

KRULEBOYZ

Spiteful, cruel and possessed of a deadly cunning, the Kruleboyz orruks take great joy in tormenting their enemies. They prize deviousness more than brute strength, and their underhanded tactics have laid more than one proud army low.

KRULEBOYZ FIGHTER ABILITIES	
	[Double] Venom-encrusted Weapon: Until the end of this fighter's activation, add 1 to the damage points allocated by each critical hit from attack actions made by this fighter.
	[Double] Aimed Shot: A fighter can use this ability only if they have not made a move action this activation. If this fighter's next action is an attack action that has the Ranged Weapon runemark (↗), critical hits are scored on a 5+ for that attack action.
	[Triple] Stab 'Em Good: Until the end of the battle round, add 1 to the Attacks characteristic of attack actions that have the Dagger runemark (↘) made by friendly fighters with the Minion runemark (⚔) while they are within 6" of this fighter.
	[Triple] Brewed Elixir: Pick a friendly fighter within 1" of this fighter and roll a number of dice equal to the value of this ability. For each 4+, remove up to 3 damage points allocated to that fighter.

KRULEBOYZ LEADER ABILITIES	
	[Double] Bone-crushing Bite: Pick a visible enemy fighter within 1" of this fighter and roll a number of dice equal to half the value of this ability (rounding up). For each 3+, allocate 3 damage points to that fighter.
	[Double] You Hold 'Em Off: Pick a friendly fighter with both the Kruleboyz faction runemark (☉) and the Bulwark runemark (⊕) within 3" of this fighter. That fighter can make a bonus move action or a bonus attack action.
	[Triple] Summon Boggy Mist: Until the end of the battle round, subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions made by enemy fighters while they are within 6" of this fighter.
	[Triple] Breath of the Mire-drake: Roll a dice for each visible enemy fighter within 3" of this fighter. On a 3-4, allocate 1 damage point to the fighter being rolled for. On a 5+, allocate a number of damage points equal to the value of this ability to the fighter being rolled for.
	[Quad] Kunnin' Attack: A fighter can use this ability only if there are more friendly fighters with the Warrior runemark (⚔) within 6" of this fighter than there are enemy fighters within 6" of this fighter. Those friendly fighters can make a bonus move action or a bonus attack action (some can make bonus move actions and others bonus attack actions).

KRULEBOYZ

KILLABOSS ON GREAT GNASHTOOF 245

 1 |  4 |  4 |  2/5 |  | 

 8 |  5 |  38

BOLTBOY BOSS 195

 3-15 |  3 |  4 |  1/4 |  | 

 1 |  3 |  4 |  2/4 |  | 

 4 |  4 |  25

KILLABOSS 195

 1 |  4 |  4 |  2/5 |  | 

 4 |  5 |  28

GUTRIPPA WITH WICKED STIKKA 80

 2 |  2 |  3 |  1/3 |  | 

 4 |  4 |  15

MURKNOB WITH BELCHA-BANNA 165

 1 |  3 |  4 |  2/4 |  | 

 4 |  4 |  25

GUTRIPPA WITH WICKED HAKKA 85

 1 |  3 |  3 |  1/3 |  | 

 4 |  4 |  15

SWAMPCALLA SHAMAN 205

 3-7 |  2 |  3 |  3/6 |  | 

 2 |  3 |  4 |  1/4 |  | 

 4 |  4 |  25

MAN-SKEWER BOLTBOY 140

 3-15 |  2 |  4 |  1/4 |  | 

 1 |  3 |  3 |  1/3 |  | 

 4 |  4 |  15

GUTRIPPA BOSS WITH WICKED STIKKA 175

 2 |  3 |  4 |  2/4 |  | 

 4 |  5 |  25

HOBGROT BOSS 110

 3-7 |  2 |  4 |  2/4 |  | 

 1 |  4 |  3 |  1/3 |  | 

 4 |  3 |  12

GUTRIPPA BOSS WITH MACE AND SWORD 170

 1 |  4 |  4 |  2/4 |  | 

 4 |  4 |  25

HOBGROT SLITTA 90

 3-7 |  2 |  4 |  2/4 |  | 

 1 |  3 |  3 |  1/3 |  | 

 4 |  3 |  10



KRULEBOYZ

Ever since the Era of the Beast dawned, the Kruleboyz orruks have emerged as one of the gravest threats to civilisation. Unlike most orruks, these swamp-dwelling greenskins are more cunning than brutal, and their devious unpredictability makes them a truly dangerous foe. Kruleboyz employ any number of methods against their enemies, including bombarding them with lung-melting gas bombs, stabbing them with poison-laced spears, or luring them into pit-traps, each impaling spike coated with unspeakable substances.

Led by sadistic warlords and swamp-summoning shamans, the Kruleboyz slink out in search of plunder and violence, employing their talent for ambush and a variety of grotesque war-beasts to overwhelm their prey. Woe betide those captives who fall into their hands; they are destined for a painful and humiliating demise.

KRULEBOYZ FIRST NAMES		KRULEBOYZ LAST NAMES	
D10	FIRST NAME	D10	LAST NAME
1	Krawk	1	Manstabba
2	Gurk	2	da Eyemuncha
3	Sprakk	3	Red Eye
4	Gobbok	4	Toadbreath
5	Hakko	5	Drowna
6	Rozzig	6	Bugsplatta
7	Shivstik	7	da Kunnin'
8	Blogg	8	Rot-toof
9	Thorkk	9	Mudspit
10	Prodda	10	Bolt Breaka

ORIGIN

1	Pit Trappas – These warriors are experts at luring their prey into spike-filled pits – a tactic that works as well on the battlefield as it does when hunting swamp-beasts to eat.
2	Swampskin Hurlers – These warriors have bottled a variety of noxious swamp gases, which they delight in hurling at their enemies.
3	Beast-breakaz – These warriors are particularly skilled at bringing the most aggressive beasts to heel through a blend of stubbornness and sadistic violence.
4	Stormy Stabbas – This group of killers has fought many battles against the God-King's champions and delights in subjecting the hated 'Stormies' to a gruesome demise.
5	Kunnin' Ambushers – To these warriors, a fair fight is a mystifying concept – they prefer to strike from cover and slaughter the enemy before they have a chance to react.
6	Plunderers – These warriors have a keen eye for loot, and always seem to bring back an impressive haul of 'shiny wotsits' from each murderous campaign.

LEADER/FAVOURED WARRIOR BACKGROUND

1	Swamp-scarred – This champion has been on the receiving end of some swamp monster's acidic vomit, and their face is horribly burned as a result.
2	Backstabba – This warrior has risen to a position of power through the opportunistic shanking of a succession of bigger, tougher orruks.
3	Tapewyrm Squig – This orruk has contracted a tapewyrm squig from drinking contaminated swamp water, but as long as it is well fed it shouldn't eat him alive. For a while at least.
4	Cruel and Unusual – Even amongst the Kruleboyz, this warrior is renowned for the hideous ingenuity of their torture techniques.
5	Chip on the Shoulder – This warrior despises any who prefer strength over kunnin', above all the swaggering brutes of the Ironjawz.
6	Foul Reek – Whatever swampy mud-pit this orruk has been wallowing in, it has left him with a truly stomach-churning odour.