking peaks jutted from above and below. The cavernous roots of the peaks were all connected to a great pit that sucked in magic and breathed out fire, causing them to billow and rage in furious harmony. Over this cursed hole, the followers of Khorne had built a fane glorifying their wrathful god, and for reasons known only to the slann, Starmaster Koatok and his seraphon armies came to destroy it. Materialising from the ether, ranks of martial

saurus and nimble skinks fell upon the minions of the Dark Gods, wiping them out and destroying the Khornate temple. However, even as the last stones were cast down, another army could be seen entering the valley.

The ground shuddered under countless green feet as the Bonesplitterz of the Bonegrinz Warclan marched down the length of the Dragon's Gullet, having crossed the Scorched Seas on ships of living stone. The Wurrzog Prophet Gurkak Weirdeef had been watching the sky for days, following signs of huge beasts from the stars that only his eyes could see. Gorka-boss Durkga endlessly

argued with Morka-boss Zergok about the number of sky creatures each of them would slay. Like the twin horns of a great beast, the Gob Rukks spilled down the valley towards the seraphon, the fiery glow of the Scorched Seas illuminating the horizon behind them.

Koatok looked up from the ruins of the Khornate temple, and with a flicker of thought, his reptilian army turned to face this new threat. That the slann had not foreseen the coming of the Bonesplitterz spoke much to the greenskins' effect upon the Mortal Realms, with their wild and unpredictable actions. However,





WURRGOG PROPHET GURKAKWEIRDTTEF

There was always something strange about Gurkak's teef. Whenever the shaman bit into something, his chompers spoke to him, whispering the spirit-secrets held within the meat and bone. After a while, he figured out that some meals had more to say than others, and that if he took a beast's bones, its magic could be his. Abandoning his clan, Gurkak became a Bonesplitter, and it wasn't long before he had a following of equally deranged boys hanging off his every word, helping him hunt down the really big monsters he wanted to sink his fangs into.

So began Gurkak's great hunt, a rampage across the realms that has seen creatures both great and small added to his tally of bone-caged spirits. Every day, Gurkak talks to Gorkamorka, and every day, the Great Green God guides him to where monsters and bestial armies gather. With each savage victory, his Bonesplitter warclan grows larger, as does its bounty of slain beasts.



Koatok was an ancient general, and with the skill of one well versed in war, he sent his skink cohorts scurrying out onto the slopes that flanked the valley, while a line of Saurus Warriors locked shields before the ruins.

Durkga's Brutal Rukk was the first to reach the star lizards, pushing past slower orruks in their eagerness to fight. War boars trampled and gored skinks that couldn't get out of the way, their riders bellowing war cries as they chased the seraphon up the slopes. Taking cover among the smouldering peaks, the skinks rained javelins and darts into the orruks' ranks, and the reckless greenskin charge began to falter. Then it was Zergok's turn. While Durkga and his boys were still occupied with the skinks, the Morka boys stormed towards the saurus and the ruins. As they ran, Arrowboys let loose their own volleys of missiles, their tips hewn from Mork-blessed flint

and bone. Even thick stardrake shields could not stop all of the arrows, and many saurus fell with crude shafts lodged in throats and eye sockets, their bodies disincorporating into celestial light as they were slain. Those left behind stood their ground, snarling at the charging orruks.

Behind his thin line of saurus guardians, the slann called out to the heavens, and the heavens answered. A blazing star detached from the firmament and hurtled down from the sky towards the greenskin horde. As it grew larger, its light turning the fiery gloom of the valley into brilliant day, Wurrhog Prophet Gurkak began to chant and dance. Crackling green energy began to roll off the orruk army, and guided by the frantic gestures of the prophet, it coalesced into a massive gnarled hand that swatted the comet into the nearby mountain peaks. The ear-splitting explosion of its impact momentarily drowned out the din of battle. All at once, the Dragon's Gullet

exhaled, and a scalding wind tore through the valley. Through this fiery gale, the Morka boys crashed into the saurus line at the ruins' edge.

Not to be outdone by the Morka boys, the Gorka boys charged down the slopes, leaving a handful of orruks to keep the skinks busy. As Durkga's boys approached the battle, they began their war chants. Slapping their tattooed chests, stamping on the ground and banging their weapons together, the Bonesplitterz were a battering ram of savagery, yellowed tusks and wild eyes. When the orruks struck, the saurus line buckled. Though scores of orruks fell to vicious celestite blades and clubs, more continued to pile in, and with each passing moment, more saurus were cut down. Looking to the sky from his defended position, the slann plumbed the depths of his fathomless memory. In a brilliant flash, towering seraphon war-beasts appeared.



Lumbering Stegadons and Bastiladons charged forth from the celestial light conjured by Koatok. Crashing into the combat, they crushed orruks under their massive feet or tossed them into the air with sweeps of giant horns and club-like tails. Far from demoralising the Bonesplitterz, this goaded the greenskins into letting out a whooping war cry, grinning to see such worthy beasts at last within the reach of their chompas. The arrival of the monsters also drew the attention of Gurkak, who yelled for his Teef Rukks to attack. Orruks carrying huge Gork Toof spears ran towards the reptilian creatures.

The Brutal Rukk and Kunnin' Rukk fought side by side. Durkga and Zergok tried to outdo each other with their kills, one hacking down three saurus with a single blow, the other killing a Scar-Veteran with his bare hands.

Then they both spied the Oldblood on the back of a Carnosaur leading the monstrous host. Exchanging threatening grins, they both set off towards the seraphon champion.

Over the roars of star creatures and the guttural cries of the Bonesplitterz, Gurkak and Koatok hurled their sorceries. Glowing green hands wrestled with coils of celestial force, neither wizard able to crush the other. The eldritch mastery of the slann was countered by the raw power of the prophet as he drew cords of Waaagh! energy from his battling army. Heedless of the sorcerous duel, the orruk and seraphon armies continued to savage each other. Mobs of Bonesplitterz swarmed around the huge celestial beasts, boys screaming in rage as the creatures they did bring down vanished in explosions of starlight. Yet despite

being denied their bounty of bones, the orruks fought on with even more fury, as they could now sense their enemy's imminent defeat.

Durkga and Zergok reached their prey at the same time, each striking at the Oldblood. Carnosaur and rider fended off the wild blows, snapping and hacking back at the orruks. Then, from out of swirling melee that surrounded the combatants, a pair of burly orruks carrying the Gork Toof known as 'Big Bite' appeared. Screaming out to Gorkamorka, the Big Stabbas barged into the Carnosaur, driving Big Bite's stone tip deep into the monster's flank. The beast roared in pain, then unravelled in a shower of sparks, dropping its rider to the ground. Both big bosses gave a triumphant yell as they started laying into the fallen Oldblood.



Gurkak Weirdeef could feel the spirits of the starbeasts clawing their way back into the sky. Reaching out with huge hands of Waaagh! energy, he tried to snatch them down and gobble them up, but they deftly slipped through his fingers. With a grunt, the Wurrzog Prophet turned his full attention back to the battle now reaching its bitter conclusion.

The toad-like seer glared at him, but Gurkak's sorcery was too strong. Dancing in the scalding dust of the Dragon's Gullet, the prophet made the sign of the Beast Teef, lacing together his green fingers and making a chomping motion with his hands.

Gurkak's Teef Rukks let out war cries, and the prophet watched with growing excitement as the Bonesplitter assault responded to his crude gesture. Like the closing fangs of a great maw, the Big Stabbas swept towards each other, moving like predators through a storm-lashed grassland. Wherever the slann summoned fresh creatures, the Teef Rukks converged. Gurkak

took advantage of his foe's dwindling numbers, and charged down into combat himself. The sight of their Wurrzog Prophet dancing among them, his staff held high, sent the Bonesplitterz into even greater heights of animalistic fury.

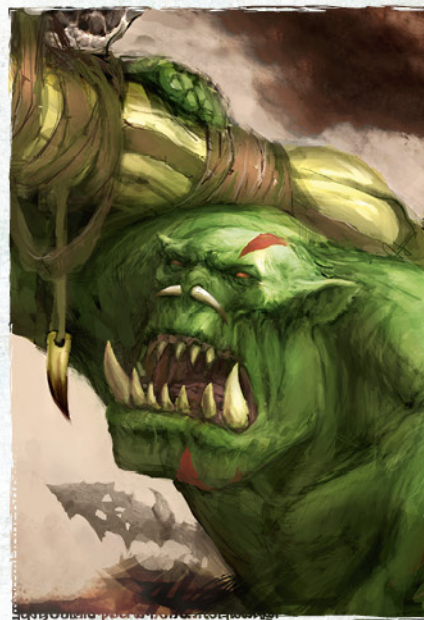
So close to the sweating, cursing orruk horde, Gurkak could feel the power of the Waaagh! swelling in his head until he was sure it was about to crack open. With a great burp of green flame, Gurkak let it out. The orruks and seraphon around him were hurled to the ground as a shock wave blasted out from where he stood, whipping up billowing clouds of red sand that caused both sides to cough violently and claw at their streaming eyes.

When the Waaagh!-wave reached the slann, Gurkak saw his enemy rock back on his hovering stone dais, and then tumble into the pit that yawned below the Chaos ruins like a bloated chick falling from its nest. Deprived of their leader's sorcery, the seraphon were at the mercy of Gurkak's magics, and the Gork-sent fury of his lads.

TEEF OF THE BONEGRINZ

The Big Stabbas of the Bonegrinz have an impressive tally of beast kills to their name. The Obsidian Gargants of the Ashlands underestimated the orruks' massive spears, and now the giants' own bones have been turned into Gork Teef. The Pyromagroth, thought by the Fyreslayers to be one of the few remaining true-born children of Vulcatrux, was another victim of Bonegrinz Big Stabbas. In addition to the ur-salamander's bones, the orruks claimed the creature's ninety-nine obstinate teeth, each one re-purposed as the shining black tip of a new Gork Toof.

The battle at the Dragon's Gullet was not the first time Bonegrinz Big Stabbas had faced seraphon monsters. Once, Gurkak led his warclan to a place where the stars were reflected in waterfalls that tumbled up into the sky. For some reason, the slann defended this site furiously, and sent whole cohorts of war-beasts to crush the orruks. The Big Stabbas tried to capture them and break off teeth or claws, but to no avail. Gurkak is not giving up though, and if he cannot keep a seraphon carcass, then maybe he can find out where they come from...



BATTLEPLAN

THE BEAST HUNT





HOW TO USE BATTLEPLANS

This book contains three battleplans, each of which enables you to fight a battle based upon the exciting narrative that leads up to it. These battles should be fought using all of the rules on the *Warhammer Age of Sigmar* rules sheet unless the battleplan specifically indicates otherwise. Each of the battleplans includes a map reflecting the landscape on which the battle was fought; these maps usually show a battlefield that is 6 feet by 4 feet in size, but you can use a smaller or larger area if you wish.

The Bonesplitterz believe that they must gather as many beast spirits as possible in order to start the next Great Waaagh! To do so, they embark on beast hunts, rampaging across the Mortal Realms in search of monsters to slay. The monsters being hunted are often wild creatures, but the Bonesplitterz will just as happily attack armies that include monsters among their ranks. In either case, the Bonesplitterz' goal is the same – slay the monsters to release the spirit of Gorkamorka.

THE ARMIES

One player commands the Bonesplitterz, and the other commands the army that includes the monsters that the Bonesplitterz are hunting.

Special rules and restrictions apply to the ways that the two armies are chosen. See the rules for the Hunted Army and Bonesplitterz Army below.

BONESPLITTERZ' OBJECTIVES

Your plan is simple, as all good plans are. You must slay the monsters you have surrounded and capture the beast spirits that inhabit them. Any casualties you suffer in order to do this are of no consequence. Any enemies apart from the monsters you are hunting can simply be ignored, or crushed if they get in the way!

HUNTED ARMY'S OBJECTIVES

The Bonesplitterz have appeared suddenly all around you, intent on slaying the monsters that are a vital part of your army. The greenskins must be destroyed before they can achieve their goal. You can use the units under your command that are not monsters to shield the ones that are – the rank and file regiments in your army are easily replaceable compared to the great beasts the Bonesplitterz are hunting.



THE HUNTED ARMY

The hunted army is chosen first. It can have any number of **MONSTERS**. For each **MONSTER** unit, it can have up to two extra units that are not made up of **MONSTERS**.

THE BONESPLITTERZ ARMY

The Bonesplitterz army is chosen second. For each **MONSTER** in the hunted army the Bonesplitterz can have up to three units, at least one of which should be a **HERO**.



THE BATTLEFIELD

You can either generate the scenery for the battlefield as described on the *Warhammer Age of Sigmar* rules sheet, or use the example scenery shown on the map below.

SET-UP

The hunted army must set up first, anywhere within their territory (see map). The Bonesplitterz set up second, with all models within 6" of an edge of the battlefield. The Bonesplitterz are converging from several directions at the same time, so different units should

be set up next to different edges of the battlefield.

FIRST TURN

The Bonesplitterz have the first turn in the first battle round.

THRILL OF THE HUNT

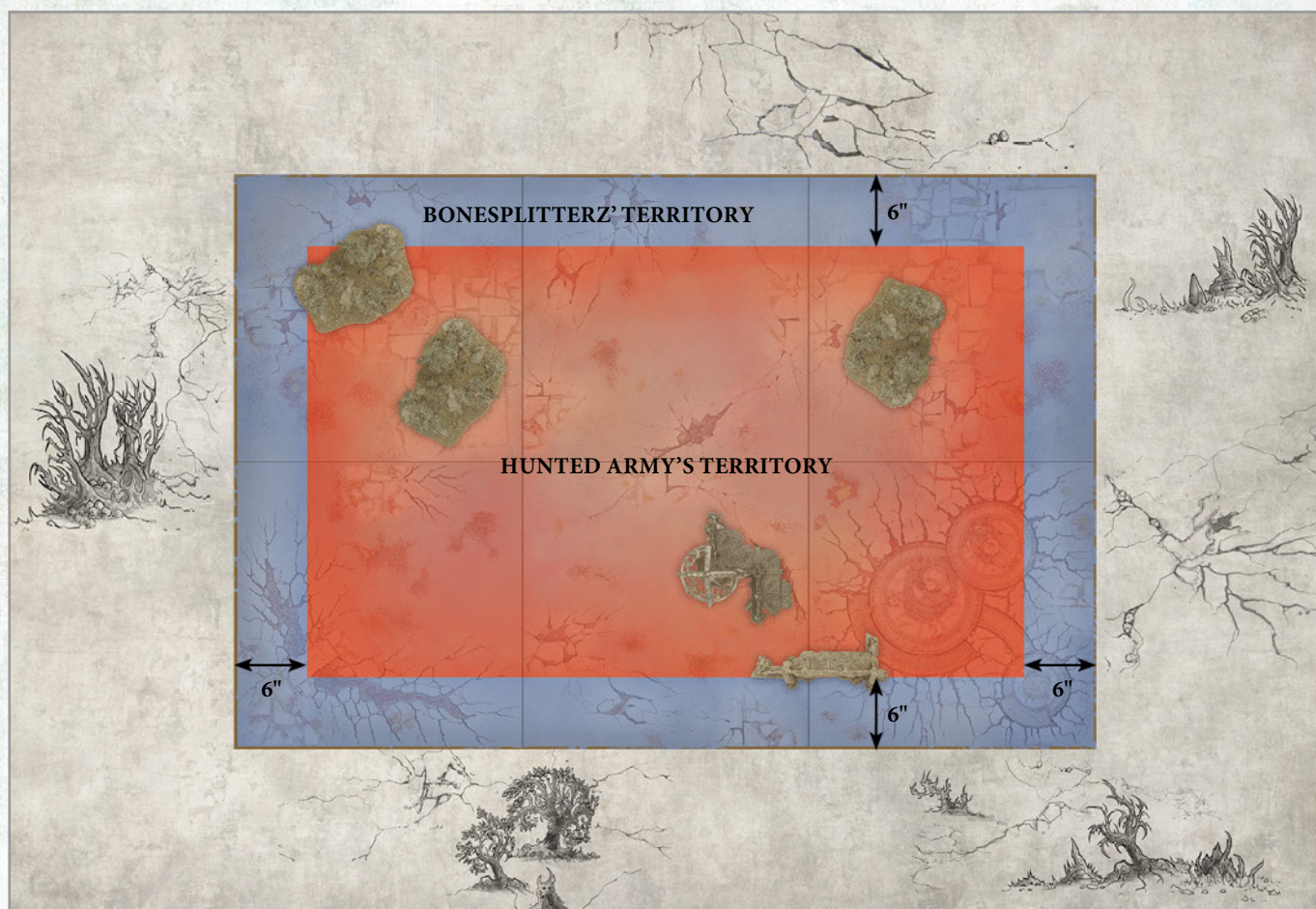
The Bonesplitterz are filled with the thrill of the hunt, which has driven any thoughts of self-preservation from their minds. **BONESPLITTERZ** units automatically pass any battleshock tests they must take in this battle (there is no need to roll the dice).

