



# WARHAMMER LEGENDS: GRAND ALLIANCE DESTRUCTION

On the following pages, you will find all of the rules you need to use the following Warhammer Legends units from Grand Alliance Destruction in your games of Warhammer Age of Sigmar.

Every Citadel Miniature is a unique piece of the ever-evolving narrative of Warhammer. It is, then, an unfortunate truth that we can't continue to sell and support every model we've ever made indefinitely. As we make new models, and new books to explore their background and rules, we have to stop producing and featuring some older models. But just like many of you, we still treasure our collections of older Citadel Miniatures, and we still want to be able to use them in games and forge glorious narratives on the tabletop! This is where Warhammer Legends comes in: it gives us a place to publish rules that allow you to play games with your older miniatures.

The warscrolls in this document are not intended for competitive play. If you want to include any of the following units in your army, you must get your opponent's permission first. Each unit belongs to one or more factions, as shown in the table below. Each unit will either have its own warscroll in this document, or you will be able to use a warscroll from the Warhammer Age of Sigmar battletome for its faction. The Pitched Battle profiles for the models that have a warscroll in this compendium can be found at the end of this document. Models that use a warscroll from a battletome use the Pitched Battle profile for that warscroll in that battletome.

UNIT	FACTION	WARSROLL
Greenskinz – Orruk Warboss on Wyvern	Orruk Warclans	Orruk Warboss on Wyvern (pg 2)
Greenskinz – Orruk Warboss	Orruk Warclans	Orruk Warboss (pg 2)
Greenskinz – Orruk Great Shaman	Orruk Warclans	Orruk Great Shaman (pg 3)
Greenskinz – Orruks	Orruk Warclans	Orruk Mob (pg 3)
Greenskinz – Orruk Boarboys	Orruk Warclans	Orruk Boarboys (pg 4)
Greenskinz – Orruk Boar Chariots	Orruk Warclans	Orruk Boar Chariots (pg 4)
Gitmob Grots – Grot Shaman	Gloomspite Gitz	Grot Shaman (pg 5)
Gitmob Grots – Grots	Gloomspite Gitz	Grot Mob (pg 5)
Gitmob Grots – Nasty Skulkers	Gloomspite Gitz	Nasty Skulkers (pg 6)
Gitmob Grots – Grot Wolf Riders	Gloomspite Gitz	Grot Wolf Riders (pg 6)
Gitmob Grots – Grot Wolf Chariots	Gloomspite Gitz	Grot Wolf Chariots (pg 7)
Gitmob Grots – Snotlings	Gloomspite Gitz	Snotlings (pg 7)
Gitmob Grots – Snotling Pump Wagons	Gloomspite Gitz	Snotling Pump Wagons (pg 8)
Troggoths – Sourbreath Troggoths	Gloomspite Gitz	Sourbreath Troggoths (pg 8)
Gitmob Grots – Grot Spear Chukka	Gloomspite Gitz	Grot Spear Chukka (pg 9)
Gitmob Grots – Doom Diver Catapult	Gloomspite Gitz	Doom Diver Catapult (pg 9)
Gitmob Grots – Grot Rock Lobber	Gloomspite Gitz	Grot Rock Lobber (pg 10)



## WARSCROLL ORRUK WARBOSS ON WYVERN

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boss Choppa	1"	6	3+	3+	-1	1
Pair of Boss Choppas	1"	8	3+	3+	-1	1
Horns, Claws and Teeth	2"	★	4+	3+	-1	2
Venomous Barbed Tail	3"	2	4+	★	-1	3

  

DAMAGE TABLE						
Wounds Suffered	Move	Horns, Claws and Teeth	Venomous Barbed Tail			
0-4	12"	5	2+			
5-6	10"	4	3+			
7-8	8"	3	4+			
9+	6"	2	5+			

An Orruk Warboss on Wyvern is armed with one of the following weapon options: Boss Choppa and Boss Shield; or two Boss Choppas.

**SHIELD:** If this unit is armed with a Boss Choppa and Boss Shield, it has a Save characteristic of 3+ instead of 4+.

**MOUNT:** This unit's Wyvern is armed with Horns, Claws and Teeth, and a Venomous Barbed Tail.

**FLY:** This unit can fly.

**Agonising Venom:** If the unmodified hit roll for an attack made with a Venomous Barbed Tail is 6, the target suffers 3 mortal wounds and the attack sequence ends (do not make a wound or save roll).

