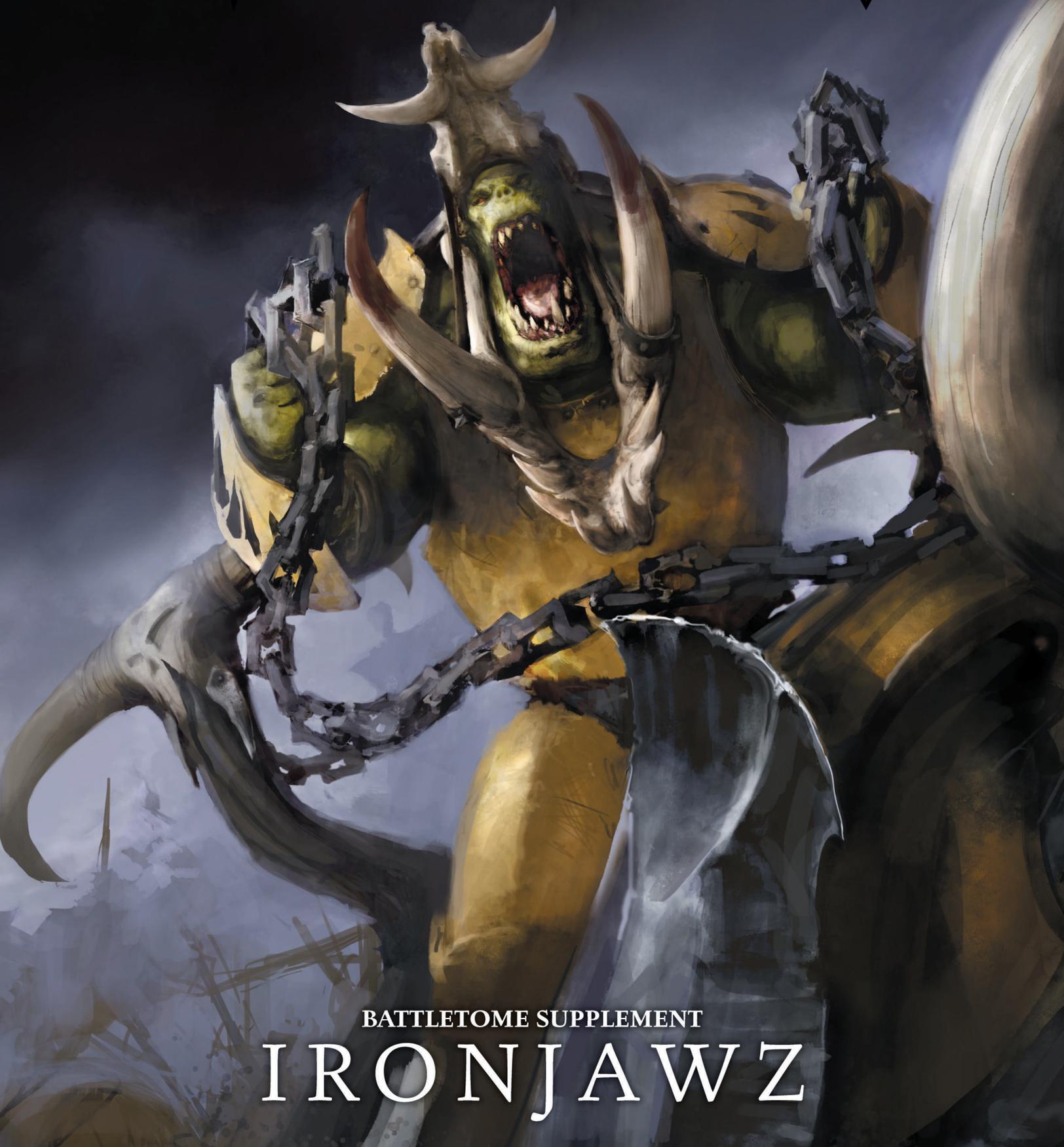


WARHAMMER

AGE OF SIGMAR



BATTLETOME SUPPLEMENT

IRONJAWZ

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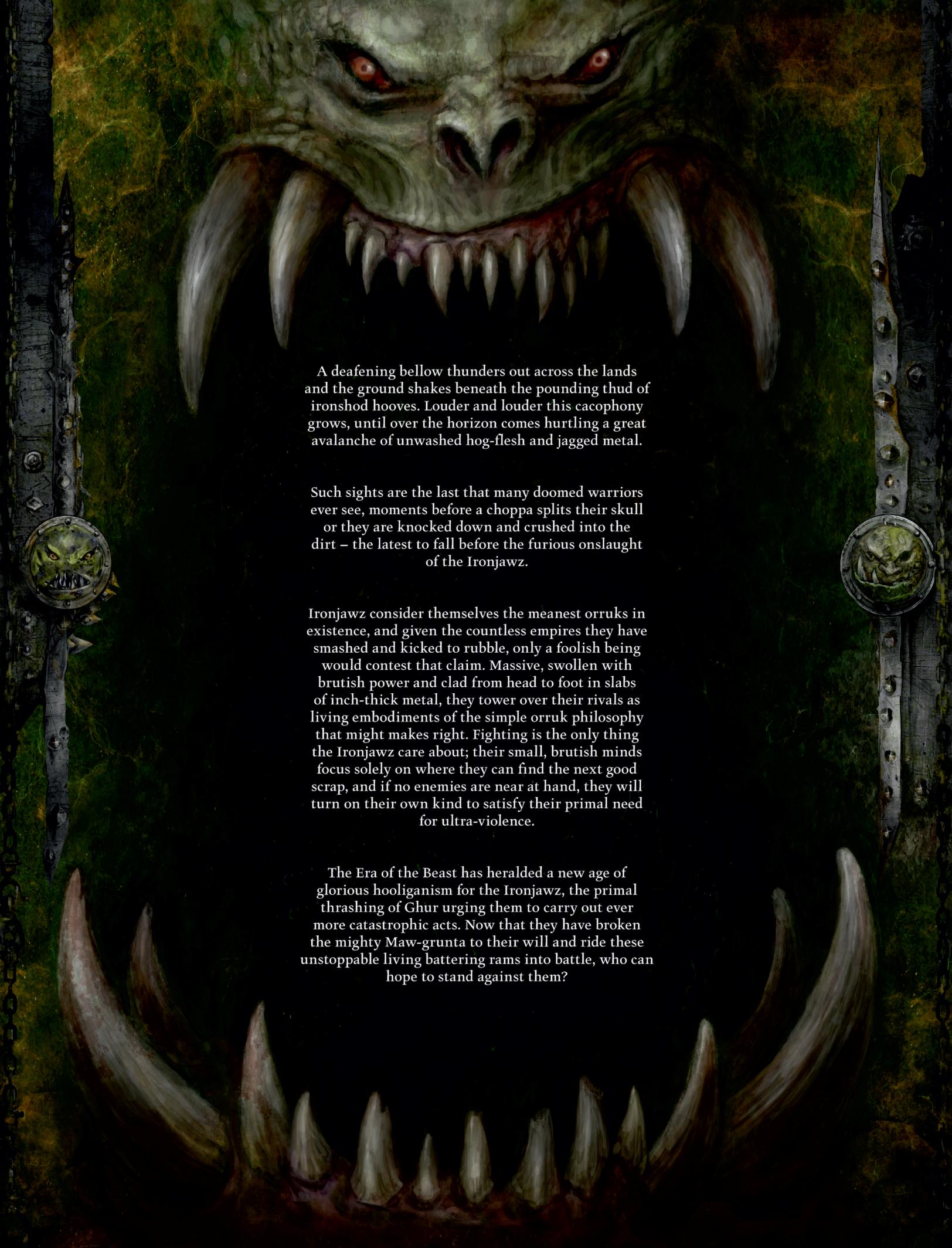
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A deafening bellow thunders out across the lands and the ground shakes beneath the pounding thud of ironshod hooves. Louder and louder this cacophony grows, until over the horizon comes hurtling a great avalanche of unwashed hog-flesh and jagged metal.