SAVAGE BEASTS

The monsters in the hunted army are particularly aggressive and savage. Add 1 to any hit rolls made for **MONSTERS** in the hunted army.

VICTORY

Do not use the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead the Bonesplitterz win a **major victory** if all of the **MONSTERS** in the opposing army are slain. The army being hunted wins a **major victory** if it wipes out the Bonesplitterz.







JAWS OF THE HUNTER

While chasing herds of gruntas, Gurkak Weirdteef and his warclan stormed through the Gnarlgate into the Realm of Ghyran. As the Bonesplitterz sought out the snorting beasts, armoured shapes appeared in the shadows, and an old and deadly foe came to exact its revenge upon the wild orruks.

Some herds of gruntas migrate between the realms, following enchanted paths in their quest for prey. Where the gruntas go, the Bonesplitterz are often not far behind. Gurkak Weirdteef and his Bonegrinz emerged from the Gnarlgate charging into a small clearing surrounded by a thick woodland. The prophet was frustrated to find the mighty grunta herd he had been following through the Feasting Passes of Ghur's Yurgotha Peaks had vanished into the verdant landscape. As the prophet looked to the sky for a sign of where to go next, there came a thunderous clanking and braying of horns from the forest. Out of the

arboreal gloom came Baudrax the Hunter and his Khornate warhost. Hungry for greenskin skulls, the Mighty Lord of Khorne had followed Gurkak across the realms, seeking the prophet's head in payment for poaching the lives of beasts that belonged to the Blood God.

Morboys looked up from the edge of the Realmgate as the first Juggernauts thundered down upon them. The trees around the gate strained on their roots, repelled by the servants of the Dark Gods but unable to escape. From among their squirming boles, Baudrax led the charge, standing high

in the saddle of his Juggernaut, Gouge, and holding his huge axe aloft. Those orruks closest to the Chaos assault were cut down in sprays of blood and trampled into the ground by brass hooves, their skulls bursting and bones cracking under the weight of the Mighty Skullcrushers. Against the frenzied assault, the Morboys massed around Gurkak, shielding him with their bodies. At the Wurrzog Prophet's side, his Wardokks launched into a frantic dance. Green energy reached out to envelop the Kop Rukk, causing the greenskins' tattoos to writhe with a mystical force that warded away would-be deathblows.



Gurkak tried to open the Gnarlgate to call for more reinforcements, but the arrival of Baudrax, and the blessing of the Blood God, had caused the portal's magic to fallen silent. With the Bonesplitterz outnumbered and now trapped at the foot of the Realmgate, the Khornate cavalry spread out to envelop them in a move they knew only too well. Morboys hurled themselves into Skullcrushers, and though mobs vanished under hungry axes and lance thrusts, dozens of Chaos riders were also ripped from their saddles.

Not once did Baudrax's gaze leave Gurkak. With repeated charges, he relentlessly pounded the orruk line trying to reach the prophet, each skull claimed for Khorne merely a prelude to the one he had come for. Gurkak could see that his Kop Rukk was quickly being overwhelmed, despite the magical protections invoked by the Wardokks' fevered dancing. If the

prophet could not pass through the gate, perhaps he could call any nearby Bonesplitterz to his aid. Taking a deep gulp of roiling green energy, Gurkak yelled 'Waaagh!' in a bellow that shook the forest. Nearby, the Morboys echoed his scream and hurled themselves against their foes with renewed savagery, flint and bone blades drawing showers of sparks and blood from the Khornate host. The war cry rolled through the woods, setting birds to flight and prey creatures back into their holes. Then, from the distance, a war cry bellowed back.

Out on the flanks, armoured groups of Khornate knights swept through the trees to surround the Bonesplitterz. The blood-crazed riders screamed out praise to their wrathful god as they harvested heads, revelling in the spray of fresh gore from any orruks that stood in their way. Then the Maniak Weirdnob Urglthrak and his

boar-mounted lads plunged into the wood, summoned by the 'Waaagh!' and arriving directly behind the Khornate warhost. Between the snaking roots of a massive tree, the Boar Boss Maniak Rograk ploughed into the knights. In its excitement, his frothing mount vaulted over a low branch and crashed down onto a Chaos warrior's smoke-belching steed. From the boar's back, Rograk howled and stabbed with his bone blades, bearing the Khornate rider to the ground in a clattering crash. The other knights turned to face this new threat as a sudden tide of squealing war boars and roaring greenskins charged full pelt into the battle. The newly arrived Bonesplitterz hacked bloody chunks off the flanks of Baudrax's force, drawing foes away from the hard-pressed Kop Rukk. Juggernauts bulled hulking boars to the ground, while Maniaks grappled with Chaos riders, the two sides evenly matched in their fury.

BAUDRAX THE HUNTER

Atop his flame-snorting Juggernaut, Gouge, Baudrax the Hunter leads the infamous Red Butchers of Khorne. A merciless killer, he has rampaged across the realms claiming skulls for his lord. From the Dreaming Wastes of Ulgu to the Splintered Vale of Chamon, piles of bloody heads are testaments to his prowess in battle. Of all the skulls Baudrax craves, however, the most prized are those of the megalithic monsters of the realms, and there are few things as pleasing to the Mighty Lord of Khorne as taking the head of an Aleguzzler Gargant or Jabberslythe.

It is from this shared desire to slay mighty beasts that Baudrax's hatred of Gurkak and the Bonegrinz was born. In the Carrion Grounds of the Nightlands, Gurkak claimed the Terrorgeist nests before Baudrax, while at the Weeping Peak in Aqshy's Ashlands, the prophet made off with a hoard of Magmadroth skulls before Baudrax could bring the orruks to battle. Baudrax has resolved that for each monster skull denied him, he will claim a hundredfold skulls from the Bonegrinz.





Revenge burned in Baudrax's heart, and despite the growing number of greenskins pouring from the wood, he pressed on with his attack. At his side fought his Brass Stampede, their Juggernauts' flanks awash with blood and scored by dozens of chompa blows. With deadly precision, the Mighty Lord of Khorne claimed one skull after another, expert strikes from his axe sending still-screaming orruk heads tumbling to the ground.

The Kop Rukk was slowly being destroyed, a ragged ring of orruks surrounded by piles of dead or dying warriors. In their midst, however, the Wardokks began their grimdökk dance, and green flesh began knitting itself back together. Morboys fought with one hand so they could use the other to push their guts back in, the Wardokks' magic closing muscle and

skin over the wounds. Some greenskins even scooped up their severed limbs, jamming them back into place before continuing to hack away at the foe.

The outer edges of Baudrax's host were now completely surrounded by Urglthrak and his Maniaks. A ring within a ring, the Chaos army fought on two fronts, some warriors parrying blows from the front only to be stabbed from behind. In a few places, knots of Skullcrushers and Chaos Knights sought to hack their way free of the green noose. Where this succeeded, Urglthrak called out to the spirit in his bonebeast staff and a rippling roar ran through the Maniaks. Their insane savagery turned up a notch, and they hammered the Khornate warriors with chompa, shiv and tooth, ripping their enemies to bits. However, despite the frenzy of the Maniaks

and the ever-increasing number of Bonesplitterz joining the fight, a wall of crimson steel and snarling daemon-beasts still stood between Urglthrak and Gurkak. Abandoning all pretence of personal preservation, the Weirdnob Maniak made a break towards the prophet, a dozen Maniaks and their Boss Rograk joining him. As the orruks charged, Urglthrak gave his ju-ju squig a good squeeze, and the tiny beast burped a cloud of Waaagh! magic, surprisingly loud for its size. The strange miasma filled Urglthrak and the nearby orruks with rage. In a whirling of flint and bone, a path began to open. Mere feet from Gurkak, Baudrax was forced to turn and face this new threat. The Khorne lord's Brass Stampede rode out to hold back the orruks, crashing into Rograk and his boys. Then, out of the fray, Urglthrak emerged with madness in his eyes.

ROGRAK, SAVAGE BOAR BOSS MANIAK

Rograk was once one of his Gorka boss' most promising boys. He was gifted in the ways of boars, and could trample over everything from hissing Khornate daemons to rune-covered Fyreslayers. The Gorka boss was sure that when the great green foot came for him, Rograk would be the next one to lead the Brutal Rukk. It seems, though, that Gorkamorka had other plans for Rograk.

During the Soursea War, Rograk's tribe fought alongside the Ironsunz. Rograk marvelled at the Ironjawz' gruntas, and was always following them about and poking them with his spear, despite getting battered more than once by irate Ironjawz. It was in the midst of battle against the undead legions of the Sourskull King that Rograk became distracted by a riderless grunta staggering off into the wilds. Chasing the wounded beast, the orruk eventually cornered it, and as the creature died, he was filled with its spirit. Since that day, Rograk has been as much grunta as orruk, and when he isn't smashing seven shades of gore out of his enemies, he is getting lost making porcine noises and nuzzling the ground.



Urglthrak's raging boar carried him through the press of combat towards the leader of the Red Butchers. The Skullcrushers' counter-charge, however, had robbed him of the initiative, and Baudrax was poised to strike as the crazed orruk emerged from the melee.

'Blood for the Blood God!' roared the Khornate lord.

Baudrax raised his axe, its double-headed blade blotting out the sun and promising crimson oblivion. Reacting instinctively, Urglthrak took a great gulp of Waaagh! energy.

The axe came sweeping down on him like the end of days, but Urglthrak focussed on the beast spirit coursing through his flesh. Time seemed to slow, and a huge green fist took shape around the shaman's staff. On the edge of Urglthrak's vision the axe crept closer, its wielder apparently oblivious to the power of Gorkamorka at work. In the split second before the blade sliced the Weirdnob's flesh, the fist struck. Baudrax and his mount were punched into the Realmgate. Just before they collided with it, the portal flared to life, and the pair vanished with a deafening crack of ancient sorcery and Khornate spell-breaking power.



BATTLEPLAN

SLAY THE PROPHET





A Bonesplitter warclan on the march is less an organised army and more an insatiable horde that demolishes all in its path. Scattering this way and that, the orruk warriors hunt and despoil, leaving a trail of destruction in their wake. While devastating, this method of waging war can leave the Bonesplitterz vulnerable to a concerted enemy attack. A wise opponent will strike at the heart and brain of the warclan, by attempting to isolate and kill the Wurrzog Prophet that leads it.

Should enemy forces make an assassination attempt on the Bonesplitterz' leader, he will bellow a mighty 'Waaagh!'. Quickly summoned by the battle cry, the scattered warriors of the warclan will converge upon their prophet, drowning the attackers in a sea of vengeful green-skinned warriors. Unless the attackers can slay the Wurrzog Prophet quickly, this shift in the flow of combat soon turns the tables in the Bonesplitterz' favour.

THE ARMIES

One player commands the Bonesplitterz army, and the other commands the prophet slayers that oppose them. The Bonesplitterz player must pick a unit in their army to be a bodyguard, and the prophet slayers player must pick a unit in their army to be assassins. These two units have special abilities that are described below.

BONESPLITTERZ OBJECTIVES

The bulk of your army is scattered, caught up in the joy of battle and the thrill of the hunt. As Gorkamorka would have it, the enemy has chosen this moment to attack, and they will be upon you in moments. You must use the few mobs that are at hand to fend off the foe so that the rest of your warclan can arrive and tip the scales against them. Most commanders would be worried to face such a tactic, but you have done so many times before and you know that your boys will soon destroy the foolish attackers.

PROPHET SLAYERS' OBJECTIVES

The Bonesplitterz have proven all but unstoppable up to now. However, their success seems to have gone to their head, and now they have scattered far and wide, leaving their leader dangerously isolated. If you can slay the so-called Wurrzog Prophet, the orruk army will fall apart into bickering factions that you will be able to defeat easily. To this end, you have ordered a lightning attack upon the greenskin wizard. You must strike hard and fast, and kill the Wurrzog Prophet before he is able to recall enough of his followers to stop you.



THE BODYGUARD

The bodyguard unit automatically passes battleshock tests while their general is alive. Each time your general suffers a wound or a mortal wound whilst within 3" of the bodyguard unit, a model from it can leap in front of the attack. If it does so, your general ignores that wound, but the bodyguard unit suffers a mortal wound in its place.

THE ASSASSINS

The assassins unit automatically passes battleshock tests while the enemy general is alive. In addition, add 1 to all wound rolls for attacks made by models in this unit that target the enemy general.



THE BATTLEFIELD

Set up the prophet's lair as described below, and then generate the rest of the scenery for the battlefield as described on the *Warhammer Age of Sigmar* rules sheet.

THE PROPHET'S LAIR

The Bonesplitterz player must set up a piece of scenery at the centre of the battlefield. It has the Arcane and Inspiring scenery rules from the *Warhammer Age of Sigmar* rules sheet, in addition to any other rules it would normally have.

SET-UP

The Bonesplitterz set up first. Their starting force consists of their army general and two other units of the Bonesplitterz player's choice. All models must be set up within 6" of the prophet's lair (this includes models in or on the lair).

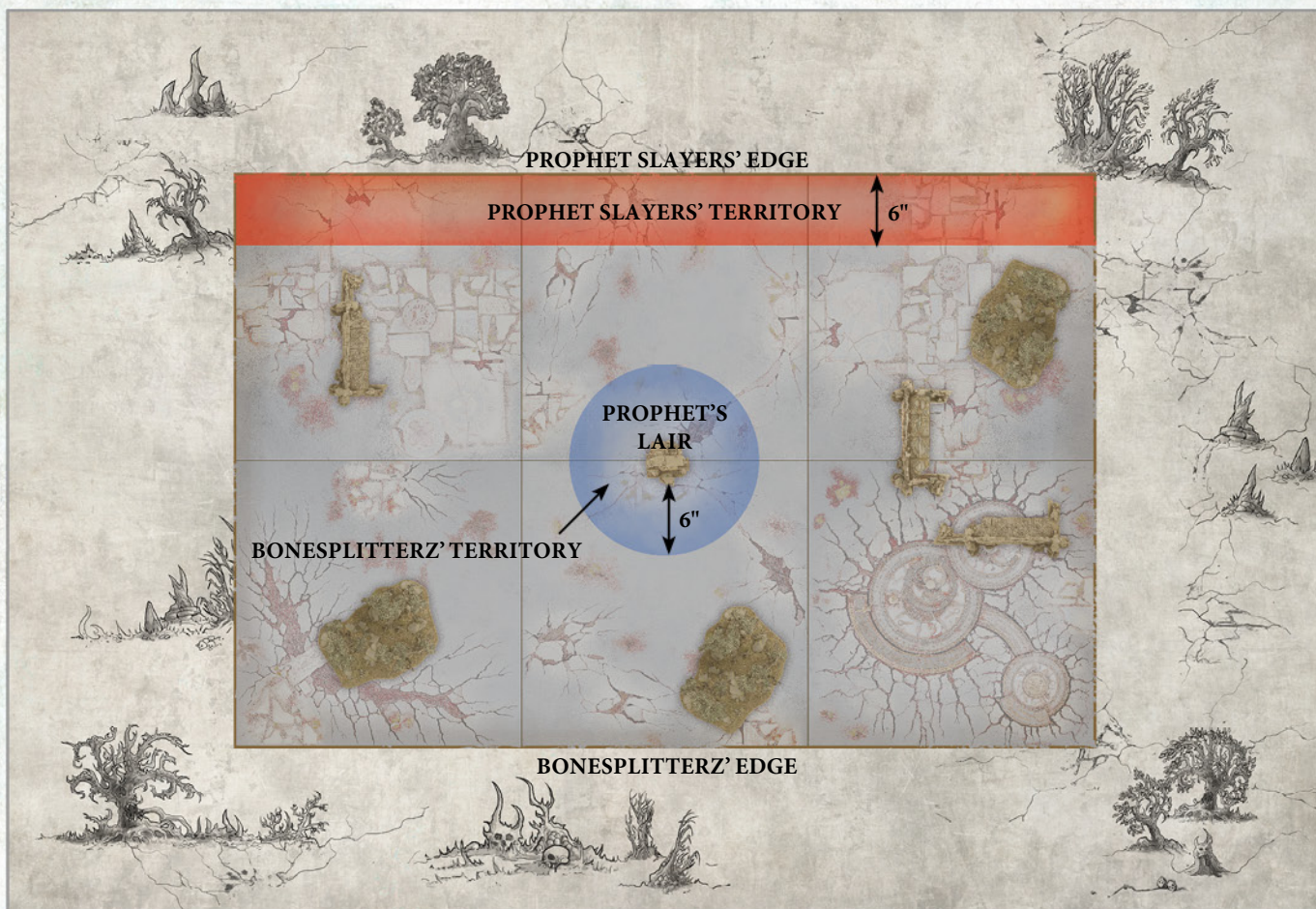
The prophet slayers set up second. Their starting force consists of any three units from their army. These units must be set up with 6" of one of the edges of the battlefield (see map).

