



BATTLETOME: ORRUK WARCLANS

Official Errata, July 2020

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

Page 69 – Lore of the Savage Beast, Brutal Beast Spirits

Change the last sentence of the rule to:

'If the casting roll was a double, you can select 2 different friendly **BONESPLITTERZ** units wholly within 24" of the caster to be affected by this spell instead of 1.'

Page 86 – Ardfist, Drawn to the Waaagh!

Change rules text to:

'You can use this command ability if the **ORRUK WARCHANTER** from this battalion is on the battlefield when a unit from this battalion is destroyed. If you do so, roll a dice. On a 4+, a new unit identical to the one that was destroyed is added to your army. Set up the new unit wholly within 6" of the edge of the battlefield and more than 9" from any enemy units. You cannot use this command ability more than once per phase.'

Page 87 – Ironfist, Up and At 'Em

Change the rule to:

'Once in each of your hero phases, the Big Boss from this battalion can use the Mighty Destroyers command ability (pg 55) without spending 1 command point.'

Page 93 – Megaboss on Mawkrusha, Rip-toof Fist

Change the rule to:

'If the unmodified save roll for an attack made with a melee weapon that targets a model with a Riptoof-fist is 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.'

Page 94 – Orruk Megaboss, Rip-toof Fist

Change the rule to:

'If the unmodified save roll for an attack made with a melee weapon that targets a model with a Riptoof-fist is 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.'

ORRUKS UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Savage Orruks	10	30	120/300	Battleline	
* Maniak Weirdnob	1	1	140	Leader	
* Orruk Megaboss	1	1	140	Leader	
Orruk Warchanter	1	1	110	Leader	
* Orruk Weirdnob Shaman	1	1	120	Leader	
* Savage Big Boss	1	1	90	Leader	
Wardokk	1	1	80	Leader	
Wurrigog Prophet	1	1	160	Leader	
Gordrakk, the Fist of Gork	1	1	540	Leader, Behemoth	Unique
Megaboss on Maw-krusha	1	1	460	Leader, Behemoth	
Ironskull's Boyz	4	4	80		Unique
* Orruk Ardboys	5	30	100		Battleline in Ironjawz or Big Waaagh! army if unit has 10 or more models
* Orruk Brutes	5	20	130		Battleline in Ironjawz or Big Waaagh! army
Orruk Gore-gruntas	3	12	160		Battleline in Ironjawz or Big Waaagh! army
Savage Big Stabbas	2	8	100		
Savage Boarboy Maniaks	5	20	140		Battleline in Bonesplitterz army
Savage Boarboys	5	20	130		Battleline in Bonesplitterz or Big Waaagh! army
Savage Orruk Arrowboys	10	30	120		Battleline in Bonesplitterz or Big Waaagh! army
Savage Orruk Morboys	10	30	120		Battleline in Bonesplitterz army
<i>Ardfist</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Big Rukk</i>	-	-	80	<i>Warscroll Battalion</i>	
<i>Brawl</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Brutal Rukk</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Brutefist</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Gorefist</i>	-	-	130	<i>Warscroll Battalion</i>	
<i>Ironfist</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Kop Rukk</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Kunnin' Rukk</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Snaga Rukk</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Teef Rukk</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Weirdfist</i>	-	-	140	<i>Warscroll Battalion</i>	

Warhammer Age of Sigmar – Pitched Battle Profiles Update, July 2020

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