### KEYWORDS

DESTRUCTION, ORRUK WARCLANS, GREENSKINZ, ORRUK, WYVERN, MONSTER, HERO, ORRUK WARBOSS



## WARSCROLL ORRUK WARBOSS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boss Choppa	1"	6	3+	3+	-1	1
Massive Choppa	1"	3	4+	3+	-2	D3
Pair of Boss Choppas	1"	8	3+	3+	-1	1
Jagged Tusks	1"	2	4+	4+	-	1

An Orruk Warboss is armed with one of the following weapon options: Boss Choppa and Boss Shield; Massive Choppa; or Pair of Boss Choppas.

**SHIELD:** If this unit is armed with a Boss Choppa and Boss Shield, it has a Save characteristic of 3+ instead of 4+.

**MOUNT:** This unit can have a War Boar mount that is armed with Jagged Tusks. If this unit has a War Boar mount, it has a Move characteristic of 9" instead of 5".

**GREAT WAAAGH! BANNER:** If this unit does not have a War Boar mount, it can have a Great Waaagh! Banner. If this unit has a Great Waaagh! Banner, it gains the **TOTEM** keyword.

**War Boar Charge:** Add 1 to wound rolls for attacks made with Jagged Tusks if the attacking unit made a charge move in the same turn.

### KEYWORDS

DESTRUCTION, ORRUK WARCLANS, GREENSKINZ, ORRUK, HERO, ORRUK WARBOSS



## WARSCROLL ORRUK GREAT SHAMAN

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Totemic Staff	2"	1	4+	3+	-	D3
Jagged Tusks	1"	2	4+	4+	-	1

An Orruk Great Shaman is armed with a Totemic Staff.

**MOUNT:** This unit can have a War Boar mount that is armed with Jagged Tusks. A unit with a War Boar mount has a Move characteristic of 9" instead of 5".

**WIZARD:** This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

**Waaagh! Energy:** Add 1 to casting rolls for this unit if it is within 8" of 20 or more ORRUK models.

**War Boar Charge:** Add 1 to wound rolls for attacks made with Jagged Tusks if the attacking unit made a charge move in the same turn.

**Gaze of Mork:** Gaze of Mork is a spell that has a casting value of 6 and a range of 20". If successfully cast, pick up to 3 different enemy units within range and visible to the caster, and roll a dice for each of those units. On a 1, nothing happens. On a 2-5, that unit suffers 1 mortal wound. On a 6, that unit suffers D3 mortal wounds.

### KEYWORDS

DESTRUCTION, ORRUK WARCLANS, GREENSKINZ, ORRUK, HERO, WIZARD, ORRUK GREAT SHAMAN



## WARSCROLL ORRUK MOB

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Orruk Bow	18"	1	4+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Choppa	1"	1	4+	4+	-1	1
Pair of Choppas	1"	1	3+	4+	-1	1
Pigstikka Spear	2"	1	4+	4+	-	1
Cutta	1"	1	4+	5+	-	1

Each model in an Orruk Mob is armed with one of the following weapon options: Choppa and Waaagh! Shield; Pigstikka Spear and Waaagh! Shield; Pair of Choppas; Orruk Bow and Cutta. All models in the unit must be armed with the same weapon option.

**SHIELD:** If this unit is armed with Waaagh! Shields, it has a Save characteristic of 4+ instead of 5+.

**CHAMPION:** 1 model in this unit can be an Orruk Boss. Add 1 to the Attacks characteristic of that model's melee weapon.

**STANDARD BEARER:** 1 in every 10 models in this unit can be an Orruk Banner Bearer. Add 1 to the Bravery characteristic of this unit if it includes any Orruk Banner Bearers.

**MUSICIAN:** 1 in every 10 models in this unit can be a Waaagh! Drummer. Add 1 to charge rolls for this unit if it includes any Waaagh! Drummers.

**Mob Rule:** Add 1 to hit rolls for this unit if it has more than 5 models.

### KEYWORDS

DESTRUCTION, ORRUK WARCLANS, GREENSKINZ, ORRUK, ORRUK MOB



## WARSCROLL ORRUK BOARBOYS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Choppa	1"	1	4+	4+	-1	1
Boarboy Spear	2"	1	4+	4+	-	1
Jagged Tusks	1"	2	4+	4+	-	1

*Each model in an Orruk Boarboys unit is armed with one of the following weapon options: Choppa; or Boarboy Spear. All models in the unit must be armed with the same weapon option.*

**MOUNT:** This unit's War Boars are each armed with Jagged Tusks.

**CHAMPION:** 1 model in this unit can be an Orruk Boarboy Boss. Add 1 to the Attacks characteristic of that model's melee weapon.