FIRST TURN

The prophet slayers have the first turn in the first battle round.

MARCHING TO THE SOUND OF BATTLE

Both sides receive reinforcements in the movement phase of their turn. The prophet slayers receive three reinforcement units in each of their turns, which must be set up so that all of their models are within 6" of the table edge next to which their starting force was deployed. This counts as their move for that movement phase.





The Bonesplitterz receive one reinforcement unit on their first turn, two reinforcements on their second turn, three on their third turn, and so on for the duration of the battle. Bonesplitterz reinforcements must be set up with all models within 6" of the table edge opposite the one used by the prophet slayers (see map).

The players can use any available models that they have to create units of reinforcements, including models that have been slain earlier in the battle. Models that were part of the bodyguard or assassins units lose their special ability if they are brought back into play in this manner.

THE LAIR

The general of the Bonesplitterz army is protected by Gorkamorka while he is in his lair. As long as he is in or on the lair, he cannot be attacked at a range of greater than 6", and you must roll a dice each time the model suffers a wound. On a roll of 4 or more, the wound is stopped by Gorkamorka, and the general is not harmed.

VICTORY

Do not use the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, the prophet slayers win a **major victory** if they slay the Bonesplitterz general.

The Bonesplitterz player immediately wins a **major victory** if they have at least twice as many units on the battlefield as the prophet slayer.





THUNDERSTRUCK

For days, the Bonegrinz had followed the Stormcast Eternals of the Hammers Draconis across the Clawspine Expanse, looking for a way to bring their mighty Stadrakes to battle. Eventually, the Wurrzog Prophet figured out a plan to make them fight: he would ask Gorkamorka to blow up the sky.

High above the broken landscape of Ghur's Clawspine Expanse, the Hammers Draconis marched along a magical path of stardust created by the wizards of Azyrheim. Such an enchantment had required no small amount of bargaining with the Collegiate Arcane, but the mission Sigmar had assigned them was of utmost urgency. They were led by Lord-Celestant Imperius upon his regal Stadrake, Loxia, his gaze locked on the horizon. From the ground, the Stormcasts were but specks in the glittering sky, each twinkling like a distant star. The orruks rooting around in the Clawspine's gullies

and canyons were largely unaware of Sigmar's warriors far above them, knowing nothing of the presence of the Stadrakes and Dracoths. But there was one among them who did.

Wurrzog Prophet Gurkak looked to the heavens, his gaze picking out the children of Dracothion. He unconsciously licked his lips. Guided by portents sent from Gorkamorka, the Bonegrinz had been tracking these Stormcasts, hoping to have a chance at slaying their starbeasts. So far, however, the Bonesplitterz had been thwarted – each time Gurkak's visions led them to a battlefield, the Stormcasts had already

moved on. Now, however, the prophet had finally managed to get ahead of their prey to lay a trap.

In the middle of the Clawspine Expanse rose a huge volcano, its caldera ringed with strange statues. As the Stormcasts passed over it, the orruks gathered on its slopes at Gurkak's direction. When the prophet called out a mighty 'Waaagh!' to the spirit of the mountain, the results were swift and violent.

The volcano erupted, hurling lurid emerald flames and blazing boulders up into the heavens. As the burning projectiles bombarded the star road,

SAVAGE BIG BOSS ZOGRUK

Zogruk always liked killing monsters – the bigger the better. His boys were always in awe of how he would grab some massive beast by the throat and then open up its skull with his chompa, or maybe just cave in its face with a well-placed punch. One day, when his warclan was fighting a mob of star lizards, Zogruk headbutted a strange reptilian seer. Though the thing promptly vanished in a flash of light, the orruk felt some of its magic seep into his head and, as a result, went quite mad. Leaving his boys behind, he staggered off until he ran into some Bonesplitterz.

Since joining the Bonegrinz warclan, Zogruk has led Gurkak's Gorka boys. Part of Zogruk sometimes thinks he should try to take over the Bonegrinz. He is, after all, one of the biggest orruks in the tribe. He has even on occasion thought that, if he could crack open Gurkak's skull, he might be able to scoop out some of the prophet's magic. However, Gurkak keeps telling him that Gorkamorka wants him to fight more enemies, and as much as Zogruk might be inclined to argue with Gurkak and his orders, there is no arguing with Gorkamorka.



it began to list precariously before drifting down towards the ground. Espying the teeming greenskin army gathered around the peak, Imperius seized the initiative. With a crack-boom, Loxia unfurled her massive wings and took to the air, followed closely by Drakesworn Templar Heuroth on his own mount, Zarrak. The column of Dracothian Guard, meanwhile, began a headlong charge down the rapidly sinking star road towards their assailants, as though they were riding the crest of a mighty wave.

Masses of bellowing orruks formed up around Gurkak, presenting an irresistible target for the Extremis Chamber. A storm of flashing sigmarite and gleaming scales, the Hammers Draconis thundered towards the ground. Arrows shot towards them as the Morka boys loosed great clouds of razor-sharp bone and flint. Most of the missiles sparked off armour, but a few found flesh and sent Azyrite warriors arcing back to the Heavens. Imperius and Heuroth struck the Bonesplitterz like bolts of lightning, the crash of thunder rolling down the mountain as orruks were hurled into the sky by their impact. Morboys surged towards the Dracothian Guard only to be incinerated by the fulminating energies spat by their mounts or punched off their feet by crackling crossbow bolts.

For the first blistering moments of the melee, Imperius held the initiative, slaying orruks by the score. Up the rocky slopes of the heaving peak, however, came the Brutal Rukk of Zogruk Facecracker.



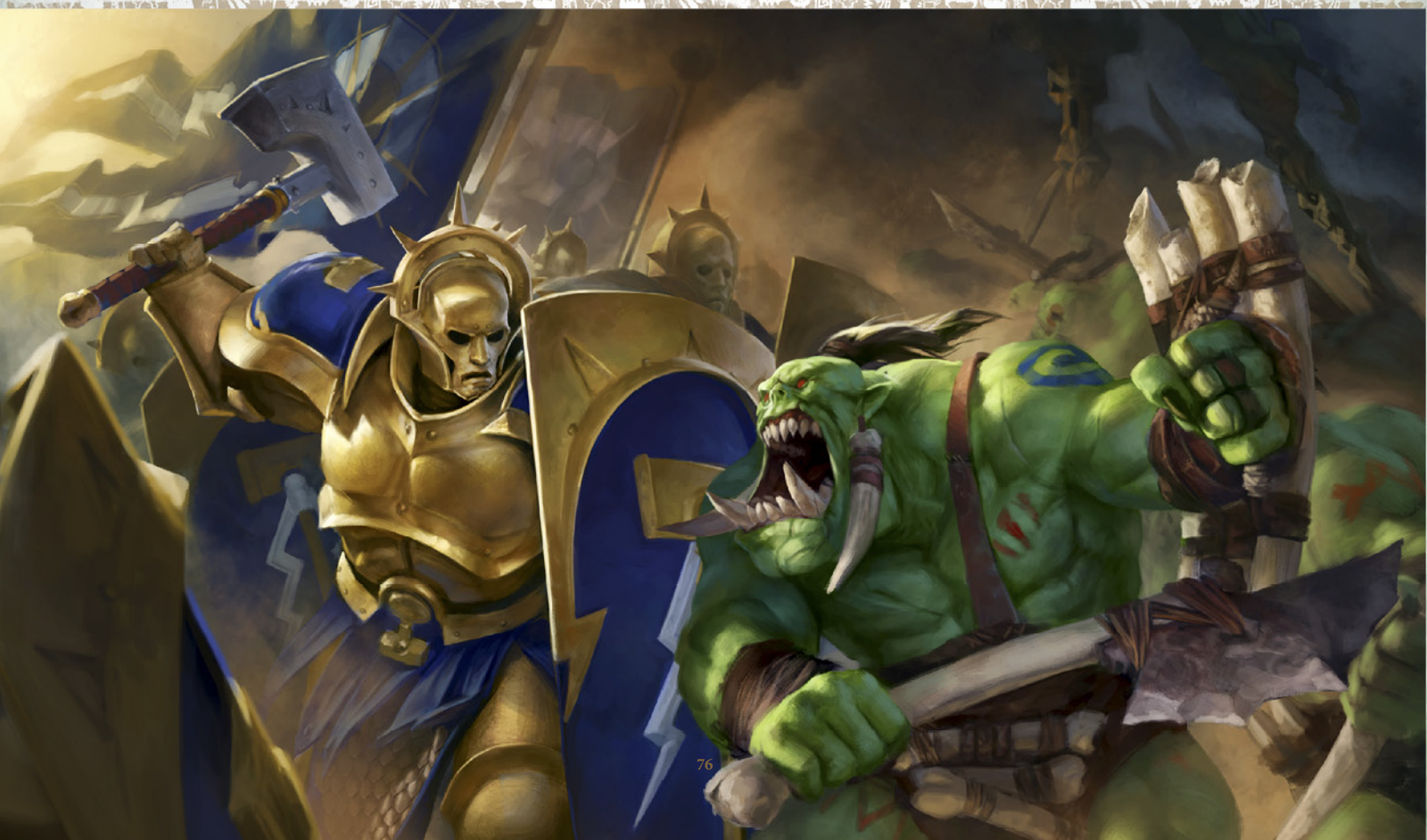


Largest of Gurkak's bosses, Zogruk barged his way through howling lines of Morboys, eager to get into the fight. Glaive-armed Fulminators moved to counter this new assault, with crossbow-wielding Tempestors providing covering fire. As the Tempestors loosed bolts, the Fulminators lowered their glaives. With a boom to match the rumblings of the mountain, the Gorka boys and Stormcasts slammed together. Zogruk wrenched a Dracoth to the ground with his free hand, then used his huge axe to behead its rider. Everywhere, orruks and Stormcasts hacked at each other. With the Brutal Rukk held up by his Dracothian Guard, Imperius took stock of the battle. From the far side of the peak, a huge Snaga Rukk appeared, hitting the Stormcasts' other flank. And then the flaming boulders began to fall.

Stampeding around the rim of the burning mountain came the two horns of the Bonegrinz warclan. Between the charging boars and stomping boys, rocks the size of gargants fell from the sky to pulverise both Stormcasts and orruks. Imperius could not be delayed. The orruks' interference would put their mission in great peril if he could not break away from this ambush soon. Sensing his Lord-Celestant's thoughts, Heuroth gestured for Imperius to ride on. The templar would hold the orruks. At his rider's command, Zarrak let loose a crackling storm cloud from his maw, scorching the ground and killing dozens of greenskins. The damage caused was great, but Heuroth alone could not hope to hold back the rising tide of Maniaks long enough for Imperius to make good his escape. Raising his hammer to the Heavens,

he called out for aid. Bolts of twisting lightning snaked down among the rain of burning boulders to reveal ranks of Liberators, Judicators and Decimators ready for battle. The charging Snaga Rukk slammed into the newly arrived Stormcasts, boars scrambling over shield walls and orruks leaping down on Judicators with flailing weapons. Heuroth swept into the press of combat, his mount snapping up a Maniak Weirdnob in a single gulp.

On the other slope, Zogruk and his Gorka boys ploughed through the Fulminators. Some of the Bonegrinz danced frantically in the burning light released by the slain Stormcasts as they returned to Azyr, hoping to absorb Dracoth spirits. Soon, only a single Fulminator was left standing. The Stormcast knight locked eyes





LORD-CELESTANT IMPERIUS

Sigmar does not despatch an Extremis Chamber to the Mortal Realms lightly. Each one is charged with a vital and sacred mission, their efforts like weighty stones that might tip the scales of war. This responsibility echoes in the mind of Lord-Celestant Imperius. In his life before he was summoned to the Heavens to be reforged as a Stormcast Eternal, Imperius was the ruler of the vast empire of Hydonia in Ghur. Though he knows well that the true enemy is Chaos, the Lord-Celestant has retained an instinctive understanding of the volatile savagery of the Beast Realm's denizens. Where the followers of the Dark Gods have their own malign goals, whether it be the spread of rot and decay in the case of Nurgle's devotees, or the Bloodbound's harvesting of skulls for Khorne, the orruks have ever proven wildly unpredictable. Though Imperius would like to think that the greenskins fought against the forces of Chaos as allies to Sigmar, his experience says otherwise. Orruks live to fight, and when the opportunity presents itself they will gladly sink their blades into sigmarite and the reforged flesh beneath.



with Zogruk and nodded his head before lowering his glaive. The Gorka boss merely grunted and hefted his axe ready to charge. Before either champion could move, a rock the size of a wagon crashed down from on high and turned the Fulminator and his Dracoth into a smear of light. Chuckling, Zogruk headed off towards Heuroth and his Stardrake.

In the centre of the battlefield, Gurrak and his lads had driven the Stormcasts back to the edge of the caldera. Glowing green fists rained down on the golden warriors as the Wardokks danced like lunatics. Strands of energy leapt among the orruks, causing their tattoos to writhe and snarl. Lines of Liberators pushed back, smashing orruk skulls, and for a moment, the Stormcasts stood firm against the Bonegrinz. But it did not last. The orruks still outnumbered their foes,

and in their eagerness to reach the remaining Stardrake and Dracoths, they redoubled their assault. Big Stabbas shoved their way through the swirling melee around Heuroth and the surviving Dracothian Guard, and where they reached the Dracoths, they plunged their huge spears into the noble creatures. Some beasts exploded in a whirlwind of sparks as they were impaled on Gork Teef, but others swiftly ripped the spear-teams apart as they realised the threat these orruks posed. Those Big Stabbas that attacked Zarrak were torn to shreds by his fangs and claws, or sent crumpling to the ground by Heuroth's hammer, their bones shattered.

Zogruk smashed past, cutting through three Liberators before he crashed into Heuroth. Sparks flew as the two champions' weapons met, the big boss' arms bulging with a brute strength

swollen yet further by the rampant Waaagh! energy swirling all round. In a flash of brilliant blue, Zarrak loosed his storm-breath on Zogruk, but the already resilient orruk was protected by the Wardokks' magical dances, and merely grunted at the smell of his own burning flesh. Turning aside a blow from Heuroth's hammer with his axe, Zogruk lunged, grabbing Zarrak by his snout and delivering a mighty headbutt. The Stardrake flinched for a split second, taken aback by the orruk's sheer audacity, then opened his jaws wide. Quicker than Heuroth could have imagined for a warrior the size of Zogruk, the big boss drove his weapon down into Zarrak's throat. In an explosion of celestial light, the Stardrake was sent back to Azyr, casting Heuroth down into the flaming crater. As he plummeted into the lava below, his last sight was of Zogruk grinning at him over the edge.

BATTLEPLAN

THE HORNS OF THE BEAST





Given the chance, a Bonesplitter warclan will attack in their time-honoured way, using a strategy that reflects their connection to the great beasts that they hunt. The warclan's Wurrnog Prophet acts as the army's eyes and brain. Surrounding the prophet are his Wardokks and Morboys, and in front of them are the Teef Rukks – between them, they are the army's head and fangs. The Gob Rukks form the crushing maw of the army, and the Snaga Rukks are split to the left and right to form its horns.

As a battle begins, the Gob Rukks engage the enemy, supported by the prophet and other units that form the head of the beast. As they do, the Snaga Rukks sweep around the flanks so that they can attack the enemy from behind. Soon, the foe is beset on all sides. Gurkak's triumph over the Stormcasts is just one example of how effective this set of tactics can be. This battleplan allows players fielding a Bonesplitterz army to use the Horns of the Beast too.

THE ARMIES

One player commands the Bonesplitterz army, and the other commands their adversaries. Each general receives a special ability that they can use in the first battle round, which is described below.

BONESPLITTERZ' OBJECTIVES

A foe stands before you and, without a word from you, your army is already forming up in the Horns of the Beast. You stand at the centre, ready to lead the head of the beast forward to engage the foe. Your Snaga Rukks are already disappearing to the left and right, quickly charging around the side of the enemy army. When they return, your opponent will be caught in a massive trap, attacked from all sides, at which point you need to annihilate them.

ADVERSARY'S OBJECTIVES

Before you stands a mighty Bonesplitterz army. You know that they often fight using a strategy they call the Horns of the Beast, and you are certain that is what they plan to do in this battle too. Their Boar Boy Maniaks will already be rushing around your army's flanks, and will be returning soon to attack you from the sides and rear. To be victorious, you need to contain the Boar Boys when they arrive, so that you have time to crush the outnumbered head of the enemy army before they can interfere.