Such sights are the last that many doomed warriors ever see, moments before a choppa splits their skull or they are knocked down and crushed into the dirt – the latest to fall before the furious onslaught of the Ironjawz.

Ironjawz consider themselves the meanest orruks in existence, and given the countless empires they have smashed and kicked to rubble, only a foolish being would contest that claim. Massive, swollen with brutish power and clad from head to foot in slabs of inch-thick metal, they tower over their rivals as living embodiments of the simple orruk philosophy that might makes right. Fighting is the only thing the Ironjawz care about; their small, brutish minds focus solely on where they can find the next good scrap, and if no enemies are near at hand, they will turn on their own kind to satisfy their primal need for ultra-violence.

The Era of the Beast has heralded a new age of glorious hooliganism for the Ironjawz, the primal thrashing of Ghur urging them to carry out ever more catastrophic acts. Now that they have broken the mighty Maw-grunta to their will and ride these unstoppable living battering rams into battle, who can hope to stand against them?

BIGGEST AND 'ARDEST

Ironjawz are the toughest orruks around and the brutal shock troops of Gorkamorka's armies. These musclebound bullies love nothing more than stampeding forth in a hollering mob, bowling over anything in their path and smashing it to bits with choppas, clubs and iron-wrapped fists.

Whenever the hordes of the Great Green God embark on one of their regular rampages of destruction, it is a fair bet that the Ironjawz will be right at the front of the slaughter. These are the biggest, burliest and least subtle of all orruks, fully embodying the brutal aspect of the greenskins' two-headed deity Gorkamorka. They love war and aimless destruction, and they consider any time not spent smashing an enemy's face into the floor completely wasted. Ironjawz scorn fancy 'finkin' and snort at 'taktiks', certain that there is no obstacle that cannot be overcome with a big choppa and a bad attitude. In this, they are often correct.

Orruk physiology is based around constant exposure to battle. The more these creatures fight, the bigger they grow, and it is revealing that Ironjawz are massive even by the standards of their species. Even the least of them is swollen with muscle, with a heavy slab of a jaw filled with protruding, tusk-like teeth and piggish little eyes that simmer with violent intent. Their weapons are crude and most look like nothing more than discarded pieces of debris, but few would deny their effectiveness when swung full force into a foe.

Equally unrefined is the signature armour of the Ironjawz: plates of uneven pig iron punched roughly into shape by hand, often corroded and covered in dents

but still capable of turning an already resilient orruk into a living wrecking ball.

It should not be surprising that the clans of the Ironjawz are the most belligerent of all orruk tribes, concerned only with where they can find their next fight and how long it will take to get there. Having found a foe to grind into dust, they will hurl themselves at their quarry again and again until it is thoroughly smashed. Even if they are somehow beaten back, the Ironjawz will take only a short break to lick their wounds and nurse their bruised egos before charging back into the fray, voices joined together in a joyous bellow of that infamous greenskin battle cry – 'Waaagh!'

It is a time of plenty for the Ironjawz as the Era of the Beast has dawned across the Mortal Realms, heralded by the rise and rampage of the Earthquake God Kraganos. This age of savagery and mindless, animal destruction suits these most aggressive orruks down to the ground, and new Waaagh!s are launched each time the blood-soaked Ghurish plains are bathed in Hysh's light. Under the brutal rulership of the legendary Gordrakk, the Fist of Gork, the Ironjawz have made it their mission to reduce the Realm of Beasts to a primal killing ground with no hint of civilisation present. As the picked-clean bones of scores of defeated armies can solemnly attest, this vision is coming ever closer to fulfilment.

*'Who's da biggest
and da 'ardest?*

Ironjawz!

Ironjawz!

*Who's da lads
what's killed
the mostest?*

Ironjawz!

Ironjawz!

*Fear our fists,
fear our choppas,
fear our spiky
iron smashes!*

*Who's come here
to bash your
heads in?*

Ironjawz!

Ironjawz!'

*- Ardboy
marching song*

HOGS OF WAR

Ironjawz delight in brute strength and aggression, and there are few creatures that exemplify these traits so thoroughly as the Maw-grunta. Native to Ghur, the Realm of Beasts, these oversized monstrosities stand more than twice as tall as an orruk at the shoulder. Every inch of their porcine frame is corded with muscle and fat. Beneath a boulder-like head, four mighty tusks sprout from a massive, slobbering maw. Simply put, when these beasts lower their heads and charge, nothing can stand in their way.

Except, apparently, an orruk possessed of an utter disregard for their own well-being. It was Krazogg Hornsplitta of the Ironsunz warclan who first pioneered the technique that he calls 'da Krazogg Manoova'. This involved the orruk warlord luring

a Maw-grunta stampede into a narrow canyon and placing his entire mob in front of the only exit. As the monstrous beasts thundered ever closer, Hornsplitta's warriors began punching and battering each other, building up a great head of Waaagh! energy that turned the sky above a violent green. Having fully lost their senses, the orruks then faced the mass of stinking hog-meat bearing down on them.

The Maw-gruntas were no more than a few dozen paces away when Krazogg fixed his eyes upon the largest beast. The alpha staggered to a halt as it gazed into the blazing emerald orbs of a being just as foul-tempered and ferocious as itself. That brief hesitation allowed the Tuskboss to leap upon his prize; stabbing his pig-hacka deep into its hairy flesh, he used the embedded weapon as leverage to clamber atop its back and loop chains around

its thick neck. Thus was the first Maw-grunta – affectionately named Rokksnorta by its new owner – brought to heel. The fact that almost all of Krazogg's underlings were squashed flat by the rest of the Maw-grunta herd is largely ignored.