**STANDARD BEARER:** 1 in every 5 models in this unit can be a Glyph Bearer. Add 1 to the Bravery characteristic of this unit if it includes any Glyph Bearers.

**MUSICIAN:** 1 in every 5 models in this unit can be a Waagh! Hornblower. Add 1 to charge rolls for this unit if it includes any Waagh! Hornblowers.

**Boarboy Charge:** Add 1 wound rolls for attacks made with a Boarboy Spear or Jagged Tusks if the attacking unit made a charge move in the same turn.

**KEYWORDS** DESTRUCTION, ORRUK WARCLANS, GREENSKINZ, ORRUK, ORRUK BOARBOYS



## WARSCROLL ORRUK BOAR CHARIOTS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boarboy Spears	2"	2	4+	4+	-	1
Jagged Tusks	1"	4	4+	4+	-	1

*Each model in an Orruk Boar Chariots unit is armed with Boarboy Spears.*

**MOUNT:** This unit's War Boars are armed with Jagged Tusks.

**Boarboy Charge:** Add 1 wound rolls for attacks made with Boarboy Spears or Jagged Tusks if the attacking unit made a charge move in the same turn.

**Scything Wheels:** After a model from this unit finishes a charge move, roll a dice for each enemy unit within 1" of that model. On a 2+, that unit suffers D3 mortal wounds. If this unit has more than 1 model, roll to determine if mortal wounds are caused after each model finishes its charge move, but do not allocate the mortal wounds until all of the models in the unit have finished their charge moves.

**KEYWORDS** DESTRUCTION, ORRUK WARCLANS, ORRUK, GREENSKINZ, ORRUK BOAR CHARIOTS



## WARSCROLL GROT SHAMAN

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Shaman Stick	2"	1	4+	4+	-1	D3
Slavering Jaws	1"	2	4+	4+	-	1

A Grot Shaman is armed with a Shaman Stick.

**WIZARD:** This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

**MOUNT:** This unit can have a Giant Wolf mount that is armed with Slavering Jaws. If this unit has a Giant Wolf mount, it has a Move characteristic of 12" instead of 5".

**Kunnin' (or just Lucky):** This unit has a ward of 5+.

**Sneaky Stabbin':** Sneaky Stabbin' is a spell that has a casting value of 7 and a range of 16". If successfully cast, you can pick 1 friendly GROT unit within range and visible to the caster. Add 1 to wound rolls for that unit until your next hero phase.

### KEYWORDS

DESTRUCTION, GLOOMSPITE GITZ, GROT, HERO, WIZARD, GROT SHAMAN

## WARSCROLL GROT MOB

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Grot Bow	16"	1	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slasha	1"	1	5+	4+	-	1
Jabbin' Spear	2"	1	5+	4+	-	1

Each model in a Grot Mob is armed with one of the following weapon options: Jabbin' Spear and Grot Shield; or Grot Bow and Slasha. All models in the unit must be armed with the same weapon option.

**SHIELD:** If this unit is armed with Grot Shields, it has a Save characteristic of 5+ instead of 6+.

**CHAMPION:** 1 model in this unit can be a Grot Boss. Add 1 to the Attacks characteristic of that model's melee weapon.

**STANDARD BEARER:** 1 in every 10 models in this unit can be a Flag Waver. Add 1 to the Bravery characteristic of this unit if it includes any Flag Wavers.

**MUSICIAN:** 1 in every 10 models in this unit can be a Hornblower. Add 1 to charge rolls for this unit if it includes any Hornblowers.

**Unruly Mob:** Add 1 to hit rolls for this unit if it has 10 or more models.

### KEYWORDS

DESTRUCTION, GLOOMSPITE GITZ, GROT, GROT MOB

# WARSCROLL NASTY SKULKERS



## MELEE WEAPONS

Back Stabba

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	2	5+	5+	-1	1

Each model in a Nasty Skulkers unit is armed with vicious Back Stabbas.