BONESPLITTERZ GENERAL

The Bonesplitterz general knows that he must fix the enemy in place until the horns of the army arrive. In the first battle round, you can re-roll charge rolls for units from your army that are within 15" of your general in the charge phase, and you do not have to take battleshock tests for units within 15" of your general in the battleshock phase.

ADVERSARY'S GENERAL

The adversary's general knows that they must crush the head of the Bonesplitterz army quickly. In the first battle round, you can re-roll charge rolls for units that are within 15" of your general in the charge phase, and you can re-roll failed hit rolls for units within 15" of your general in the shooting or combat phases.





THE BATTLEFIELD

Generate the scenery for the battlefield as described on the *Warhammer Age of Sigmar* rules sheet. The battlefield is split into two territories, as shown on the map below.

SET-UP

The players alternate setting up units one at a time, starting with the Bonesplitterz player. Models must be set up in their own territory, more than 12" from enemy territory, unless they are set up as Snaga Rukk outriders (see below).

You can continue setting up units until you have set up all the units you want to fight in this battle, or have run out of space. This is your army. Count the number of models in your army – this will come in useful later.

The opposing player can continue to set up units. When they have finished, set-up is complete.

SNAGA RUKK OUTRIDERS

Units from the Bonesplitterz army that belong to a Snaga Rukk (pg 95) do not have to be set up on the battlefield.

Instead of setting the unit up on the battlefield, the Bonesplitterz player can say that it is either marching around the left edge of the battlefield, or marching around the right edge of the battlefield. The unit is set up to one side, and will arrive at the start of the second battle round as described below.

FIRST TURN

The player that finishes setting up first always chooses who takes the first turn in the first battle round.





HORNS OF THE BEAST

Snaga Rukk outriders arrive at the start of the Bonesplitterz' second hero phase. They must be set up with all models within 12" of the left or right edge of the battlefield, depending upon which edge was picked for the unit during set-up. This counts as their move for the turn. No other restrictions apply, so they may be set up near to enemy units that have moved into their deployment area, or even behind them!

In the case that any of the Snaga Rukk outrider units can't fit in their deployment areas, they are delayed by a battle round, and will arrive in the following Bonesplitterz hero phase instead. This can result in units being delayed for several battle rounds.

VICTORY

Determine the winner by using the rules for Glorious Victory and Sudden Death Victories from the *Warhammer Age of Sigmar* rules sheet.





BESTIAL SAVAGERY





FORCES OF THE BONESPLITTERZ

On the following pages, you will find exciting rules and abilities for your Bonesplitterz army. These include powerful allegiance abilities, warscrolls and warscroll battalions that describe the savage and brutal forces of the Bonesplitterz, for you to use in games of *Warhammer Age of Sigmar*.

ALLEGIANCE ABILITIES

From potent Waaagh! magic to spirit-possessed items of incredible power, this section provides rules and abilities for BONESPLITTERZ armies.

ALLEGIANCE

Every unit and warscroll battalion in *Warhammer Age of Sigmar* owes allegiance to one of the Grand Alliances – either ORDER, CHAOS, DEATH or DESTRUCTION. Many units and warscroll battalions also have more specific allegiances, for example, STORMCAST ETERNALS or BONESPLITTERZ. If all the units and warscroll battalions in your army are BONESPLITTERZ, then it has the BONESPLITTERZ allegiance. An army with the BONESPLITTERZ allegiance – sometimes known as a BONESPLITTERZ army – can use the potent allegiance abilities found on the following pages.

When your army qualifies for more than one allegiance – e.g. all of the units are BONESPLITTERZ and DESTRUCTION – you must choose which allegiance your army will use before each game. These restrictions aside, you can use allegiance abilities whenever you play games of *Warhammer Age of Sigmar*.

Battle Traits: An army that shares common goals and ideals is a much more deadly enemy than a rag-tag force of unlikely allies. To represent this, armies that share the same allegiance benefit from powerful additional abilities.

Command Traits: Whether cunning strategist or berserk butcher, every general has their own unique style of command. You can use the rules and table found here to determine which command trait your army general has.



Artefacts of Power: Artefacts of power are deadly treasures, borne to war by the mightiest heroes. You can use the tables in this book to determine which magical artefacts the HEROES from your army possess.

Spell Lore: The Mortal Realms sing with sorcerous power, which many races have learned to harness in unique and deadly ways. WIZARDS from your army can generate an extra spell from the table in this section.

WARSCROLL BATTALIONS

This section describes formations made up of several units that march to war as one, combining their strengths to gain powerful new abilities. By fielding these formations you can muster a mighty Bonesplitterz Warclan on the tabletop. There are rules for fielding the notorious Bonesplitterz clans, each possessing its own strengths and distinct character, as well as a unique and striking set of tribal tattoos and war paint patterns that adorn the orruks as they march to war.

WARSCROLLS

This section describes the characteristics and abilities of the individual Bonesplitterz models and units.



ALLEGIANCE ABILITIES

A Bonesplitterz army is a terrifying sight, a heaving green mass of unstoppable savagery fuelled by the power of the Waaagh!. This page describes the battle traits that a Bonesplitterz army possesses, and the command traits that its general can have.

BATTLE TRAITS

Armies with the BONESPLITTERZ allegiance have the following abilities:

Warpaint: Bonesplitterz are daubed with warpaint and tattoos that they believe bestow the favour of Gorkamorka. The collective belief is so great that these charms actually do protect them; arrows, swords and even arcane fireballs are all deflected by a self-generated aura of primitive faith.

When making a save roll for a BONESPLITTERZ model, a dice result of 6 (before modifiers) is always a successful save. This means there is always a chance of passing a save roll, regardless of the attack's Rend.

Furthermore, roll a dice each time a BONESPLITTERZ model suffers a mortal wound; on a 6, that mortal wound is ignored as the warpaint somehow saves the orruk from harm.



Monster Hunters: The Bonesplitterz are united in their desire to slay the greatest monsters in the Mortal Realms and free the spirit of Gorkamorka.

If a BONESPLITTERZ unit kills a MONSTER in the combat phase, the released spirit imbues them with the courage of a fierce beast. The unit does not need to take battleshock tests until your next hero phase.

In addition, if a BONESPLITTERZ unit is chosen to make its attacks in the combat phase and it is within 3" of an enemy MONSTER, roll a dice before piling in and consult the following table:

D6 Monster Hunters Result

- 1-2 Wild Abandon:** The unit can pile in 6" this phase, instead of only 3".
- 3-4 Stab! Stab! Stab!:** You can re-roll any failed wound rolls for models in the unit that direct their attacks against a MONSTER this phase.
- 5-6 Berserk Strength:** Each time a model in this unit rolls a wound roll of 6 or more against a MONSTER in this phase, the MONSTER suffers a mortal wound in addition to the normal damage.

COMMAND TRAITS

In addition to their command abilities, the general of a BONESPLITTERZ army can have a command trait from the list below. Pick the trait that best suits your general's personality. Alternatively, you can roll a dice to randomly determine a trait. If, for any reason, you must select a new general during a battle, immediately generate a trait for them.

D6 Command Trait

- 1 Squirmy Warpaint:** Your general ignores mortal wounds on rolls of 4 or more, instead of 6.
- 2 Prophet of da Waaagh!:** Whilst your general is alive, you can re-roll the first failed battleshock test for a friendly BONESPLITTERZ units in each battleshock phase.
- 3 Great Hunter:** If your general kills a MONSTER in the combat phase, they can immediately pile in and attack again.
- 4 Killa Instinkt:** Each time you roll a wound roll of 6 or more for your general, that attack is resolved with a Rend of -3.
- 5 Waaagh!-monger:** All friendly BONESPLITTERZ units add 1 to their charge rolls if they are within 10" of your general when they charge.
- 6 Monster Killa:** Instead of rolling on the Monster Hunters table, your general can always choose a result.

LORE OF THE SAVAGE WAAAGH!

The spell lore of the Savage Waaagh! is powered by the mystical magics shared by Bonesplitterz spellcasters to harness the power of Ghur.

Each WIZARD in a BONESPLITTERZ army knows an additional spell chosen from the Savage Waaagh! spell lore. This wild, bestial magic allows these shamanistic orruks to harness the primal energy of Gorkamorka. Pick one that best matches the background story or warclan of your wizard. Alternatively, you can roll a dice to randomly determine which extra spell is known to the wizard.

Note that each WIZARD in a BONESPLITTERZ army can know a different spell. If you prefer, you can instead generate (pick or roll) one spell that will be known by all your BONESPLITTERZ WIZARDS.

D6 Spell

- 1 **Squiggly Curse**
- 2 **Hand of Gork (or Mork)**
- 3 **Brutal Beast Spirits**
- 4 **Bone Krusha**
- 5 **Kunnin' Beast Spirits**
- 6 **Gorkamorka's War Cry**

HINTS & TIPS

Many spells known to BONESPLITTERZ WIZARDS have an additional effect, or are more powerful, if the casting roll is a double. You may, as a result of an ability or rule, need to apply modifiers to your casting roll, but for the purposes of determining whether or not you have rolled 'a double' only the unmodified results of the two dice used in the casting attempt are important.

1. SQUIGGLY CURSE

With a wave of their bone staff and a snap of their fingers, the shaman transforms their target into a squiggly beast. Scooping up the poor unfortunate victim, the orruk squeezes the magic from the tiny creature to boost the rest of their spells.

Squiggly Curse has a casting value of 6. If successfully cast, you can select a **HERO** or **MONSTER** within 20" and roll a dice. On a 1, that model suffers a mortal wound, on a 2-5 it suffers D3 mortal wounds and on a 6 it suffers D6 mortal wounds. If the casting roll was a double, and the spell was cast, the target suffers an additional D3 mortal wounds.

If a model is slain by Squiggly Curse, you can add 1 to any further casting attempts made by the caster during the battle as he harnesses the magical ju-ju power of his latest squiggly pet.

2. HAND OF GORK (ORMORK)

Beseeching Gork (or maybe Mork) for a helping hand, the shaman calls down the power of the Great Green God. A vast green palm sweeps up nearby Bonesplitterz, hurling the orruk warriors into the fray.

Hand of Gork (or Mork) has a casting value of 6. If successfully cast, choose a **BONESPLITTERZ** unit. That unit doubles how far it can move and can Fly in your next movement phase. If the casting roll was a double, and the spell was cast, triple how far the unit can move instead.

3. BRUTAL BEAST SPIRITS

The shaman performs a tribal war dance, summoning roaring beast spirits to bolster the speed and fighting prowess of their boys. The orruks howl and snarl like predators as they race into combat.

Brutal Beast Spirits has a casting value of 6. If successfully cast, select a **BONESPLITTERZ** unit within 18". Until your next hero phase, you can add 1 to all run, charge and hit rolls made for that unit. If the casting roll was a double, and the spell was cast, you can immediately select a different **BONESPLITTERZ** unit within 18" of the caster, adding 1 to all run, charge and hit rolls made for that unit until your next hero phase as well.

4. BONE KRUSHA

A swirl of green energy coalesces around the shaman's head before punching towards the enemy. It strikes like a Maw-krusha, pulverising those nearby, while breaking bones and rupturing organs at a distance.

Bone Krusha has a casting value of 6. If successfully cast, pick an enemy unit within 24" that is visible to the caster. The closer the target is to the caster, the more powerful the attack will be: if the target is within 6" of the caster, it suffers D6 mortal wounds; if the target is between 6" and 12" away, it instead suffers D3 mortal wounds; if the target is more than 12" away, it only suffers 1 mortal wound. If the casting roll was a double, and the spell was cast, you double the number of mortal wounds inflicted, but the caster also suffers D3 mortal wounds.

5. KUNNIN' BEAST SPIRITS

This spell infuses the shaman's boys with stealthy predator spirits. As their tattoos dance and writhe, the orruks take on the aspect of stalking hunters. Enemy attacks struggle to bring them down as the savage warriors close in for the kill.

Kunnin' Beast Spirits has a casting value of 6. If successfully cast, pick a unit within 18". Until your next hero phase, your opponent must re-roll all hit rolls of 6 or more that target the unit.

6. GORKAMORKA'S WAR CRY

The shaman takes a huge gulp of Waaagh! magic, before opening their mouth impossibly wide and letting it out in world-shaking roar. Such is the violence of the yell that most warriors simply explode when the wall of angry sounds hits them, and those who survive are left reeling as they clutch their bleeding ears.

Gorkamorka's War Cry has a casting value of 7. If successfully cast, pick a unit within 18" that is visible to the caster. Roll a dice and add the caster's Bravery to the result. Your opponent then rolls a dice, adding the Bravery of the target unit to the result. If your result is equal to or higher than your opponent's result, the target unit suffers D3 mortal wounds and is stunned by the deafening roar. Until your next hero phase, that unit halves the distance it can move, run and charge, and it cannot be chosen to make attacks until after all other units have attacked.

ARTEFACTS OF POWER

These artefacts are crafted from the corpses of the Bonesplitterz' prey. They can be especially sharp chompas, fizzing brews or simply lucky bones, but all are potent tools in the hands of the savage orruks.

If a BONESPLITTERZ army includes any HEROES, then one may bear an artefact of power. Declare which HERO has the artefact after picking your general, and then pick which artefact of power the HERO has. Ideally, that artefact should fit the appearance of the model, or the heroic back-story you have given them. Alternatively, roll a dice and look up the roll on the table to randomly select one.



If the Hero is a WIZARD, they may wield an item from the Arcane Treasures table instead of the Magical Artefacts table.

You may choose one additional HERO to have an artefact of power for each warscroll battalion in your army. The same model cannot have more than one artefact of power.

MAGICAL ARTEFACTS

Any BONESPLITTERZ HERO can be given one of the following magical artefacts.

D6 Magical Artefact

- 1 **Glowin' Tattooz:** The most potent tattoos are those that contain the spirits of powerful beasts; their glowing magic protecting the orruk from harm.

Add 1 to any save rolls made for this HERO.

- 2 **Dragon Toof:** Weapons fashioned from the remains of dragons and drakes always stay sharp, their edges able to hack limbs from even the largest creatures.

Pick one of this HERO's melee weapons to be a Dragon Toof. This weapon inflicts double damage against MONSTERS each time the wound roll is 5 or more.

- 3 **Weepwood Big Shiv:** Chompas and stikkas made from weepwood have a thirst for slaughter; growing stronger when fed on the spirits of monsters.

Pick one of this HERO's melee weapons to be a Weepwood Big Shiv. Add 1 to the Attacks characteristic of this weapon. Add another 1 each time the Weepwood Big Shiv kills a MONSTER.

- 4 **Dokk Juice:** A small sip of this potent brew packs a punch, but it may not always be beneficial...

In each of your hero phases, the HERO can drink Dokk Juice. If they do, roll a dice:

D6 Result

- 1 The bearer suffers a mortal wound.
2-5 The bearer heals D3 wounds.
6 The bearer heals D6 wounds

- 5 **Savage Trophy:** Be it a relic looted from a defeated foe or the severed head of a rival warclan leader, this trophy has an inspirational effect on the boys.

Add 1 to the Bravery characteristic of all friendly BONESPLITTERZ models within 10" of the bearer in the battleshock phase.

- 6 **Lucky Bone:** Some bones are just lucky.

You can re-roll any run rolls, hit rolls, wound rolls, save rolls and damage rolls of 1 for the bearer.

ARCANE TREASURES

Any BONESPLITTERZ WIZARD can be given an arcane treasure.

D6 Treasure

- 1 **Ju-ju Wotnotz.** This seemingly random assortment of bones and beast bits is actually a unique collection of potent fetishes and charms saturated with magical Waaagh! power.

Each time the bearer successfully casts a spell and the casting roll was a double, they can immediately attempt to cast another spell (this does not count towards the number of spells the wizard can attempt to cast in their hero phase).

- 2 **Big Spirit Stikk:** A shaman's staff is a potent symbol of their power and a useful place to cram beast spirits. The Big Spirit Stikk is all of these things, as well as being purpose-built for delivering a sound beating.

Pick one of this WIZARD's melee weapons to be the Big Spirit Stikk. Add 1 to the Attacks characteristic of this weapon. Add 2 instead if the wielder directs all of its attacks against a MONSTER.

- 3 **Mork's Boney Bitz:** Some bits of bone are especially strong in the power of the Great Green God. Shamans hammer these together into powerful boney bits of Mork and use them to make their spells extra potent.

You can add 1 to this WIZARD's casting rolls for each enemy MONSTER within 24" of him.

- 4 **Da Great Zappa Squig:** This shaman's squiggly beast has grown fat on Waaagh! energy until its sides are fit to burst with sorcery. Shamans can get extra magic out of the creature by giving it a good squeeze, though they are never really sure what might come out!

The bearer of Da Great Zappa Squig knows one additional spell. This spell is always randomly generated by rolling a dice and consulting the Lore of the Savage Waaagh! (pg 86).