Since this triumph, Krazogg has assembled a motley tribe of grunta-obsessed Ironjawz, embarking on a wild rampage that has led them from the Thondian plains deep into Ghyran through a string of ancient realmgates. Calling themselves the Hogboyz, they have already stomped flat a number of frontier settlements, two Chaos dreadholds and countless terrified humans. Several other aspiring Tuskbosses have since followed Hornsplitta's bold example, although most have ended their existence somewhere deep within a Maw-grunta's digestive tract.



BASH 'EM! SMASH 'EM! CRUSH DA HUMIES!

MOBS, FISTS AND BRAWLS

Orruks organise themselves for war in the most bluntly simplistic way possible, enforcing their hierarchy through acts of extreme violence. Furious bellowing followed by a good punch in the face are considered the best methods to keep unruly underlings in line, and such practices are adopted by tribes across the realms.

Ironjawz society is dominated by the straightforward mantra that might makes right. The biggest and meanest orruk rules, their authority delivered with a strong right hook to the jaw of anyone stupid enough to disagree with them. The leader of any Ironjawz warclan has risen to the top of the pile through a lifetime of killing. These greatly feared beings can command anything from a motley handful of orruk raiders to a continent-spanning 'empire' consisting of hundreds of lesser bosses and many thousands of greenskins.

While orruks could never be described as social creatures in the conventional sense, they do understand that the more of them that gather in one place, the likelier it is that a good punch-up will break out. As the excitement of battle looms, Ironjawz mobs will gather into Fists, though these rarely comprise more than five mobs at a time – this is the amount of fingers an orruk has on each hand and, therefore, the highest number they can be expected to count to. There are various kinds of Fists, ranging

from shaman-led Weirdfists to companies of Ardboys known as Ardfists that march to the beat of a Warchanter's clashing sticks and the spittle-flecked haranguing of an Ardboy Big Boss.

Should five of these Fists group up, the resultant horde becomes a Brawl, which contains within it enough bone-headed thuggery to make the hardest Dawnbringer marshal go weak at the knees. Ironjawz warclans dedicate themselves to destruction in all its forms, whether that means knocking cities down stone by stone, pulling the limbs off 'humies' foolish enough to challenge them, or simply smashing statues and idols to pieces in a frenzy of pointless – albeit enthusiastic – vandalism.

RISE OF THE GRUNTFISTS

In recent times, the hordes of the Ironjawz have undergone a 'revolushun', equivalent – at least in the minds of the orruks – to the radical innovations recently established by the Cities of Sigmar. Not only have the Ardboys

equipped themselves with stikkas that allow them to poke holes in things from slightly further away, but also the orruks have almost doubled the physical size of their cavalry mounts by learning how to ride the fearsome Maw-grunta.



Though native to Ghur, the greenskins have spilled into many neighbouring realms, in large part because of the actions of the Bloodtoofs, a warclan of unrelenting maniacs who charge across the cosmos wreaking havoc wherever they go. These red-armoured orruks were amongst the first to follow Tuskboss Hornsplitta's lead and bend Maw-gruntas to their will, diverting stampedes of the creatures through realmgates and delighting in the resulting carnage. Capable of surviving any climate and digesting pretty much anything they eat, Maw-gruntas have thrived outside Ghur,

THE WAAAGH!

The word 'Waaagh!' encapsulates everything that orruks hold dear, namely battle, violence and unrestrained thuggery. It can only really be pronounced correctly when bellowed at a deafening volume, preferably with a lot of spittle flying around to boot. When many orruks gather together to shout the word at the top of their lungs, it creates a form of psychic thunderhead charged with raw, brutish energy – a galvanising force that drives the greenskins onwards to their next big punch-up. The apex of this crushing wave of violence is known as the Big Waaagh! This phenomenon gathers up orruks from Ironjawz, Kruleboyz and Bonesplitterz clans into one mighty horde and also drags grots, ogors and gargants out of their lairs to join in the fun. The skies blaze green with the sheer potency of this great horde's combined battle-lust, and thousands of throats are strained by roared war cries. This apocalyptic sound is the last thing that the denizens of many cities and kingdoms ever hear. Indeed, it has heralded the doom of entire empires.

multiplying with terrifying speed as they devour entire ecosystems to the amusement of the local orruk tribes. As a result, Gruntfists have become an increasingly common sight within Ironjaw Brawls. These Fists are always led by a Tuskboss mounted on a Maw-grunta, usually accompanied by a few more of the great beasts and followed by a host of Gore-grunta shock cavalry.

Since Maw-gruntas are almost physically incapable of staying still and have an unfortunate habit of barrelling their way through allied war camps and squashing everything in their path, other greenskins often have a dim view of Gruntfists and their warriors. Yet any orruk foolhardy enough to try and bring an angry Maw-grunta to heel has to be respected, and when a wedge of hairy grunta-flesh crashes into the enemy and sends them hurtling through the air like leaves in a hurricane, even the most sour-tempered Ironjaw cannot stifle a guffaw of delight.

Indeed, the rampages of Tuskboss Krazogg and his Hogboyz have been so successful that many other Ironjawz warclans have tried to ape his famous 'Manoova', luring stampeding herds of Maw-gruntas into narrow canyons and either leaping atop the beasts' backs from surrounding cliffs or attempting the Tuskboss's evil-eye technique themselves. This approach has seen mixed results. Scouts out of the free cities of Thondia now commonly stumble upon piles of squashed-flat greenskins rotting in the sun and openly wonder what in Sigmar's name could have done such a thing. That query is answered in a most dreadful manner when the ground begins to tremble and over the horizon comes hurtling a great mass of hairy behemoths, whooping Ironjawz riders lurching precariously atop them.





'There ain't nobody that's gonna stand in my way now, cos those that do are gonna get crushed and bashed and stamped to mush by Rokksnorta here, ain't they? I'm gonna stomp the world flat, and I fink I'll start wiv that humie city over there. Follow me, boyz! WAAAGH!'

- Tuskboss Krazogg Hornsplitta



TUSKBOSS ON MAW-GRUNTA

Only those orruks fearless – or deranged – enough to claim mastery over a squealing, snorting herd of Maw-gruntas can claim the title of Tuskboss. These mounted warlords turn their porcine mounts into huge engines of destruction, delighting in the squishy crunch of enemy soldiers beneath their hooves.

To claim the title of Tuskboss, an orruk must display an almost unbelievable lack of concern for their own life. Not only do these orruk warlords have to somehow dominate a slobbering, foul-tempered Maw-grunta without being impaled, stomped on or hurled into a rocky wall with back-breaking force, they must also corral an entire herd of the beasts – as well as the rambunctious orruks who ride them into battle. Never stopping for a moment longer than it takes to rip a foe's guts out with a swipe of their trusty pig-hacka, a Tuskboss rampages across the realms on an endless stampede, trampling all before them into an unrecognisable paste.