**Surprise!**: When you select a **NASTY SKULKERS** unit to be part of your army, you can pick 1 friendly **GROT MOB** unit that is already part of your army to be the unit in which that **NASTY SKULKERS** unit is hiding. Record this information on a piece of paper. Do not set up the **NASTY SKULKERS** unit until it is revealed as described next. You can hide up to 1 **NASTY SKULKERS** unit in a **GROT MOB** unit.

**Right in da 'Urti Bitz!**: If the unmodified hit roll for an attack made with a Back Stabba is 6, the target suffers 1 mortal wound and the attack sequence ends (do not make a wound roll or save roll).

At the start of the combat phase, you can reveal 1 or more hidden **NASTY SKULKERS** units. If you do so, set up each hidden **NASTY SKULKERS** unit wholly within 5" of the unit it was hiding in and within 3" of any enemy units.

## KEYWORDS

DESTRUCTION, GLOOMSPITE GITZ, GROT, NASTY SKULKERS



# WARSCROLL GROT WOLF RIDERS

## MISSILE WEAPONS

Wolf Bow

Range	Attacks	To Hit	To Wound	Rend	Damage
16"	2	5+	5+	-	1

## MELEE WEAPONS

Slitta

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	1	5+	5+	-	1

Pokin' Spear

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	1	4+	4+	-	1

Slavering Jaws

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	2	4+	4+	-	1

Each model in a Grot Wolf Riders unit is armed with one of the following weapon options: Slitta and Wolf Bow; Pokin' Spear; or Pokin' Spear and Grot Shield. All models in the unit must be armed with the same weapon option.

**STANDARD BEARER**: 1 in every 5 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of this unit if it includes any Standard Bearers.

**Pounce**: This unit is eligible to fight in the combat phase if it is within 6" of an enemy unit instead of 3", and models in this unit can move an extra 3" when they pile in.

**SHIELD**: If this unit is armed with Grot Shields, it has a Save characteristic of 4+ instead of 5+.

**MUSICIAN**: 1 in every 5 models in this unit can be a Hornblower. Add 1 to charge rolls for this unit if it includes any Hornblowers.

**MOUNT**: This unit's Giant Wolves are each armed with Slavering Jaws.

**CHAMPION**: 1 model in this unit can be a Grot Wolf Rider Boss. Add 1 to the Attacks characteristic of that model's melee weapon.

## KEYWORDS

DESTRUCTION, GLOOMSPITE GITZ, GROT, GROT WOLF RIDERS



## WARSCROLL GROT WOLF CHARIOTS

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wolf Bow	16"	2	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slavering Jaws	1"	4	4+	4+	-	1
Slittas	1"	3	5+	5+	-	1

*Each model in a Grot Wolf Chariots unit is armed with a Wolf Bow and Slittas.*

**MOUNT:** This unit's Giant Wolves are armed with Slavering Jaws.

**Smashing Charge:** After a model from this unit finishes a charge move, roll a dice for each enemy unit within 1" of that model. On a 4+, that unit suffers D3 mortal wounds. If this unit has more than 1 model, roll to determine if mortal wounds are inflicted after each model finishes its charge move, but do not allocate the mortal wounds until all of the models in the unit have finished their charge moves.

### KEYWORDS

**DESTRUCTION, GLOOMSPITE GITZ, GROT WOLF CHARIOTS**



## WARSCROLL SNOTLINGS

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Explodin' Spores	6"	4	5+	6+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pokin' Sticks	1"	5	5+	6+	-	1

*Each model in a Snotlings unit is armed with Pokin' Sticks and Explodin' Spores.*

**Enthusiastic Show-offs:** You can add 1 to hit rolls for attacks made by this unit if it is wholly within 12" of a friendly ORRUK unit.

### KEYWORDS

**DESTRUCTION, GLOOMSPITE GITZ, SNOTLINGS**



## WARSCROLL SNOTLING PUMP WAGONS

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Explodin' Spores	6"	4	5+	5+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pokin' Sticks	1"	5	5+	6+	-	1
Ram Spikes	1"	2D6	5+	4+	-1	1

*Each model in a Snotling Pump Wagons unit is armed with Explodin' Spores, Pokin' Sticks and Ram Spikes.*

**Pump Harder, Ladz:** If you roll a double when determining this unit's Move characteristic in your movement phase, this unit is pumped up until the end of your turn. You can re-roll charge rolls for pumped-up units, and you can add 1 to hit rolls for attacks made with Ram Spikes by pumped-up units.