- 5 **Big Wurrnog Mask:** This ancient mask is all that remains of the Big Wurrnog, one of Gorkamorka's greatest prophets. Those who wear it can tap into the dead shaman's slumbering power and shoot green bolts from their eyes. The longer the wearer stares, the more power it unleashes, but if they stare too long, there is a good chance the wearer's head will explode...

Once per game, during your hero phase, the wielder of the Big Wurrnog Mask can unleash its power. When they do so, select a unit within 12" that is visible to the wearer. That unit suffers D3 mortal wounds. The wearer can then continue staring at the unit; if they do, roll a dice. On a 3 or more, the unit suffers another D3 mortal wounds, but on a 1 or a 2, the wearer is immediately slain. Continue repeating this until the wearer is slain, decides to stop staring or the unit in question has been wiped out.

- 6 **Mystic Waaagh! Paint:** Warpaint laced with psycho-conductive fungal slime prisms open the shaman's mind so more of Gorkamorka's power might pour into it. Able to 'see' magic, the shaman can pluck it out of the air with their fat fingers. The warpaint also comes in lots of strange and vivid colours.

Add 1 to all unbinding rolls made by the WIZARD. In addition, the wearer of the Mystic Waaagh! Paint can attempt to unbind spells if they are within 24" of the casting WIZARD.



COLLECTING BONESPLITTERZ

Having pored over the rich background and gorgeous artwork in this book, by now you are no doubt keen to start mustering your own Bonesplitterz warclan, if you haven't already. This section of the battletome will provide information and guidance for doing just that.

One of the great things about collecting Citadel Miniatures is that there are so many ways to start new collections and add to existing ones. For many people, the miniatures themselves are their inspiration, and you could do a lot worse than following your instincts and just starting with whichever models you find the most appealing. Are you captivated by the model of the Wurrnog Prophet and his beast mask? Pick one up and get painting! Did the pictures of Morboys and Boarboy Maniaks mustering for war make you want some of your own? If so, that's your starting point. Collecting miniatures that really excite you will make assembling and painting them that much more compelling and enjoyable.

The same goes for how you paint them. Some collectors just choose their favourite colours and paint their models accordingly. Others will decide to use hues and iconography they've seen in books like this one, or in *White Dwarf* magazine, and replicate those. Whatever you choose to do, your paint scheme will unify your collection and represent its unique character and identity, whether the models are in pride of place on a cabinet shelf or rampaging across the tabletop. Whatever the case, a fully painted collection of Citadel Miniatures is a truly satisfying spectacle of which you can be rightly proud.

Bonesplitterz have a wealth of iconography to choose from. On pages 16-17 you will find a collection of tribal tattoos and symbols that represent the orruks' feral language. These can be painted onto chests and arms to identify mobs or even entire warclans. Their weapons are also drawn from a variety of creatures and materials, some of which are depicted on pages 14-15.

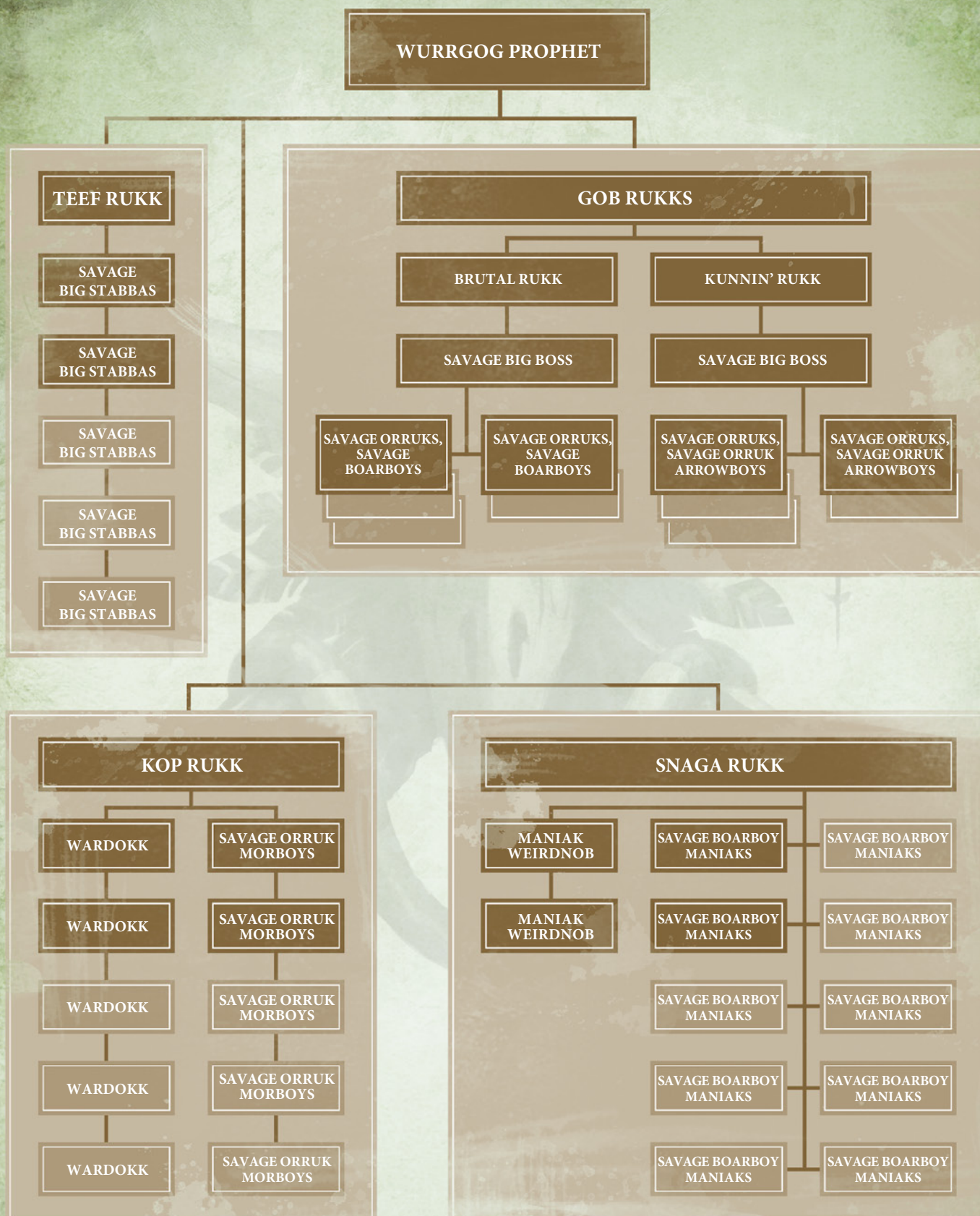
Another source of inspiration for many collectors is the rich background presented throughout our range of *Warhammer Age of Sigmar* books. Perhaps your imagination was sparked by the tale of the Bonegrinz ambush of the Hammers Draconis in the Clawspine Expanse, or perhaps you want to delve further into the story of the Bonekickers and their war in the Realm of Shyish. Maybe another narrative occurred to you, all of your own? All you need is an idea to get started, and there are few things more gratifying than growing a collection based around the story of your army. This can even be carried over onto gaming boards and themed terrain, adding yet another level of dynamism to your collection.

Of course, if an army is meant for one thing, it's war, and the forces of the Bonesplitterz love to fight. They have a strong tribal culture centred on the hunt for prey and the worship of

Gorkamorka, which provides many different ways to arrange collections of orruk models for battle. Throughout this battletome is a wealth of information on how the Bonesplitterz prefer to organise their warclans. You can use this directly – by referring to the chart on the right to guide your collection – or as a starting point for the style of war your own warclan will adopt, be it a small number of savage orruks out on a hunt or a vast horde of greenskin warriors led by a prophet.

If you want to get the dice rolling and play some games with your Bonesplitterz collection, the warscroll battalions found on pages 92-101 of this book will be particularly helpful. Each one represents a different element of the Bonesplitterz clan and provides an easy-to-follow guide to collecting a formation. An army is more than the sum of its parts, and these battalions represent the synergy of units working in concert by granting them powerful abilities that reflect their role within the warclan. Using warscroll battalions to build your collection provides escalating benefits and massive satisfaction. Each new battalion that you complete is its own force on the battlefield, and helps your collection grow into a mighty Bonesplitterz army capable of bringing the full fury of Gorkamorka down upon his foes.

BONESPLITTERZ WARCLAN





WARSCROLL BATTALIONS

The warriors of the Mortal Realms often fight in battalions. Each of these deadly fighting formations consists of several units that are organised and trained to fight alongside each other. The units in warscroll battalions can employ special tactics on the battlefield, making them truly deadly foes.

If you wish, you can organise the units in your army into a warscroll battalion. Doing so will give you access to additional abilities that can be used by the units in the battalion. The information needed to use these powerful formations can be found on the warscroll battalion sheets that we publish for *Warhammer Age of Sigmar*. Each warscroll battalion sheet lists the units that make it up, and the rules for any additional abilities that units from the warscroll battalion can use.

When you are setting up, you can set up all of the units in a warscroll battalion instead of setting up a single unit. Alternatively, you can set up some of the units from a warscroll battalion, and set up any remaining units individually later on, or you can set up all of the units individually. For example, in a battle where each player takes it in turns to set up one unit, you could set up one, some or all of the units belonging to a warscroll battalion in your army.

On the following pages you will find a selection of warscroll battalions. Usually, a unit can only belong to one battalion, and so can only benefit from a single set of battalion abilities. However, some very large battalions include other, smaller battalions, and in this case it is possible for a unit to benefit from the abilities of two different battalions at the same time.



- 1. Title:** The name of the warscroll battalion and a short overview of the background for it and how it fights.
- 2. Organisation:** This section lists the units that make up the warscroll battalion and any restrictions that may apply to the models that you can include.
- 3. Abilities:** Every warscroll battalion includes one or more abilities that some or all of the units from the battalion can use. The abilities listed for a warscroll battalion only apply to the units that make it up (even if there are other units of the same type in your army). These abilities are in addition to the abilities listed on the units' warscrolls.



BONESPLITTERZ SAVAGE WARCLAN

Gorkamorka seems to scream down from the sky as the Bonesplitterz gather for war, their roiling Waaagh! energy infecting both the land and nearby beasts with a boundless animal frenzy.

ORGANISATION

A Savage Warclan consists of the following units and warscroll battalions:

- 1 Wurrzog Prophet
- 1 Kop Rukk
- 1 Snaga Rukk
- 1 Brutal Rukk
- 1 Kunnin' Rukk
- 1 Teef Rukk

ABILITIES

Extra Ju-ju Warpaint: When a Savage Warclan gathers for battle, the shamans daub their warriors and war boars in an extra layer of warpaint making them especially lucky. You can re-roll all failed save rolls for models in a Savage Warclan, but the re-rolled saves will only be passed on the roll of a 6, irrespective of the unit's actual Save characteristic or any modifiers that apply to the attack. In addition, you can re-roll the dice rolled to see if a Savage Warclan's model's warpaint saves them from any mortal wounds they suffer (pg 85).



BONESPLITTERZ KOP RUKK

Before battle, hordes of crazed Morboys stamp the ground and beat their chests as Wardokks chant and dance around, the savage racket rousing the beast spirits and striking fear into their foes.

ORGANISATION

A Kop Rukk consists of the following units:

- 2-5 Wardokks
- 2-5 units of Savage Orruk Morboys

ABILITIES

Savage Waaagh! Energy: The build up of Waaagh! energy in the presence of so many crazed boys makes the Wardokks' powers even more dangerous – sometimes for the orruks themselves. Add 1 to all casting rolls made by a Kop Rukk Wardokk that is within 12" of 20 or more Savage Orruk Morboys. If the Wardokk is within 12" of 30 or more Savage Orruk Morboys, add 2 to that model's casting rolls instead. If the casting roll is a double, you must remove D3 models from the nearest unit of Savage Orruk Morboys as the build up of Waaagh! energy causes their heads to explode.

Waaagh! Stomp: All the Wardokks' chanting and chest thumping only riles the Morboys up into a greater frenzy. Add 1 to any wound rolls made for a Savage Orruk Morboy if its unit is within 12" of at least two Wardokks from this battalion when it makes its attacks.



BONESPLITTERZ SNAGA RUKK

A savage tide of boar flesh and green muscle, Snaga Rukks hurtle into combat no matter what is in their way, be it man, beast or mountain range, even scrambling over their own boys if need be.

ORGANISATION

A Snaga Rukk consists of the following units:

- 2 Maniak Weirdnobs
- 2-10 units of Savage Boarboy Maniaks

ABILITIES

Maniak Stampede: When the enemy's scent is in their nostrils, nothing can stop the boys of a Snaga Rukk from charging full pelt. In your hero phase, one Savage Boarboy Maniak unit from the Snaga Rukk can attempt to charge an enemy unit (if there is an eligible unit within 12") as if it were the charge phase. You can re-roll the charge roll if the Savage Boarboy Maniaks are within 10" of either of the battalion's Maniak Weirdnobs. If the charge is successful, roll a dice for each charging model that ends within 1" of an enemy model: on a 4 or more, the enemy unit suffers a mortal wound. For each roll of 1, however, the charging unit suffers a mortal wound instead.



BONESPLITTERZ BRUTAL RUKK

No one is going to beat a Brutal Rukk to the fight. Tearing off across the battlefield, its boys try to keep up with their boss, waving their weapons about and bellowing as they get ready for the killing.

ORGANISATION

A Brutal Rukk consists of the following units:

- 1 Savage Big Boss
- 2-5 units chosen in any combination from the following list: Savage Orruks, Savage Boarboys

ABILITIES

Savage Swiftmess: Orruks are always competing to be the first to get stuck in, and run at breakneck pace to fight the foe. You can re-roll the dice when determining how far a unit from a Brutal Rukk runs. The Brutal Rukk's Savage Big Boss and any unit that starts their move within 10" of the big boss always move an extra 6" when they run (there is no need to roll the dice).



BONESPLITTERZ KUNNIN' RUKK

Cunning and brutal, this half of the Gob Rukks take their enemies by surprise, filling them full of arrows when they least expect it, or dodging around counter-attacks to stab them in the flank.

ORGANISATION

A Kunnin' Rukk consists of the following units:

- 1 Savage Big Boss
- 2-5 units chosen in any combination from the following list: Savage Orruks, Savage Orruk Arrowboys

ABILITIES

Dead Sneaky: Orruks can be surprisingly sneaky when they want, catching out a foe with an unexpected advance or a sudden sneak attack. In each of your hero phases, pick one unit from the Kunnin' Rukk that is within 10" of the battalion's Savage Big Boss. The unit you pick can move as if it were the movement phase if it is more than 3" from the enemy (and is allowed to run), shoot as if it were the shooting phase, or pile in and attack as if it were the combat phase if it is within 3" of an enemy. It can still perform actions normally later in the turn, whatever it does in the hero phase.



BONESPLITTERZ TEEF RUKK

Massed mobs of Big Stabbas seek out monsters with their Gork Teef. The larger the beast, the more spears are used to bring it down, each Gork Toof thrust into the wound left by the last.

ORGANISATION

A Teef Rukk consists of the following units:

- 2-5 units of Savage Big Stabbas

ABILITIES

Crazed Monster Hunters: In your hero phase, pick an enemy **MONSTER**. Each unit from a Teef Rukk that is within 6" of the **MONSTER** can pile in 6" and then make an attack as if it were the combat phase. This does not stop them from attacking again later in the same turn.

BONESPLITTERZ BONEGRINZ WARCLAN

Bonegrinz are savage beast hunters without peer. Countless monsters and great spirits have fallen to their crazed orruk warriors in their nomadic journeys across the Mortal Realms. The warclan is festooned with the potent trophies from these hunts; bones and teeth ripped from Magmadroths, Gargants and Maw-Krushas adorning its boys. Every greenskin warrior that wears the mark of the Bonegrinz is a skilled beast-killer, and more than any other warclan, they boast huge numbers of savage orruk boys so they can bring down the biggest beasts of the realms.



ORGANISATION

A Bonegrinz Warclan must contain the following:

- 1 Kunnin' Rukk
(must contain a Savage Big Boss and 4-10 units, instead of 2-5)

A Bonegrinz Warclan may also contain the following:

- 0-1 Wurrhog Prophet
- 0-1 Kop Rukk
- 0-1 Snaga Rukk
- 0-1 Teef Rukk
(can contain 1 additional unit of Savage Big Stabbas)
- 0-1 Brutal Rukk
- Any number of additional BONESPLITTERZ units

If a Bonegrinz Warclan contains a Wurrhog Prophet and the maximum number of battalions, it gains the Extra Ju-ju Warpaint ability (pg 93).