Tuskbosses make the same journey as all orruk warlords, starting as lowly Ardboys and over time distinguishing themselves through

acts of mindless brutality. Their bodies swollen and scarred by constant battle, they seek a more satisfying place in the mob where they can be exposed to even more violence. Most then manage to claim themselves a grunta mount in one of the Ironjawz' raucous 'grunt hunts' and become absolutely obsessed with the heady thrill of smashing into the enemy at high speed atop a hairy wrecking ball.

The only way to experience the apex of this uniquely orruk art form is to somehow acquire a Maw-grunta. Such a thing is – to put it mildly – easier imagined than achieved. Notoriously ill-tempered, violent and almost impossible to stop when it starts moving, the Maw-grunta is an animal that the Ironjawz can truly respect. They are related

to the gruntas often used by orruks as shock cavalry steeds, albeit several tonnes heavier and with an even more terrifying appetite. Gruntas are famous for eating almost anything, but Maw-gruntas do so on the move, lowering their massive, tusked maws and gobbling up anything foolish enough to find itself in their path. Metal, stone, wood and meat: all are fair game for a Maw-grunta, whose three stomachs are filled with sizzling acids that can dissolve almost any material in existence.



KRAZOGG HORNSPLITTA

Krazogg Hornsplitta leads a porcine avalanche that leaves trails of mashed-up corpses and pulverised buildings in its wake. Currently, the Tuskboss is smashing his way across Aqshy at the head of a great Brawl known as the Hogboyz. Entirely mounted atop various breeds of grunta war-pigs, these Ironjawz boast that nothing has ever slowed them down – certainly not the Sigmarite strongholds stomped to dust by their headlong rampage.

Hornsplitta rose through the ranks of the Ironsunz warclan and was once a favoured Brute of Megaboss Dakkbad Grotkicker. Krazogg had a reputation for daring – most would say incredibly unwise – battlefield gambits, such as browbeating a Mega-Gargant into hurling him and his boys over the walls of a besieged Khainite temple and charging a stubborn Lumineth battleline even as cannonballs fired by allied ogor mercenaries whistled overhead. Such strategies were undeniably effective, even

if they inevitably resulted in massive casualties. When he witnessed a thundering stampede of Maw-gruntas, Hornsplitta swore that he would claim one of the snorting monstrosities for himself.

And so he did, inventing the famed 'Krazogg Manoova' in the process. Slightly concussed but still very smug, Krazogg took the title of Tuskboss and gave his newly captured Maw-grunta the name Rokksnorta. Through a combination of heavy iron chains, a few hundred disposable grots and extreme amounts of violence, Hornsplitta hammered armoured plates onto the side of his mount and added a ramshackle harness that allows two orruks to lash themselves to the Maw-grunta. Although he carries a pig-hacka strapped to his back, Krazogg's true weapon is Rokksnorta itself, and he uses his chains to aim the Maw-grunta towards wherever he can cause the most carnage. The Tuskboss has since gathered to his side a number of orruk headcases who managed to seize a Maw-grunta of their own.

The concept of going around an obstacle is completely alien to a Maw-grunta, and it possesses the raw might to back up this belligerent attitude. Put an orruk boss on top and – at least to some extent – in charge of such a beast, and you have a truly formidable force of destruction. Tuskbosses live almost their entire lives in the saddle, riding, fighting and raiding. This is partly because they are obsessed with mounted combat but also because they know that if they ever dismount, they are likely to become the beast's next victim. And so they remain constantly on the move, keeping their truculent steed fed with a constant diet of battle, blood and corpse-flesh while slowly assembling a following of like-minded orruks mounted atop Maw-gruntas and smaller – though still ferocious – gruntas.



Tuskbosses do not command so much as steer a stampede of flesh roughly in the right direction, trusting in their mount's fearsome momentum to pulverise any obstacle. While the Maw-grunta bucks and stomps beneath them, they lash out with a great pig-hacka, a broad-headed polearm fashioned from jagged pig iron that is good for lopping off heads and dragging enemy cavalry riders from their own mounts. Great, segmented plates of iron are strapped to the grunta's flanks and hammered home above and below its beady, malice-filled eyes. This turns one of nature's most ferocious killing machines into a living tank, making it almost impervious to musketry and spears and even more irritable than usual. The more speed the Maw-grunta builds up, the more devastating the impact, and a skilled Tuskboss knows how to bring his charge home with bone-shattering results.

To further enhance their beast's killing potential, a Tuskboss outfits their Maw-grunta with a harness fashioned from the jawbone of a dead predator-titan that allows two orruks to stand on platforms either side of the beast and lash out with kill-choppas. Survival rates amongst this so-called 'hakkin' crew' are markedly poor, but there is never a shortage of volunteers for the position – the chance to ride at the head of a stampede, splattered with gore and swinging a blade with wild abandon, is one few Ironjawz would turn down.



MAW-GRUNTAS

Most Ironjawz warriors are content to make war on foot, but there are those amongst the warclans who crave the headlong thrill of charging into battle atop a grunting, sweating monstrosity and sending enemies flying as if caught in a hurricane.

MAW-GRUNTAS WITH HAKKIN' KREWS

One of the dominating forces of the Ghurish plains, Maw-grunta stampedes have flattened entire landscapes and caused mountains to collapse into rubble. Many orruks believe the creatures to be the offspring of the legendary Shattatusk, a porcine godbeast of ice and ill temper once ridden by Gorkamorka as a war-mount. As thuggish and dim-wittedly assured of their own invincibility as any orruk, Maw-gruntas will bash and smash repeatedly into any obstacle, no matter how unyielding, until it crumbles under their onslaught. More than one Waaagh! has been curtailed when a rampaging mass of stinking hog-flesh crashed into the greenskins head on, sending orruks flying through the air and trampling others to mulch.

Such scenes of carnage have an indelible impact on the minds of those Ironjawz who witness them and survive. They begin to imagine what gleeful carnage they could wreak with such unstoppable power beneath them.

Every now and then, a particularly enterprising band manages to halt a Maw-grunta, often by hurling themselves from the ridge of a canyon as one of the beasts hurtles past below and crashing down on top of it. Even as the creature bucks and thrashes, goring many orruks – or, quite often, unfortunate grots that have been bullied into doing the dangerous work – other Ironjawz rush forward to loop heavy chains around its flanks and drop a jawbone harness into position. The biggest and toughest orruk present claims the best position on the Maw-grunta's back,

while others chain themselves atop iron platforms on each side of the harness, their position between the monster's snarling jaws and its frantically bucking hindquarters precarious but somewhat protected.