### KEYWORDS

**DESTRUCTION, GLOOMSPITE GITZ, SNOTLING, WAR MACHINE, SNOTLING PUMP WAGONS**



## WARSCROLL SOURBREATH TROGGOths

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Noxious Vomit	6"	1	3+	3+	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Troggoth Club	2"	3	4+	3+	-1	2

*Each model in a Sourbreath Troggoths unit is armed with Noxiou Vomit and a Troggoth Club.*

**Regeneration:** In your hero phase, you can roll a dice for this unit. If you do so, on a 4+, heal up to D3 wounds allocated to this unit.

**Too Dumb to Die:** This unit has a ward of 5+.

### KEYWORDS

**DESTRUCTION, GLOOMSPITE GITZ, TROGGOth, SOURBREATH, SOURBREATH TROGGOths**



## WARSCROLL GROT SPEAR CHUKKA

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Chukkin' Spear	36"	3	4+	3+	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slittas	1"	3	5+	5+	-	1

A Grot Spear Chukka is armed with Chukkin' Spears.

**CREW:** A Grot Spear Chukka has a crew of 3 Grots, who are armed with Slittas. The crew must remain within 1" of the Grot Spear Chukka. For rules purposes, the Grot Spear Chukka and its crew are treated as a single model.

**Get the One with the Big Hat:** Add 1 to hit rolls for attacks made with a Chukkin' Spear that target a HERO.

### KEYWORDS

DESTRUCTION, GLOOMSPITE GITZ, GROT, WAR MACHINE, GROT SPEAR CHUKKA



## WARSCROLL DOOM DIVER CATAPULT

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Divin' Grot	30"	1	3+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slittas	1"	4	5+	5+	-	1

A Doom Diver Catapult is armed with Divin' Grots.

**CREW:** A Doom Diver Catapult has a crew of 4 Grots, who are armed with Slittas. The crew must remain within 1" of the Doom Diver Catapult. For rules purposes, the Doom Diver Catapult and its crew are treated as a single model.

**Grot-guided Missile:** If the hit roll for an attack made with a Divin' Grot is unsuccessful, roll a dice. On a 4+, you can pick a different enemy unit within 10" of the original target. That unit is hit by the attack instead (make a wound roll and save roll as normal).

### KEYWORDS

DESTRUCTION, GLOOMSPITE GITZ, GROT, WAR MACHINE, DOOM DIVER CATAPULT



## WARSCROLL GROT ROCK LOBBER

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Big Rock	6-40"	1	3+	3+	-2	3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slittas	1"	4	5+	5+	-	1

A Grot Rock Lobber is armed with Big Rocks.

**CREW:** A Grot Rock Lobber has a crew of 3 Grots and 1 Orruk Bully, who are armed with Slittas. The crew must remain within 1" of the Grot Rock Lobber. For rules purposes, the Grot Rock Lobber and its crew are treated as a single model.

**Flatten the Lot of 'Em:** Add 1 to hit rolls for attacks made with a Big Rock that target a unit with more than 5 models.

### KEYWORDS

DESTRUCTION, GLOOMSPITE GITZ, ORRUK, GROT, WAR MACHINE, GROT ROCK LOBBER

## PITCHED BATTLE PROFILES

The table below contains the Pitched Battle profiles for the warscrolls in this compendium. See section 25.0 of the core rules for further information about Pitched Battle profiles. Updated July 2021.

WARHAMMER LEGENDS: GRAND ALLIANCE DESTRUCTION				
WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Doom Diver Catapult	1	135	Artillery	Single
Grot Rock Lobber	1	110	Artillery	Single
Grot Spear Chukka	1	135	Artillery	Single
Grot Mob	20	110	Battleline	
Orruk Mob	10	90	Battleline	
Grot Shaman	1	90	Leader	Single
Orruk Great Shaman	1	135	Leader	Single
Orruk Warboss	10	155	Leader	Single
Orruk Warboss on Wyvern	1	265	Leader, Behemoth	Single
Grot Wolf Chariots	1	50		
Grot Wolf Riders	5	100		
Nasty Skulkers	3	50		
Orruk Boar Chariots	1	90		
Orruk Boarboys	5	110		
Snotling Pump Wagons	1	70		
Snotlings	2	50		
Sourbreath Troggoths	3	175		