ABILITIES

Loadsa Boyz: Bonegrinz Warclans attack the enemy in huge foot-slogging hordes. Roll a dice each time a unit of Savage Orruks, Savage Orruk Arrowboys or Savage Big Stabbas is completely destroyed. On a 6, you can set up an identical, replacement unit within 6" of the edge of the battlefield and more than 9" from any enemy models. This counts as its move for the following movement phase.

Beast Slayers: Bonegrinz are emboldened each time a part of Gorkamorka's essence is freed. Add 1 to the Bravery of all Bonegrinz models the first time a MONSTER is slain in the battle.

COMMAND TRAIT

A Bonegrinz general can choose this command trait instead of one from page 85:

Bring it Down, Ladz: Bonegrinz generals are legendary monster slayers. Instead of rolling on the Monster Hunters table (pg 85), your general and any friendly Bonegrinz unit within 12" can always choose their result.

BONESPLITTERZ ICEBONE WARCLAN

Deep in the Skyblind Tundras of Ghur, the Icebone orruks hunt their prey through swirling blizzards and freezing storms. They craft their chompas and stikkas from shards of the gigantic spirit-glaciers of their land, each slow-moving mountain of sorcerous ice filled with the caged corpses of slain beasts. Upon the backs of white-furred warboars, the Icebone orruks thunder into battle, the weak sunlight glinting off their crude weapons. A blow from their blades carries the frigid touch of the glaciers and can freeze the blood of a monster, slowing it down for the kill.



ORGANISATION

An Icebone Warclan must contain the following:

- 1 Snaga Rukk
(must contain 4-15 units of Savage Boarboy Maniaks, instead of 2-10)

An Icebone Warclan may also contain the following:

- 0-1 Wurrhog Prophet
- 0-1 Kop Rukk
- 0-1 Teef Rukk
- 0-1 Brutal Rukk
(can contain 2 additional units of Savage Boarboys)
- Any number of additional BONESPLITTERZ units

If an Icebone Warclan contains a Wurrhog Prophet and the maximum number of battalions, it gains the Extra Ju-Ju Warpaint ability (pg 93).

ABILITIES

Tundra Striderz: Icebone Warclans use only the hardest warboars to track their prey at great speed. Icebone Savage Boarboys, Savage Boarboy Maniaks and Maniak Weirdbnobs have a Move of 11" instead of 9".

Freezin' Weapons: The weapons of the Icebone Warclans slow and weaken their monstrous quarry. If an enemy MONSTER suffers any wounds from a model from an Icebone Warclan in the combat phase, it can only be selected to attack that phase once all other eligible units have attacked.

ARTEFACT OF POWER

One HERO from an Icebone Warclan can have the following artefact of power instead of one chosen from pages 88-89:

Da Icebone Skull: This ancient, crystallized skull bestows the bearer with the endurance of an everlasting winter. All damage suffered by the bearer is halved (rounding down). In addition, the bearer heals 1 wound in each of your hero phases.

BONESPLITTERZ DRAKKFOOT WARCLAN



The Drakkfoot Warclan hunt their prey among the sprawling Gorelakes in the Ashlands of Aqshy. The lakes are a relic of the Dark God's dominion over the land, and each crimson pool bubbles and boils with slain souls. The Drakkfoot orruks use the glowing red blood of the Gorelakes to paint beast tattoos on their bodies, its strange magic mixing with their ambient Waaagh! power. When Gork's fury takes the Drakkfoot Bonesplitterz, these markings blaze fiery crimson and dance about, filling them with strength, and warding away even the most potent of enemy sorceries.

ORGANISATION

A Drakkfoot Warclan must contain the following:

- 1 Wurrzog Prophet
- 1 Kop Rukk
(must contain 3-6 Wardokks, instead of 2-5)

A Drakkfoot Warclan may also contain the following:

- 0-1 Snaga Rukk
(may include 1 additional Maniak Weirnob)
- 0-1 Teef Rukk
- 0-1 Brutal Rukk (may also include a Wardokk)
- 0-1 Kunnin' Rukk (may also include a Wardokk)
- Any number of additional BONESPLITTERZ units

If a Drakkfoot Warclan contains the maximum number of battalions, it gains the Extra Ju-Ju Warpaint ability (pg 93).

ABILITIES

Ju-ju Spirits: Drakkfoot wizards are adept at channelling the spirit of Gorkamorka. Any casting roll made for a WIZARD from a Drakkfoot Warclan that is a double is successful, even if the total is less than the minimum normally required.

Red Waaagh! Paint: The glowing warpaint of the Drakkfoot Warclan is enchanted by the warclan's many shamans. When a unit from a Drakkfoot Warclan is affected by an enemy spell, roll a dice: on a 6, the spell has no effect on the unit being rolled for (though it may still affect other units).

MAGIC

Drakkfoot Warclan WIZARDS know the Blood Waaagh! spell in addition to any others they know. Only one WIZARD can attempt to cast Blood Waaagh! in each hero phase:

BLOOD WAAAGH!

Blood Waaagh! has a casting value of 8. If successfully cast, pick a BONESPLITTERZ unit within 6". That unit can immediately pile in and attack as if it were the combat phase.



WARSCROLLS

The warriors and creatures that battle in the Mortal Realms are incredibly diverse, each one fighting with their own unique weapons and combat abilities. To represent this, every model has a warscroll that lists the characteristics, weapons and abilities that apply to the model.

Every Citadel Miniature in the Warhammer range has its own warscroll, which provides you with all of the information needed to use that model in a game of *Warhammer Age of Sigmar*. This means that you can use any Citadel Miniatures in your collection as part of an army as long as you have the right warscrolls.

When fighting a battle, simply refer to the warscrolls for the models you are using. Warscrolls for all of the other models in the *Warhammer Age of Sigmar* range are available from Games Workshop. Just visit our website at games-workshop.com for more information on how to obtain them.

The key below explains what you will find on a warscroll, and the *Warhammer Age of Sigmar* rules sheet explains how this information is used in a game. The warscroll also includes a short piece of text explaining the background for the models and how they fight.

WARSCROLLS

1 MANIAK WEIRDNOB

Completely consumed by the spirit of a furious beast, the Maniak Weirdnob battles just before, frothing and howling, he waxes about his wild, crafted from the bone of a powerful monster. As he slams into combat, he calls forth the rage of his magical creature, and let out a wave of magical might in all directions with spectacularly violent effects.

2

3 DESCRIPTION

In his rage, a Maniak Weirdnob is in a spirit of blood with magical energy. Once he falls, a Maniak Weirdnob can use the energy to create a magical effect. This is a magical effect that the spirit of the wild is like.

4 ABILITIES

Thunder Charge: Before the start of the game, you can choose to give your Maniak Weirdnob the Thunder Charge ability. This ability allows you to charge into battle with a powerful magical effect.

5

KEYWORDS DESTRUCTION, ORRUK, BONESPLITTER, HERO, WIZARD, MANIAK WEIRDNOB

WARDOKK

For as green as the man, Wardokks were their bones and copper about calling down the power of Gorka magic. Cells of living green energy fill newly created, making their bones dearest to living things and making them with extra protection or greater magical might, or even keeping back together broken and battered flesh.

2

3 DESCRIPTION

A Wardokk is a single model, made with a boneless skin.

4 ABILITIES

Thunder Charge: Before the start of the game, you can choose to give your Wardokk the Thunder Charge ability. This ability allows you to charge into battle with a powerful magical effect.

5

KEYWORDS DESTRUCTION, ORRUK, BONESPLITTER, HERO, WIZARD, WARDOKK

- 1. Title:** The name of the model that the warscroll describes.
- 2. Characteristics:** This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.
- 3. Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
- 4. Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- 5. Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.



HINTS & TIPS

Modifiers: Many warscrolls include modifiers that can affect characteristics. For example, a rule might add 1 to the Move characteristic of a model, or subtract 1 from the result of a hit roll. Modifiers are cumulative.

Random Values: Sometimes, the Move or weapon characteristics on a warscroll will have random values. For example, the Move characteristic for a model might be 2D6 (two dice rolls added together), whereas the Attacks characteristic of a weapon might be D6.

When a unit with a random Move characteristic is selected to move in the movement phase, roll the indicated number of dice. The total of the dice rolled is the Move characteristic for all models in the unit for the duration of that movement phase.

Generate any random values for a weapon (except Damage) each time it is chosen as the weapon for an attack.

Roll once and apply the result to all such weapons being used in the attack. The result applies for the rest of that phase. For Damage, generate a value for each weapon that inflicts damage.

When to Use Abilities: Abilities that are used at the start of a phase must be carried out before any other actions. By the same token, abilities used at the end of the phase are carried out after all normal activities for the phase are complete.

If you can use several abilities at the same time, you can decide in which order they are used. If both players can carry out abilities at the same time, the player whose turn is taking place uses their abilities first.

Save of '-': Some models have a Save of '-'. This means that they automatically fail all save rolls (do not make the roll, even if modifiers apply).

Keywords: Keywords are sometimes linked to (or tagged) by a rule. For example, a rule might say that it applies to 'all BONESPLITTERZ'. This means that it would apply to models that have the Bonesplitterz keyword on their warscroll.

Keywords can also be a useful way to decide which models to include in an army. For example, if you want to field a Bonesplitterz army, just use models that have the Bonesplitterz keyword.

Minimum Range: Some weapons have a minimum range. For example "6"-48". The weapon cannot shoot at an enemy unit that is within the minimum range.

Weapons: Some models can be armed with two identical weapons. When the model attacks with these weapons, do not double the number of attacks that the weapons make; usually, the model gets an additional ability instead.

WURRGOG PROPHET

Filled with the magic of the Waaagh!, the Wurrzog Prophets are powerful wizards and the unchallenged leaders of the Bonesplitter warclans. Behind their baleful masks, they radiate the potent aura of Gorkamorka, filling their opponents with dread and driving their mobs into even greater heights of frenzy.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ju-ju Staff	2"	2	4+	3+	-1	D3
Flint Knife	1"	2	4+	4+	-	1
Squiggly Beast's Fanged Maw	1"	D3	4+	5+	-	1

DESCRIPTION

A Wurrzog Prophet is a single model, armed with a Ju-ju Staff and a Flint Knife, their face hidden behind a Beast Mask. They are each accompanied into battle by a faithful Squiggly Beast, which bites at their enemies with its Fanged Maw.

ABILITIES

Beast Mask: Subtract 1 from any hit rolls that target a Wurrzog Prophet in the combat phase.

MAGIC

A Wurrzog Prophet is a wizard. They can attempt to cast two different spells in each of their own hero phases, and attempt to unbind two spells in each enemy hero phase. A Wurrzog Prophet knows the Arcane Bolt, Mystic Shield and Fists of Gork spells.

FISTS OF GORK

Fists of Gork has a casting value of 8. If successfully cast, pick an enemy unit within 18". Roll one dice for each model in the unit that is visible to the caster. The unit suffers 1 mortal wound for each

roll of 6. If the casting roll was a double and the spell was cast, the unit suffers a mortal wound for each roll of 5 or more instead.

COMMAND ABILITY

Prophet of da Waaagh!: If a Wurrzog Prophet uses this ability, select a **BONESPLITTERZ** unit within 15". That unit can immediately pile in and attack as if it were the combat phase. This does not prevent the unit from attacking again later.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, HERO, WIZARD, WURRGOG PROPHET

SAVAGE BIG BOSS

Bound in huge bulging muscles, the Savage Big Boss wades through battle hacking off heads and limbs. At his bellowed command, Bonesplitterz pour forward, stampeding across the battlefield in their eagerness for a fight. Leading by brutal example, the Savage Big Boss carves a bloody path deeper into the foe, his boys trying to match their boss kill for kill.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boss Cleava	1"	5	3+	3+	-1	2

DESCRIPTION

A Savage Big Boss is a single model, armed with a massive Boss Cleava.

ABILITIES

Let Me At 'Em: A Savage Big Boss cannot wait to get to grips with the foe, and this inspires any Bonesplitterz nearby to get into the fight as soon as possible. After a Savage Big Boss has attacked, you can pick another **BONESPLITTERZ** unit within 10". That unit can immediately pile in and attack if it is within 3" of an enemy unit and has not yet attacked this combat phase.

COMMAND ABILITY

Savage Attack: With a guttural bellow and a swing of their axe, the Savage Big Boss orders an all-out attack upon the foe. If a Savage Big Boss uses this ability, you can select a **BONESPLITTERZ** unit within 10". Until your next hero phase, whenever you make a hit roll of 6 or more for a model in that unit, it can immediately make one extra attack using the same weapon.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, HERO, SAVAGE BIG BOSS

MANIAK WEIRDNOB

Completely consumed by the spirit of a furious beast, the Maniak Weirdnob hurtles into battle. Frothing and howling, he waves about his staff, crafted from the bone of a powerful monster. As he slams into combat, he calls forth the rage of this caged creature, sending out a wave of Waaagh! magic in all directions with spectacularly violent effects.



MELEE WEAPONS

Bonebeast Staff

War Boar's Tusks

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

1

4+

3+

-

D3

1"

2

4+

4+

-

1

DESCRIPTION

A Maniak Weirdnob is a single model, armed with a Bonebeast Staff that crackles with energy, and a magical ju-ju squig. They ride a ferocious War Boar that gores the foe with its Tusks.

ABILITIES

Tusker Charge: Re-roll failed wound rolls when attacking with this model's War Boar's Tusks if it charged in the same turn.

Ju-ju Squig: A Maniak Weirdnob's ju-ju squig is filled with Waaagh! energy. Once per battle, a Maniak Weirdnob can unleash this energy to re-roll a failed casting roll.

MAGIC

A Maniak Weirdnob is a wizard. They can attempt to cast one spell in each of their own hero phases and attempt to unbind one spell in each enemy hero phase. A Maniak Weirdnob knows the Arcane Bolt, Mystic Shield and Bone Spirit spells.

BONE SPIRIT

The Maniak Weirdnob draws out the great beast spirit locked within their bonebeast staff and infuses mobs of Bonesplitterz with its bestial fury. Bone Spirit has a casting value of 4. If successfully cast, you can re-roll hit rolls of 1 for the caster and any friendly units of **BONESPLITTERZ** that are within 10" when they attack until your next hero phase. If the casting roll was a double and the spell was cast, the caster and the affected units can re-roll all failed hit rolls.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, HERO, WIZARD, MANIAK WEIRDNOB

WARDOKK

Potent greenskin shamans, Wardokks wave their bones and caper about calling down the power of Gorkamorka. Coils of blazing green energy fill nearby orruks, making their tattoos dance like living things and imbuing them with extra protection or greater Waaagh! magic, or even knitting back together broken and battered flesh.



MELEE WEAPONS

Bonebeast Stikk

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

1

3+

4+

-

D3

DESCRIPTION

A Wardokk is a single model, armed with a Bonebeast Stikk.

MAGIC

A Wardokk is a wizard. They can attempt to cast one spell in each of their own hero phases, and attempt to unbind one spell in each enemy hero phase. A Wardokk knows the Arcane Bolt and Mystic Shield spells.

ABILITIES

Ritual Dance: Wardokks perform strange dances that magnify the power of their beast spirits or those of nearby units. Roll a dice for each Wardokk at the start of their hero phase, and refer to the following table to see what effect their ritual dance has.

D6 Result

1-2 **Grimdökk Dance:** Pick the Wardokk or a **BONESPLITTERZ** model within 10". That model heals D3 wounds.

3-4 **Ju-ju Dance:** Pick the Wardokk or a **BONESPLITTERZ** unit within 10". You can re-roll save rolls of 1 for that unit until your next hero phase.

5-6 **Weird Dance:** Pick a **BONESPLITTERZ WIZARD** within 10". Until your next hero phase, add 1 to the casting and unbinding rolls for that model.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, HERO, WIZARD, WARDOKK

SAVAGE ORRUKS

A furious tide of tattooed green flesh, the Savage Orruks tear ragged holes in the enemy lines. As the Bonesplitterz' numbers build, so too does their fury, the power of the Waaagh! growing stronger in the presence of teeming mobs of orruks until they become a raging storm of grinning maws, meaty fists and crude weapons.



MELEE WEAPONS

Chompa

Savage Stikka

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

1

4+

3+

-

1

2"

1

4+

4+

-

1

DESCRIPTION

A unit of Savage Orruks has 10 or more models. Units of Savage Orruks are armed with either Chompas or Stikkas, and carry Bone Shields.

SAVAGE BOSS

The leader of this unit is a Savage Boss. A Savage Boss makes 2 attacks rather than 1 with their Chompa or Savage Stikka.

SKULL THUMPER

Models in this unit may be Skull Thumpers. You can add 2 to the charge rolls of a unit that includes any Skull Thumpers.

BONE TOTEMS

Models in this unit may carry Bone Totems. You can add 2 to the Bravery of all models in a unit that includes any Bone Totems as long as there is an enemy model within 3" of the unit.