Through such brutal means is a Maw-grunta joined with a 'hakkin' crew', giving rise to one of the most fearsome engines of war in the Ironjawz arsenal. Any Megaboss understands the value of having one or two of these monstrosities in their Brawl, using them to smash down a fortress wall or topple a particularly defiant shield line. Once they have yanked the Maw-grunta's chains and aimed their mount at the nearest clump of enemy warriors, the Ardboys atop the beast can do little to adjust its headlong rampage, and so they concentrate



DON'T FINK TOO MUCH OR YOU'LL GO WONKY

instead on hacking and slashing away with a pair of choppas. Their krew, meanwhile, need to do little more than swipe with their kill-choppas as the charge hits home, which, with the added force of the Maw-grunta's momentum, can carve right through solid steel as if it were a sheet of Aqshian firesilk.

MAW-GRUNTA GOUGERS

Many of those orruks who dream of capturing their own Maw-grunta already ride one of the beast's smaller, though no less aggressive, cousins. These Gore-gruntas, as they call themselves, are renowned for their lack of subtlety when it comes to war, sending their snorting mounts smashing into everything in sight, crushing and goring in a mad frenzy. Likewise, the tactics these warriors employ in order to try and ensnare a Maw-grunta are bluntly straightforward.

Leaping atop their grunta steed, the orruk directs the beast to charge at a stampeding Maw-grunta,

knowing that lesser gruntas are far too belligerent to back down from any foe, no matter how gigantic. With a skull-crunching smash, the two monstrous hogs crash together and, inevitably, the smaller of the pair is left shattered in the dust. The orruk rider, meanwhile – provided they were not splattered in the collision – is sent somersaulting into the air. The trick now is for this heavily concussed warrior to somehow grab hold of a fistful of matted fur or a knobby spur of bone in order to bring themselves down roughly atop the Maw-grunta's back. Needless to say, this manoeuvre does not have a particularly high success rate. Indeed, bored Ironjawz warriors consider it great entertainment to watch the show, hollering and guffawing loudly as orruks are dashed against boulders or cliff faces or gobbled up by irate Maw-gruntas.

Those one in a hundred orruks who survive this deranged practice, however, can smugly boast of having dominated one of the most formidable beasts in Ghur. These

Maw-grunta riders gather into charging mobs, delighting in the unstoppable force of their porcine mounts as they smash through the enemy like an avalanche of scabby, leathery flesh and stinking bristles. When they are not clinging on for dear life, these burly champions wield a pair of choppas with reckless abandon, swiping out at the blurred shapes of the enemy as their Maw-grunta goes barrelling past.



'Smashed right through the pointy-ears, they did, hooves stompin' and teeth chompin'. Each of 'em stuck wiv a dozen spears, but they didn't even seem to know it. Mark my words, boys, I'm gonna get one o' them big hogs for myself, even if it's the last fing I do.'

- Big Boss Brakka,
shortly before being squashed flat by a Maw-grunta



ZOGGROK ANVILSMASHA

Zoggrok Anvilsmasha is a legend amongst the Ironjawz, as feared as he is respected. No other orruk has mastered the art of hammering the angry energy of the Waaagh! into crude weapons of iron, stone and bone. Exactly how Anvilsmasha came by his unique talent is the source of many tall tales. Some say that he was foolish enough to take a swipe at Kragnos, and the thunderous blow to the skull he received in return somehow filled his head with raging green fire. Others say that he was swallowed by a great stone idol of Gork, chewed up and spat out with god-given power. In any case, Anvilsmasha makes an appearance whenever a Waaagh! swells to truly earth-shaking proportions. Striking his 'bashin' tools' together until they glow a fiery green, he sends this greenskin magic out across the orruks gathered nearby, whose own choppas and hackas start to thrum with the power of the Great Green God. Weapons so blessed by Anvilsmasha can lay low a Mega-Gargant or knock a Draconith senseless, for when they strike home, they unleash a thunderous blast of physical force. Waddling beside Zoggrok comes his constant companion, a cantankerous rockbrow squig named Klunk. Born with a splitting headache that causes it constant pain, this strange creature's suffering can only be temporarily relieved by being repeatedly bludgeoned over the head – it therefore makes the perfect tool on which Anvilsmasha can practise his crude yet effective craft.



'ARD AS NAILS

Every single Ironjawz orruk is a scarred and seasoned brawler. Swollen with muscle and simmering with thuggish energy, each has survived hundreds of brutal scraps. When they gather into mobs and charge off to war, the ground trembles beneath their iron boots.

ORRUK ARDBOYS

Huge, bellowing bullies covered head to toe in rusty iron and wielding a variety of bashing and hacking implements, Ardboys look every inch the elite shock troops. In fact, they comprise the lowest rank of Ironjawz society, for even their impressive bulk cannot compare to that of the Brutes – the apex destroyers whose ranks all Ardboys one day wish to join.

This should in no way suggest that Ardboys should be dismissed as a fighting force. The scores of defeated armies left hacked apart on the battlefield attest to the ferocity of these orruks, who are all hardened veterans toughened by a diet of non-stop violence. Ardboys maintain an air of discipline until the precise moment they make contact with the foe, at which point they start bellowing like mad things, swinging their choppas with wild abandon and kicking and punching with primal gusto. Some Ardboys wield polearms that they call stikkas. These were first employed during the Era of the Beast to make it easier to stab holes in rampaging monsters from afar and to provide a bluntly effective response to pike walls. Ardboys usually pair their weapons with a hefty slab of spiked iron, which functions as both shield and skull-crushing close-combat weapon.

ARDBOY BIG BOSSES

Most Ardboy mobs fight under the grizzled eye of a Big Boss, a veteran killer with an eye for the battlefield and enough presence to keep his boisterous charges in line. Ironjawz are often said to entirely deny the Morkish aspect of the Great Green God, turning up their noses at

such weakling concepts as subtlety or sneakiness. This is true for the most part, but even the rampaging throng of an Ironjawz army needs some direction. Ardboy Big Bosses provide this by browbeating the mobs under their command into a semblance of order for as long as it takes them to reach the enemy line and start killing. Of course, at that point, the Big Boss joins in the fun, swept up by the sheer thrill of violence. Usually armed with a boss-hacka for enthusiastic pointing and stabbing, as well as a jagged choppa for close-quarters work, Big Bosses remind their boys why they are in charge with every act of bone-shattering brutality.

WEIRDBRUTE WREKKAZ

Sometimes an orruk Brute gets so thoroughly swept up in the anarchic thrum of the Waaagh! that they go – as their fellows put it – ‘propa wonky’. They start yelling nonsense, vomiting green bile and lashing out at everything within reach in a frenzy. Some simply wander off into the wilds and have to be dragged back by their fellows.

Ironjawz are baffled by anything that cannot be solved through violence, and so they turn to their Weirdnob Shamans for a ‘finky’ solution. These apparently wise orruks possess no greater insight; they resort to hammering bone-and-iron masks deep into the skulls of the afflicted Brutes in an attempt to let out the wonkiness. Ironically enough, the sheer agony and white-hot fury caused by this process actually does fix the victim’s odd behaviour – albeit by transforming them into a raging, maniacal killer. Known

as Weirdbute Wrekkaz, these orruks now see the world around them as an inferno of green fire, the clumped masses of enemy troops shining with particular intensity. Wielding oversized flails known as chain-smashas, they throw themselves at these luminous concentrations, whirling their weapons to shatter limbs and smash skulls into blood-spattered fragments.

BRUTE RAGERZ

Ironjawz Brutes are bullies at heart, and like all bullies, they cannot stand any slight to their egos. Often, these swaggering orruks will make impossibly bold boasts, such as claiming they can punch out a Stardrake in a single blow, out-eat an ogor Tyrant or get a Mega-Gargant in a headlock. No one can doubt a Brute’s talent for thuggery, but sometimes even these metal-clad barbarians bite off more than they can chew.

Brutes that have suffered some form of stinging defeat often overcompensate by becoming even more unbearably arrogant, discarding their armour and taking up huge, two-handed weapons. With these, they bisect any orruk foolish enough to bring up their past humiliation. These Brute Ragerz take any opportunity to show how ‘ard they truly are, hurling themselves into the deadliest battles without a care. This desperation to prove their might makes the Ragerz a terrifying foe to face on the battlefield, and their lack of armour allows them to move with a speed that can catch opponents used to fighting lumbering armoured juggernauts completely off guard.



FURY OF THE WAAAGH!

To witness the charge of an Ironjawz horde is akin to standing in the face of a natural disaster. A great mass of orruk, hairy hog-flesh and battered iron comes hurtling over the horizon, gathering pace as it senses the opportunity for bone-shattering violence. Some of these musclebound orruks are mounted atop snorting behemoths, while others thunder along behind on foot, brandishing jagged weapons and hollering in wild anticipation of the gore-splattered mayhem to come.



Ardboy Big Boss



Klonk



Zogrok Anvilsmasha



Mounted atop his ironclad Maw-grunta, a Tuskboss charges straight at his Lumineth foes, eager to see what happens when several tonnes of stinking porcine muscle smashes right into an aelven battleline.





Maw-grunta with Hakkin' Krew

Facing down one Maw-grunta is bad enough, but when several of these oversized monsters charge at the same time, even Saurus Warriors are swiftly smashed down and ground underhoof.





Tuskboss on Maw-grunta





Ardboy Boss



Ardboy



*Kryptboyz Gorkamorka
Glyph Bearer*



Ardboy



Ardboy



Bloodtoofs Ardboy Boss



Ardboys like to pretend they possess iron discipline until the moment they enter combat – at which point they get carried away by the joy of battle and start hacking and punching in a wild-eyed frenzy.



Brute Ragerz



Weirdbrute Wreckaz



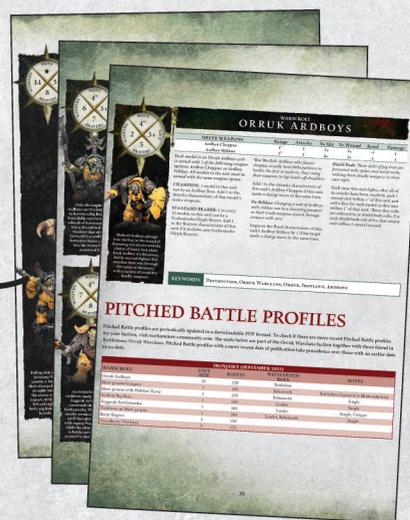
Brute Ragerz are so desperate to prove that they are the biggest, meanest and 'ardest orruks around that they refuse to wear chestplates or helms and seek out only the most dangerous warriors to slay.

BATTLETOME SUPPLEMENT: IRONJAWZ

The warscrolls in this supplement are considered to be part of *Battletome: Orruk Warclans* and each has the **IRONJAWZ** keyword. If you have an Orruk Warclans army that is either an Ironjawz army or a Big Waaagh! army, you can include any of the units in this supplement in that army.

'With respect, Marshal, you do not seem to understand what I am telling you. You can expect no aid from the relief column. There is no relief column. It was crushed by the orruks. And I mean that in the literal sense of the word.'

- Arch-Knight
Ferven Bleak of the
Vandusian Guard



ORRUK ARDBOYS

The Orruk Ardboys warscroll on page 26 of this supplement replaces the Orruk Ardboys warscroll in *Battletome: Orruk Warclans*. In addition, the Pitched Battle profile in this booklet replaces any Pitched Battle profiles for Orruk Ardboys with an earlier publication date.



Gorkamorka Glyph Bearer

WARSCROLL
TUSKBOSS
 ON MAW-GRUNTA



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pig-hacka	1"	6	3+	3+	-1	2
Mighty Tusks	2"	2	3+	3+	-3	✱
Trampling Trotters	1"	4	3+	3+	-1	D3
Kill-choppas	2"	2	3+	3+	✱	2

MOMENTUM TABLE			
Momentum Score	Move	Kill-choppas	Mighty Tusks
1	9"	-1	D3
2-3	10"	-1	D3+1
4-5	11"	-2	D3+2
6	12"	-3	D3+3

A Tuskboss on Maw-grunta is armed with a Pig-hacka.

MOUNT: This unit's Maw-grunta is armed with Mighty Tusks and Trampling Trotters.

CREW: This unit's Hakkin' Krew is armed with Kill-choppas.

Head of the Stampede: *At the forefront of a grunta stampede rides the Tuskboss, racing to be the first to charge into the fray.*

If this unit makes a charge move, you can re-roll charge rolls for all friendly MAW-GRUNTA units on the battlefield until the end of the phase.

Unstoppable Momentum: *Once a Maw-grunta begins its charge, it can only stop by crashing into something, and as its speed increases, it becomes ever more deadly.*

This unit has a momentum score that affects the values represented by a ✱ for this unit as shown on the momentum table above. At the start of the battle, this unit has a momentum score of 1. Each time this unit finishes a run or charge move, add D3 to its momentum score. This unit's momentum score can never exceed 6. At the end of each turn, subtract 1 from this unit's momentum score (to a minimum of 1).

Headlong Charger: *Once a Maw-grunta begins its charge, only the strongest of blows can bring it to a halt.*

While this unit has a momentum score of 4 or more, this unit can charge even if it ran earlier in the turn.

Hack 'n' Charge: *The job of the Hakkin' Krew is to clear a path through hordes of enemies to ensure the Maw-grunta maintains its momentum.*

You can carry out the Carve a Path monstrous rampage below with this unit instead of any other monstrous rampage you can carry out with this unit.