ABILITIES

Mad with the Power of the Waaagh!: You can re-roll wound rolls of 1 for units of Savage Orruks that have at least 20 models. You can re-roll all failed wound rolls if the unit has at least 30 models.

Bone Shield: Savage Orruks have a Save of 5+ in the combat phase.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, SAVAGE ORRUKS

SAVAGE BOARBOYS

Skilled hunters, the Savage Boarboys thunder across the land in search of monstrous prey, their primitive but wickedly sharp weapons piercing the hides of huge beasts and enemy soldiers alike. The Boarboys hit hard only to wheel away, leaving their foe reeling from the attack, before charging into combat once more.



MELEE WEAPONS

Chompa

Boar Stikka

War Boar's Tusks

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

1

4+

3+

-

1

2"

1

4+

4+

-

1

1"

2

4+

4+

-

1

DESCRIPTION

A unit of Savage Boarboys has 5 or more models. Units of Savage Boarboys are armed with either Chompas or Boar Stikkas. They ride upon War Boars that gore the foe with their sharp Tusks, and carry Bone Shields.

SAVAGE BOAR BOSS

The leader of this unit is a Savage Boar Boss. A Savage Boar Boss makes 2 attacks rather than 1 with their Chompa or Boar Stikka.

BOAR THUMPER

Models in this unit may be Boar Thumpers. You can add 2 to the charge rolls of a unit that includes any Boar Thumpers.

BOAR TOTEM

Models in this unit may carry Boar Totems. You can add 2 to the Bravery of all models in a unit that includes any Boar Totems as long as there is an enemy model within 3" of the unit.

ABILITIES

Tusker Charge: Re-roll failed wound rolls when attacking with War Boars' Tusks if this unit charged in the same turn.

Boar Stikka: Boar Stikkas inflict 2 Damage against MONSTERS.

Hit & Run: Units of Savage Boarboys can charge in the same turn that they retreat.

Bone Shield: Savage Boarboys have a Save of 5+ in the combat phase.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, SAVAGE BOARBOY

SAVAGE BIG STABBAS

Savage Big Stabbas are orruks that carry massive Gork Toof spears into battle. The greenskins thrust these massive weapons into the hearts of monsters. Even should the orruks wielding the Gork Toof be killed, they will fling their spear in one final act of defiance, often taking their prey with them into death.



MELEE WEAPONS

Gork Toof

Range

3"

Attacks

2

To Hit

4+

To Wound

3+

Rend

-2

Damage

3

DESCRIPTION

A unit of Savage Big Stabbas consists of 2 or more models. Each model consists of a pair of crazed Bonesplitterz carrying a massive spear called a Gork Toof.

ABILITIES

Monster Hunters: Add D3 to the Damage inflicted by a Gork Toof if the target is a **MONSTER**.

Da Final Fling: If a Big Stabba team is slain, with their final breath they hurl their Gork Toof at the foe. Pick an enemy unit within 3" of the Big Stabba team before the model is removed. That unit suffers D3 mortal wounds.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, SAVAGE BIG STABBAS

SAVAGE ORRUK MORBOYS

Roaring unintelligible war cries, Savage Orruk Morboys charge towards the meanest foes they can see. Mobbing monsters such as towering gargants and fearsome drakes, they scale their quarry's flanks using their weapons as improvised climbing tools, before sinking their flint blades into its brain and claiming its mighty spirit.



MELEE WEAPONS

Chompa

Range

1"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-

Damage

1

Toof Shiv

1"

1

4+

4+

-

1

DESCRIPTION

A unit of Savage Orruk Morboys has 10 or more models. Units of Savage Orruk Morboys are armed with Chompas and Toof Shivs.

BONE TOTEMS

Models in this unit may carry Bone Totems. You can add 2 to the Bravery of all models in a unit that includes any Bone Totems as long as there is an enemy model within 3" of the unit.

SAVAGE MORBOY BOSS

The leader of this unit is a Savage Morboy Boss. A Savage Morboy Boss makes 2 attacks rather than 1 with their Chompa.

SKULL THUMPER

Models in this unit may be Skull Thumpers. You can add 2 to the charge rolls of a unit that includes any Skull Thumpers.

ABILITIES

Power of the Beast Spirit: Add 1 to the hit rolls for any Savage Orruk Morboys as soon as a **MONSTER** is slain in the battle.

Deff Ride: In your hero phase, one model in this unit can attempt a Deff Ride. Pick an enemy **MONSTER** within 3" of it and roll a dice. On a roll of 1, 2 or 3 the **MONSTER** is unharmed; on a roll of 4 or more it suffers D3 mortal wounds. The model that attempted the Deff Ride is then slain unless the **MONSTER** was killed by the Deff Ride.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, SAVAGE ORRUK MORBOYS

SAVAGE BOARBOY MANIAKS

Possessed by the Waaagh!, Savage Boarboy Maniaks barrel across the battlefield. Where their frenzied mobs hit the opposing lines, a great crash is heard, and broken enemy bodies can be seen flung into the air. As the Maniaks lay about themselves with stone chompas, their mounts gore and trample until nothing is left of the foe but mangled corpses.



MELEE WEAPONS

Two Chompas

War Boar's Tusks

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

2

4+

3+

-

1

1"

2

4+

4+

-

1

DESCRIPTION

A unit of Savage Boarboy Maniaks has 5 or more models. The Boarboy Maniaks are each armed with two Chompas. They ride upon foul-tempered War Boars that gore the foe with their sharp Tusks.

SAVAGE BOAR BOSS MANIAK

The leader of this unit is a Savage Boar Boss Maniak. A Savage Boar Boss Maniak makes 3 attacks rather than 2 with their Chompas.

BOAR TOTEM

Models in this unit may carry Boar Totems. You can add 2 to the Bravery of all models in a unit that includes any Boar Totems as long as there is an enemy model within 3" of the unit.

BOAR THUMPER

Models in this unit may be Boar Thumpers. You can add 2 to the charge rolls of a unit that includes any Boar Thumpers.

ABILITIES

Tusker Charge: Re-roll failed wound rolls when attacking with War Boars' Tusks if this unit charged in the same turn.

Maniak Fury: You can pile in and attack with this unit for a second time at the end of each of your own combat phases.

Hack and Slash: Re-roll hit rolls of 1 when attacking with this unit's Chompas.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, SAVAGE BOARBOY MANIAKS

SAVAGE ORRUK ARROWBOYS

Whereas Gork prefers to look his enemy in the eye when he bashes their face in, Mork has no reservations about sticking his foes when they are looking in the other direction, or when they are too far away to hit back. Arrowboys favour this cunning way of combat, filling their quarry full of wicked arrows before moving in to finish them off with stabby things.



MISSILE WEAPONS

Stinga Bow

MELEE WEAPONS

Arrows

Chompa

Range

Attacks

To Hit

To Wound

Rend

Damage

18"

2

5+

4+

-

1

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

1

4+

5+

-

1

1"

1

4+

3+

-

1

DESCRIPTION

A unit of Savage Orruk Arrowboys has 10 or more models. Units of Savage Orruk Arrowboys are armed with Stinga Bows and Arrows.

BONE TOTEMS

Models in this unit may carry Bone Totems. You can add 2 to the Bravery of all models in a unit that includes any Bone Totems as long as there is an enemy model within 3" of the unit.

SAVAGE ORRUK ARROW BOSS

The leader of this unit is a Savage Orruk Arrow Boss. A Savage Orruk Arrow Boss wields a Chompa in combat instead of Arrows. Furthermore, you can add 1 to any hit roll made by a Savage Orruk Arrow Boss when they shoot their Stinga Bow.

SKULL THUMPER

Models in this unit may be Skull Thumpers. You can add 2 to the charge rolls of a unit that includes any Skull Thumpers.

ABILITIES

Aim Fer Its Eyes: Stinga Bows have a Rend of -1 against **MONSTERS**.

Loadsa Arrows: Savage Orruk Arrowboys make 1 extra attack with their Stinga Bows if their unit has 20 or more models.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, SAVAGE ORRUK ARROWBOYS

THE RULES

Warhammer Age of Sigmar puts you in command of a force of mighty warriors, monsters and war engines. This rules sheet contains everything you need to know in order to do battle amid strange and sorcerous realms, to unleash powerful magic, darken the skies with arrows, and crush your enemies in bloody combat!

THE ARMIES

Before the conflict begins, rival warlords gather their most powerful warriors.

In order to play, you must first muster your army from the miniatures in your collection. Armies can be as big as you like, and you can use as many models from your collection as you wish. The more units you decide to use, the longer the game will last and the more exciting it will be! Typically, a game with around a hundred miniatures per side will last for about an evening.

WARSCROLLS & UNITS

All models are described by warscrolls, which provide all of the rules for using them in the game. You will need warscrolls for the models you want to use.

Models fight in units. A unit can have one or more models, but cannot include models that use different warscrolls. A unit must be set up and finish any sort of move as a single group of models, with all models within 1" of at least one other model from their unit. If anything causes a unit to become split up during a battle, it must reform the next time that it moves.

TOOLS OF WAR

In order to fight a battle you will require a tape measure and some dice.

Distances in *Warhammer Age of Sigmar* are measured in inches ("), between the closest points of the models or units you're measuring to and from. You can measure distances whenever you wish. A model's base isn't considered part of the model – it's just there to help the model stand up – so don't include it when measuring distances.

Warhammer Age of Sigmar uses six-sided dice (sometimes abbreviated to D6). If a rule requires you to roll a D3, roll a dice and halve the total, rounding fractions up. Some rules allow you to re-roll a dice roll, which means you get to roll some or all of the dice again. You can never re-roll a dice more than once, and re-rolls happen before modifiers to the roll (if any) are applied.

THE BATTLEFIELD

Be they pillars of flame, altars of brass or haunted ruins, the realms are filled with strange sights and deadly obstacles.

Battles in *Warhammer Age of Sigmar* are fought across an infinite variety of exciting landscapes in the Mortal Realms, from desolate volcanic plains and treacherous sky temples, to lush jungles and cyclopean ruins. The dominion of Chaos is all-pervading, and no land is left untouched by the blight of war. These wildly fantastical landscapes are recreated whenever you play a game of *Warhammer Age of Sigmar*.

The table and scenery you use constitute your battlefield. A battlefield can be any flat surface upon which the models can stand – for example a dining table or the floor – and can be any size or shape provided it's bigger than 3 feet square.

First you should decide in which of the seven Mortal Realms the battle will take place. For example, you might decide that your battle will take place in the Realm of Fire. Sometimes you'll need to know this in order to use certain abilities. If you can't agree on the realm, roll a dice, and whoever rolls highest decides.

The best battles are fought over lavishly designed and constructed landscapes, but whether you have a lot of scenery or only a small number of features doesn't matter! A good guide is at least 1 feature for every 2 foot square, but less is okay and more can make for a really interesting battle.

To help you decide the placement of your scenery, you can choose to roll two dice and add them together for each 2 foot square area of your battlefield and consult the following table:

Roll	Terrain Features
2-3	No terrain features.
4-5	2 terrain features.
6-8	1 terrain feature.
9-10	2 terrain features.
11-12	Choose from 0 to 3 terrain features.

MYSTERIOUS LANDSCAPES

The landscapes of the Mortal Realms can both aid and hinder your warriors. Unless stated otherwise, a model can be moved across scenery but not through it (so you can't move through a solid wall, or pass through a tree, but can choose to have a model climb up or over them). In addition, once you have set up all your scenery, either roll a dice on the following table or pick a rule from it for each terrain feature:

THE SCENERY TABLE

Roll Scenery

- Damned:** If any of your units are within 3" of this terrain feature in your hero phase, you can declare that one is making a sacrifice. If you do so, the unit suffers D3 mortal wounds, but you can add 1 to all hit rolls for the unit until your next hero phase.
- Arcane:** Add 1 to the result of any casting or unbinding rolls made for a wizard within 3" of this terrain feature.
- Inspiring:** Add 1 to the Bravery of all units within 3" of this terrain feature.
- Deadly:** Roll a dice for any model that makes a run or charge move across, or finishing on, this terrain feature. On a roll of 1 the model is slain.
- Mystical:** Roll a dice in your hero phase for each of your units within 3" of this terrain feature. On a roll of 1 the unit is befuddled and can't be selected to cast spells, move or attack until your next hero phase. On a roll of 2-6 the unit is ensorcelled, and you can re-roll failed wound rolls for the unit until your next hero phase.
- Sinister:** Any of your units that are within 3" of this terrain feature in your hero phase cause fear until your next hero phase. Subtract 1 from the Bravery of any enemy units that are within 3" of one or more units that cause fear.

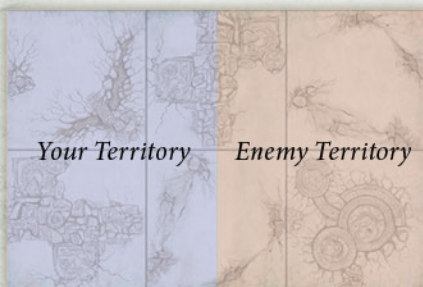
THE BATTLE BEGINS

Thunder rumbles high above as the armies take to the battlefield.

You are now ready for the battle to begin, but before it does you must set up your armies for the coming conflict.

SET-UP

Before setting up their armies, both players roll a dice, rolling again in the case of a tie. The player that rolls higher must divide the battlefield into two equal-sized halves; their opponent then picks one half to be their territory. Some examples of this are shown below.



The players then alternate setting up units, one at a time, starting with the player that won the earlier dice roll. Models must be set up in their own territory, more than 12" from enemy territory.

You can continue setting up units until you have set up all the units you want to fight in this battle, or have run out of space. This is your army. Count the number of models in your army – this may come in useful later. Any remaining units are held in reserve, playing no part unless fate lends a hand.

The opposing player can continue to set up units. When they have finished, set-up is complete. The player that finishes setting up first always chooses who takes the first turn in the first battle round.

THE GENERAL

Once you have finished setting up all of your units, nominate one of the models you set up as your general. Your general has a command ability, as described in the rules for the hero phase on the next page.

GLORIOUS VICTORY

In the Mortal Realms battles are brutal and uncompromising – they are fought to the bitter end, with one side able to claim victory because it has destroyed its foe or there are no enemy models left on the field of battle. The victor can immediately claim a **major victory** and the honours and triumphs that are due to them, while the defeated must repair to their lair to lick their wounds and bear the shame of failure.

If it has not been possible to fight a battle to its conclusion or the outcome is not obvious, then a result of sorts can be calculated by comparing the number of models removed from play with the number of models originally set up for the battle for each army. Expressing these as percentages provides a simple way to determine the winner. Such a victory can only be claimed as a **minor victory**. For example, if one player lost 75% of their starting models, and the other player lost 50%, then the player that only lost 50% of their models could claim a minor victory.

Models added to your army during the game (for example, through summoning, reinforcements, reincarnation and so on) do not count towards the number of models in the army, but must be counted among the casualties an army suffers.

SUDDEN DEATH VICTORIES

Sometimes a player may attempt to achieve a sudden death victory. If one army has a third more models than the other, the outnumbered player can choose one objective from the sudden death table after generals are nominated. A **major victory** can be claimed immediately when the objective is achieved by the outnumbered player.

TRIUMPHS

After any sudden death objectives have been chosen, if your army won a major victory in its previous battle, roll a dice and look up the result on the triumph table to the right.

THE SUDDEN DEATH TABLE

Assassinate: The enemy player picks a unit with the **HERO**, **WIZARD**, **PRIEST** or **MONSTER** keyword in their army. Slay the unit that they pick.

Blunt: The enemy player picks a unit with five or more models in their army. Slay the unit that they pick.

Endure: Have at least one model which started the battle on the battlefield still in play at the end of the sixth battle round.

Seize Ground: Pick one terrain feature in enemy territory. Have at least one friendly model within 3" of that feature at the end of the fourth battle round.

THE TRIUMPH TABLE

Roll Triumph

1-2 Blessed: You can change the result of a single dice to the result of your choosing once during the battle.

3-4 Inspired: You can re-roll all of the failed hit rolls for one unit in your army in one combat phase.

5-6 Empowered: Add 1 to your general's Wounds characteristic.

BATTLE ROUNDS

Mighty armies crash together amid the spray of blood and the crackle of magic.

Warhammer Age of Sigmar is played in a series of battle rounds, each of which is split into two turns – one for each player. At the start of each battle round, both players roll a dice, rolling again in the case of a tie. The player that rolls highest decides who takes the first turn in that battle round. Each turn consists of the following phases:

1. Hero Phase

Cast spells and use heroic abilities.

2. Movement Phase

Move units across the battlefield.

3. Shooting Phase

Attack with missile weapons.

4. Charge Phase

Charge units into combat.

5. Combat Phase

Pile in and attack with melee weapons.

6. Battleshock Phase

Test the bravery of depleted units.