Riding atop a particularly ferocious Maw-grunta mount, a Tuskboss steers their stampeding behemoth straight into the lines of the enemy with explosive impact, striking down foes left and right with their hefty pig-hacka as the beast barrels forward.

MONSTROUS RAMPAGE



Carve a Path: Pick an enemy unit with a Wounds characteristic of 4 or less within 3" of this unit and roll a dice. If the roll is less than this unit's momentum score, that enemy unit suffers a number of mortal wounds equal to the roll and you can immediately attempt a charge with this unit. When a unit charges in this manner, it can pass across enemy units with a Wounds characteristic of 1 or 2 in the same manner as a unit that can fly.

KEYWORDS

DESTRUCTION, ORRUK WARCLANS, ORRUK, IRONJAWZ, HERO, MONSTER, MAW-GRUNTA, TUSKBOSS

WARSCROLL
MAW-GRUNTA
 WITH HAKKIN' KREW



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gouger Choppa and Axe	1"	4	3+	3+	-1	2
Mighty Tusks	2"	2	3+	3+	-3	✱
Trampling Trotters	1"	4	3+	3+	-1	D3
Kill-choppas	2"	2	3+	3+	✱	2

MOMENTUM TABLE			
Momentum Score	Move	Kill-choppas	Mighty Tusks
1	9"	-1	D3
2-3	10"	-1	D3+1
4-5	11"	-2	D3+2
6	12"	-3	D3+3

A Maw-grunta with Hakkin' Krew is ridden by an Ardboy armed with a Gouger Choppa and Axe.

ELITE: Models in this unit can issue commands to their own unit.

MOUNT: This unit's Maw-grunta is armed with Mighty Tusks and Trampling Trotters.

CREW: This unit's Hakkin' Krew is armed with Kill-choppas.

Unstoppable Momentum: *Once a Maw-grunta begins its charge, it can only stop by crashing into something, and as its speed increases, it becomes ever more deadly.*

This unit has a momentum score that affects the values represented by a ✱ for this unit as shown on the momentum table above. At the start of the battle, this unit has a momentum score of 1. Each time this unit finishes a run or charge move, add D3 to its momentum score. This unit's momentum score can never exceed 6. At the end of each turn, subtract 1 from this unit's momentum score (to a minimum of 1).

Headlong Charger: *Once a Maw-grunta begins its charge, only the strongest of blows can bring it to a halt.*

While this unit has a momentum score of 4 or more, this unit can charge even if it ran earlier in the turn.

Hack 'n' Charge: *The job of the Hakkin' Krew is to clear a path through hordes of enemies to ensure the Maw-grunta maintains its momentum.*

You can carry out the Carve a Path monstrous rampage below with this unit instead of any other monstrous rampage you can carry out with this unit.



With eager crews of Ardboys precariously chained to their flanks, these fearsome Maw-gruntas are one of the most devastating engines of war in the Ironjawz' arsenal.

As the porcine beasts careen headlong into the foe, they leave carnage and destruction in their wake.

MONSTROUS RAMPAGE



Carve a Path: Pick an enemy unit with a Wounds characteristic of 4 or less within 3" of this unit and roll a dice. If the roll is less than this unit's momentum score, that enemy unit suffers a number of mortal wounds equal to the roll and you can immediately attempt a charge with this unit. When a unit charges in this manner, it can pass across enemy units with a Wounds characteristic of 1 or 2 in the same manner as a unit that can fly.

KEYWORDS

DESTRUCTION, ORRUK WARCLANS, ORRUK, IRONJAWZ, MONSTER, MAW-GRUNTA, MAW-GRUNTA WITH HAKKIN' KREW

WARSCROLL

MAW-GRUNTA GOUGERS

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Gouger Choppa and Axe	1"	4	3+	3+	-1	2
Mighty Tusks	2"	2	3+	3+	-3	✱
Trampling Trotters	1"	4	3+	3+	-1	D3

MOMENTUM TABLE

Momentum Score	Move	Mighty Tusks
1	9"	D3
2-3	10"	D3+1
4-5	11"	D3+2
6	12"	D3+3

Each model in a Maw-grunta Gougers unit is armed with a Gouger Choppa and Axe.

MONSTROUS REGIMENT: Only 1 model in this unit can carry out a monstrous rampage each turn.

MOUNT: This unit's Maw-gruntas are each armed with Mighty Tusks and Trampling Trotters.

Unstoppable Momentum: Once a Maw-grunta begins its charge, it can only stop by crashing into something, and as its speed increases, it becomes ever more deadly.

This unit has a momentum score that affects the values represented by a ✱ for this unit as shown on the momentum table above. At the start of the battle, this unit has a momentum score of 1. Each time this unit finishes a run or charge move, add D3 to its momentum score. This unit's momentum score can never exceed 6. At the end of each turn, subtract 1 from this unit's momentum score (to a minimum of 1).

Headlong Charger: Once a Maw-grunta begins its charge, only the strongest of blows can bring it to a halt.

While this unit has a momentum score of 4 or more, this unit can charge even if it ran earlier in the turn.

Crushed and Trampled: The ground trembles and shakes as a herd of Maw-gruntas charges full pelt, rampaging through the enemy lines and sending warriors sprawling in all directions.

You can carry out the Flattened into the Mud monstrous rampage below with this unit instead of any other monstrous rampage you can carry out with this unit.



Having managed against the odds to acquire a Maw-grunta mount, Maw-grunta Gougers gather together into stampeding mobs, the monstrous hogs trampling enemies into the mud and crushing them to a bloody pulp beneath their cloven hooves.

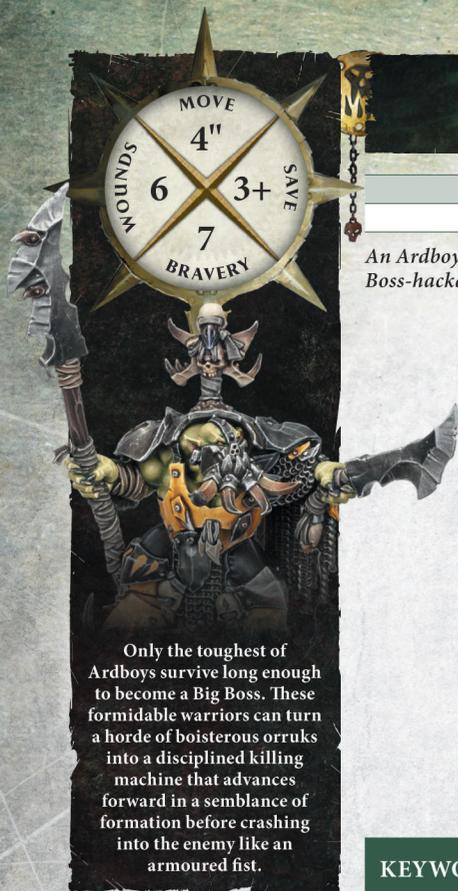
MONSTROUS RAMPAGE



Flattened into the Mud: Only a model in a unit that has made a charge move this turn can carry out this monstrous rampage. Pick an enemy unit with a Wounds characteristic of 1 or 2 within 3" of this unit and roll a dice. If the roll is less than this unit's momentum score, the strike-last effect applies to that enemy unit until the end of the turn.