Once the first player has finished their turn, the second player takes theirs. Once the second player has also finished, the battle round is over and a new one begins.

PRE-BATTLE ABILITIES

Some warscrolls allow you to use an ability 'after set-up is complete'. These abilities are used before the first battle round. If both armies have abilities like this, both players roll a dice, re-rolling in the case of a tie. The player that rolls highest gets to use their abilities first, followed by their opponent.

HERO PHASE

As the armies close in, their leaders use sorcerous abilities, make sacrifices to the gods, or give strident commands.

In your hero phase you can use the wizards in your army to cast spells (see the rules for wizards on the last page of these rules).

In addition, other units in your army may have abilities on their warscrolls that can be used in the hero phase. Generally, these can only be used in your own hero phase. However, if an ability says it can be used in every hero phase, then it can be used in your opponent's hero phase as well as your own. If both players can use abilities in a hero phase, the player whose turn it is gets to use all of theirs first.

COMMAND ABILITY

In your hero phase, your general can use one command ability. All generals have the Inspiring Presence command ability, and some may have more on their warscroll.

Inspiring Presence: Pick a unit from your army that is within 12" of your general. The unit that you pick does not have to take battleshock tests until your next hero phase.

MOVEMENT PHASE

The ground shakes to the tread of marching feet as armies vie for position.

Start your movement phase by picking one of your units and moving each model in that unit until you've moved all the models you want to. You can then pick another unit to move, until you have moved as many of your units as you wish. No model can be moved more than once in each movement phase.

MOVING

A model can be moved in any direction, to a distance in inches equal to or less than the Move characteristic on its warscroll. It can be moved vertically in order to climb or cross scenery, but cannot be moved across other models. No part of the model may move further than the model's Move characteristic.

ENEMY MODELS

When you move a model in the movement phase, you may not move within 3" of any enemy models. Models from your army are friendly models, and models from the opposing army are enemy models.

Units starting the movement phase within 3" of an enemy unit can either remain stationary or retreat. If you choose to retreat, the unit must end its move more than 3" away from all enemy units. If a unit retreats, then it can't shoot or charge later that turn (see below).

RUNNING

When you pick a unit to move in the movement phase, you can declare that it will run. Roll a dice and add the result to the Move characteristic of all models in the unit for the movement phase. A unit that runs can't shoot or charge later that turn.

FLYING

If the warscroll for a model says that the model can fly, it can pass across models and scenery as if they were not there. It still may not finish the move within 3" of an enemy in the movement phase, and if it is already within 3" of an enemy it can only retreat or remain stationary.

SHOOTING PHASE

A storm of death breaks over the battle as arrows fall like rain and war machines hurl their deadly payloads.

In your shooting phase you can shoot with models armed with missile weapons.

Pick one of your units. You may not pick a unit that ran or retreated this turn. Each model in the unit attacks with all of the missile weapons it is armed with (see Attacking). After all of the models in the unit have shot, you can choose another unit to shoot with, until all units that can shoot have done so.

CHARGE PHASE

Howling bloodcurdling war cries, warriors hurl themselves into battle to slay with blade, hammer and claw.

Any of your units within 12" of the enemy in your charge phase can make a charge move. Pick an eligible unit and roll two dice. Each model in the unit can move this number in inches. You may not pick a unit that ran or retreated this turn, nor one that is within 3" of the enemy.

The first model you move must finish within ½" of an enemy model. If that's impossible, the charge has failed and no models in the charging unit can move in this phase. Once you've moved all the models in the unit, you can pick another eligible unit to make a charge, until all units that can charge have done so.

COMBAT PHASE

Carnage engulfs the battlefield as the warring armies tear each other apart.

Any unit that has charged or has models within 3" of an enemy unit can attack with its melee weapons in the combat phase.

The player whose turn it is picks a unit to attack with, then the opposing player must attack with a unit, and so on until all eligible units on both sides have attacked once each. If one side completes all its attacks first, then the other side completes all of its remaining attacks, one unit after another. No unit can be selected to attack more than once in each combat phase. An attack is split into two steps: first the unit piles in, and then you make attacks with the models in the unit.

Step 1: When you pile in, you may move each model in the unit up to 3" towards the closest enemy model. This will allow the models in the unit to get closer to the enemy in order to attack them.

Step 2: Each model in the unit attacks with all of the melee weapons it is armed with (see Attacking).

BATTLESOCK PHASE

Even the bravest heart may quail when the horrors of battle take their toll.

In the battleshock phase, both players must take battleshock tests for units from their army that have had models slain during the turn. The player whose turn it is tests first.

To make a battleshock test, roll a dice and add the number of models from the unit that have been slain this turn. For each point by which the total exceeds the highest Bravery characteristic in the unit, one model in that unit must flee and is removed from play. Add 1 to the Bravery characteristic being used for every 10 models that are in the unit when the test is taken.

You must choose which models flee from the units you command.

ATTACKING

Blows hammer down upon the foe, inflicting bloody wounds.

When a unit attacks, you must first pick the target units for the attacks that the models in the unit will make, then make all of the attacks, and finally inflict any resulting damage on the target units.

The number of attacks a model can make is determined by the weapons that it is armed with. The weapon options a model has are listed in its description on its warscroll. Missile weapons can be used in the shooting phase, and melee weapons can be used in the combat phase. The number of attacks a model can make is equal to the Attacks characteristic for the weapons it can use.

PICKING TARGETS

First, you must pick the target units for the attacks. In order to attack an enemy unit, an enemy model from that unit must be in range of the attacking weapon (i.e. within the maximum distance, in inches, of the Range listed for the weapon making the attack), and visible to the attacker (if unsure, stoop down and get a look from behind the attacking model to see if the target is visible). For the purposes of determining visibility, an attacking model can see through other models in its unit.

If a model has more than one attack, you can split them between potential target units as you wish. If a model splits its attacks between two or more enemy units, resolve all of the attacks against one unit before moving onto the next one.

MAKING ATTACKS

Attacks can be made one at a time, or, in some cases, you can roll the dice for attacks together. The following attack sequence is used to make attacks one at a time:

- 1. Hit Roll:** Roll a dice. If the roll equals or beats the attacking weapon's To Hit characteristic, then it scores a hit and you must make a wound roll. If not, the attack fails and the attack sequence ends.
- 2. Wound Roll:** Roll a dice. If the roll equals or beats the attacking weapon's To Wound characteristic, then it causes damage and the opposing player must make a save roll. If not, the attack fails and the attack sequence ends.
- 3. Save Roll:** The opposing player rolls a dice, modifying the roll by the attacking weapon's Rend characteristic. For example, if a weapon has a -1 Rend characteristic, then 1 is subtracted from the save roll. If the result equals or beats

the Save characteristic of the models in the target unit, the wound is saved and the attack sequence ends. If not, the attack is successful, and you must determine damage on the target unit.

4. Determine Damage: Once all of the attacks made by a unit have been carried out, each successful attack inflicts a number of wounds equal to the Damage characteristic of the weapon. Most weapons have a Damage characteristic of 1, but some can inflict 2 or more wounds, allowing them to cause grievous injuries to even the mightiest foe, or to cleave through more than one opponent with but a single blow!

In order to make several attacks at once, all of the attacks must have the same To Hit, To Wound, Rend and Damage characteristics, and must be directed at the same enemy unit. If this is the case, make all of the hit rolls at the same time, then all of the wound rolls, and finally all of the save rolls; then add up the total number of wounds caused.

INFLECTING DAMAGE

After all of the attacks made by a unit have been carried out, the player commanding the target unit allocates any wounds that are inflicted to models from the unit as they see fit (the models do not have to be within range or visible to an attacking unit). When inflicting damage, if you allocate a wound to a model, you must keep on allocating wounds to that model until either it is slain, or no more wounds remain to be allocated.

Once the number of wounds suffered by a model during the battle equals its Wounds characteristic, the model is slain. Place the slain model to one side – it is removed from play. Some warscrolls include abilities that allow wounds to be healed. A healed wound no longer has any effect. You can't heal wounds on a model that has been slain.

MORTAL WOUNDS

Some attacks inflict mortal wounds. Do not make hit, wound or save rolls for a mortal wound – just allocate the wounds to models from the target unit as described above.

COVER

If all models in a unit are within or on a terrain feature, you can add 1 to all save rolls for that unit to represent the cover they receive from the terrain. This modifier does not apply in the combat phase if the unit you are making saves for made a charge move in the same turn.

WIZARDS

The realms are saturated with magic, a seething source of power for those with the wit to wield it.

Some models are noted as being a wizard on their warscroll. You can use a wizard to cast spells in your hero phase, and can also use them to unbind spells in your opponent's hero phase. The number of spells a wizard can attempt to cast or unbind each turn is detailed on its warscroll.

CASTING SPELLS

All wizards can use the spells described below, as well as any spells listed on their warscroll. A wizard can only attempt to cast each spell once per turn.

To cast a spell, roll two dice. If the total is equal to or greater than the casting value of the spell, the spell is successfully cast.

If a spell is cast, the opposing player can choose any one of their wizards that is within 18" of the caster, and that can see them, and attempt to unbind the spell before its effects are applied. To unbind a spell, roll two dice. If the roll beats the roll used to cast the spell, then the spell's effects are negated. Only one attempt can be made to unbind a spell.

ARCANE BOLT

Arcane Bolt has a casting value of 5. If successfully cast, pick an enemy unit within 18" of the caster and which is visible to them. The unit you pick suffers D3 mortal wounds.

MYSTIC SHIELD

Mystic Shield has a casting value of 6. If successfully cast, pick the caster, or a friendly unit within 18" of the caster and which is visible to them. You can add 1 to all save rolls for the unit you pick until the start of your next hero phase.

THE MOST IMPORTANT RULE

In a game as detailed and wide-ranging as *Warhammer Age of Sigmar*, there may be times when you are not sure exactly how to resolve a situation that has come up during play. When this happens, have a quick chat with your opponent, and apply the solution that makes the most sense to you both (or seems the most fun!). If no single solution presents itself, both of you should roll a dice, and whoever rolls higher gets to choose what happens. Then you can get on with the fighting!

WHAT'S NEXT?

Warhammer Age of Sigmar is a collecting, painting and gaming experience whose appeal and excitement lasts a lifetime. Whether it be assembling and painting a mighty horde of fantastical warriors or immersing yourself in the magical worlds and stories of the realms, *Warhammer Age of Sigmar* offers endless opportunities for enjoyment. Equally, if you hunger to launch your own crusade of conquest, you'll be hurling your armies into bloody battle before you know it.

INTO THE REALMS...

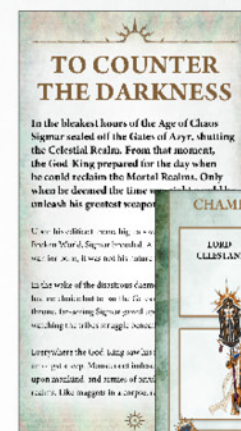
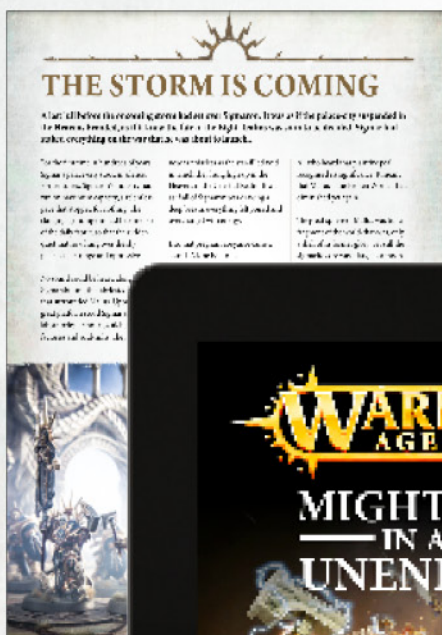
They say that every journey begins with a single step, and in the case of *Warhammer Age of Sigmar* there is no better first step than the starter set itself. Contained within this exceptional set is an impressive range of beautifully detailed Citadel Miniatures, excellent starting forces for the brave and noble Stormcast Eternals and the murderous Khorne Bloodbound. This starter set is the starting point of a truly

epic story, pitting Vandus Hammerhand and his Hammers of Sigmar against the daemon-worshipping Korghos Khul and his cruel Goretide warriors. As such, not only does this starter set get you off to a great start with your model collections, but it also represents an excellent way to learn the *Warhammer Age of Sigmar* rules and plunge straight into the story of the Age of Sigmar.



Another excellent avenue into *Warhammer Age of Sigmar* is the book of the same name. Providing the perfect companion volume to the contents of the starter set, this book is replete with beautiful artwork, helpful painting guides and showcases of models painted by the world-renowned 'Eavy Metal team – all in all, it's an excellent visual guide to the war across the realms. Furthermore, this book expands hugely upon the back story

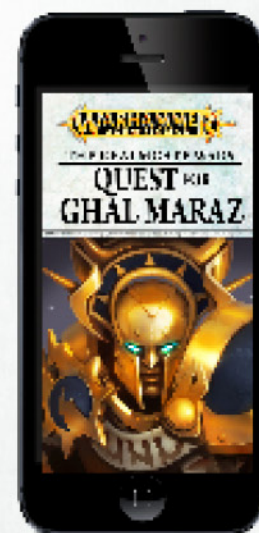
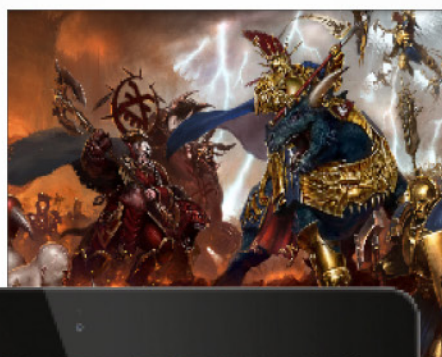
of *Warhammer Age of Sigmar*, setting out the blood-soaked history of the Age of Chaos and revealing the opening moves of the God-King Sigmar's great gambit to defeat the Dark Gods. As if all this were not enough, it provides a wealth of warscrolls and battleplans allowing you to expand your own collections of miniatures, add new factions to your battles, and fight through many exciting new scenarios as your army grows.



THE REALMGATE WARS

A major feature of *Warhammer Age of Sigmar* is its grand, ongoing narrative. This is more than just a collecting and gaming experience, it is also an interactive saga of battle in which you play the lead role. Just as *Warhammer Age of Sigmar* helps you begin this journey, so your copy of *The Realmgate Wars: Quest for Ghal Maraz* plunges you deeper

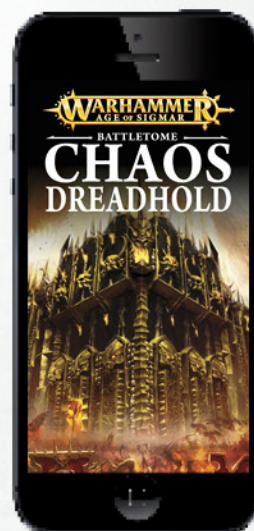
into this epic tale. This is an excellent next step down the collecting road, as this book details a plethora of new units to add to your armies and new battleplans for them to fight through. This is but the first in an ongoing series of narrative supplements, so as your collection of Citadel Miniatures grows and diversifies, so the stories you can tell on the battlefield grow ever more grand and exciting as well.



BATTLETOMES

Many collectors begin their journey with the miniatures from the *Warhammer Age of Sigmar* starter set, which provides all the excitement and satisfaction you need in your introduction to the battlefields of the Mortal Realms. Soon enough though, you will probably find that the many factions that wage war across the realms draw your eye. With their ever-growing miniatures ranges and inspiring stories, the races of the realms offer near-endless diversity for collectors; in each case, this history and model range is fully explored in the battletome

that accompanies that race. Whether it be the gore-drenched berserkers of the Khorne Bloodbound, the god-forged heroes of the Stormcast Eternals, the strange and otherworldly seraphon, or any of the other warlike races that populate the realms, the battletome will furnish you with everything you need to collect, organise, and tell stories upon the battlefield with that race. Thus, with each battletome you read, your knowledge of the races of *Warhammer Age of Sigmar* will grow, and most likely your miniatures collection along with it.



THE STORY CONTINUES

With such vast and thrilling worlds to explore, there's always scope for more stories and greater adventures. As a fantastic companion to the narrative presented in the *Warhammer Age of Sigmar* collecting and gaming supplements – and your own tabletop tales of war and glory – you can also read about the exploits of the heroes and villains of the realms in our accompanying novels. These books can be both an invaluable

source of inspiration for your collection, and a great way to live out the action of the Realmgate Wars and beyond, blow by visceral blow. Such exciting tales as *War Storm* and *Ghal Maraz* tie directly into the *Warhammer Age of Sigmar* narrative as it develops, giving you yet another route into the Mortal Realms and providing unique insights into the action that aren't available anywhere else.