KEYWORDS

DESTRUCTION, ORRUK WARCLANS, ORRUK, IRONJAWZ, MONSTER, MAW-GRUNTA, MAW-GRUNTA GOUGERS



Only the toughest of Ardboys survive long enough to become a Big Boss. These formidable warriors can turn a horde of boisterous orruks into a disciplined killing machine that advances forward in a semblance of formation before crashing into the enemy like an armoured fist.

WARSCROLL ARDBOY BIG BOSS

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

An Ardboy Big Boss is armed with a Boss-hacka and Choppa.

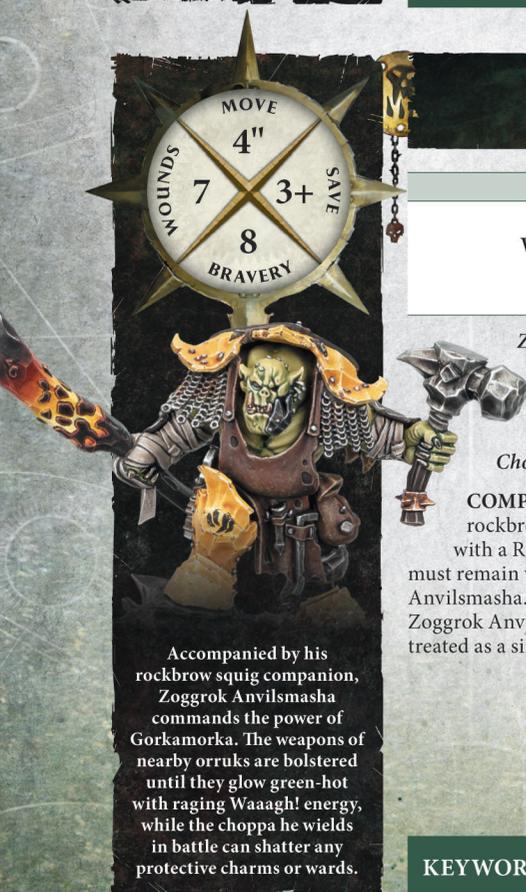
Iron-fisted Commander: No Ardboy would dare quit the fight with the boss around.

This unit can issue the Rally command up to 2 times in the same phase. If it does so, each command must be received by a friendly ARDBOYS unit. No command point is spent the second time this unit issues that command in that phase. In addition, when a friendly ARDBOYS unit receives the Rally command from a friendly unit with this ability, you can return 1 slain model to that unit for each 5+ instead of each 6.

'Get Bashin!': Shields are made for krumping in the eyes of a Big Boss, who makes sure their boys are using them the 'propa way'.

Add 1 to shield bash rolls made for friendly ARDBOYS units while they are wholly within 12" of any friendly units with this ability.

KEYWORDS DESTRUCTION, ORRUK WARCLANS, ORRUK, IRONJAWZ, HERO, ARDBOY BIG BOSS



Accompanied by his rockbrow squig companion, Zoggrok Anvilsmasha commands the power of Gorkamorka. The weapons of nearby orruks are bolstered until they glow green-hot with raging Waaagh! energy, while the choppa he wields in battle can shatter any protective charms or wards.

WARSCROLL ZOGGROK ANVILSMASHA

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skull-crushing Basha	1"	3	3+	3+	-1	2
Ward-smashing Choppa	2"	2	3+	2+	-2	3
Grunta-tongs	1"	4	3+	4+	-	1
Ramming Head	1"	3	3+	3+	-	1

Zoggrok Anvilsmasha is armed with a Skull-crushing Basha and 1 of the following weapon options: Ward-smashing Choppa; or Grunta-tongs.

COMPANION: This unit's rockbrow squig, Klonk, is armed with a Ramming Head. Klonk must remain within 1" of Zoggrok Anvilsmasha. For rules purposes, Zoggrok Anvilsmasha and Klonk are treated as a single model.

Power of Da Great Green God: Channelling the raw energies of the Waaagh! with his 'bashin' tools', Zoggrok can empower the weapons of orruks gathered around him.

In your hero phase, you can pick 1 friendly IRONJAWZ unit wholly within 12" of this unit and roll a dice. Add 2 to the roll if this unit is armed with Grunta-tongs. On a 4+, that unit's weapons are green-hot until the start of your next hero phase. While a unit's weapons are green-hot, unmodified hit rolls of 6 for attacks made with melee weapons by that unit cause 1 mortal wound in addition to any damage they inflict.

Ward-smashing Choppa: A strike from this formidable choppa not only leaves a foe black and blue but also shatters arcane wards and other protections for good.

If the unmodified hit roll for an attack made with this unit's Ward-smashing Choppa is 6 and the target has any wards, that unit's wards are smashed. If a unit's wards are smashed, for the rest of the battle, ward rolls cannot be made for that unit.

KEYWORDS DESTRUCTION, ORRUK WARCLANS, ORRUK, IRONJAWZ, IRONSUNZ, HERO, ZOGGROK ANVILSMASHA

Taking up huge, two-handed weapons and eschewing the armour typically worn by Brutes, Brute Ragerz hurl themselves at the biggest and meanest foes. Having previously suffered a humiliating defeat in battle, they are determined to prove just how hard they really are.

WARSCROLL
BRUTE RAGERZ

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Chain-smasha	2"	6	4+	4+	-1	2
Mighty Gore-hacka	2"	3	3+	3+	-2	2
Brute Crusha	2"	3	4+	4+	-1	D3

Each model in a Brute Ragerz unit is armed with 1 of the following weapon options: Chain-smasha; Mighty Gore-hacka; or Brute Crusha.

ELITE: Models in this unit can issue commands to their own unit.

Berserkers: *These brutes forego heavy plate so they can get stuck in to the fighting as quickly as possible.*

This unit can run and still charge later in the turn.

Bone-shattering Strike: *A satisfying 'KRUNCH' rings out each time a hapless foe bears the full brunt of a Brute crusha strike.*

If the unmodified hit roll for an attack made with a Brute Crusha is 6, that attack causes 3 mortal wounds to the target and the attack sequence ends (do not make a wound roll or save roll).

KEYWORDS DESTRUCTION, ORRUK WARCLANS, ORRUK, IRONJAWZ, BRUTES, BRUTE RAGERZ

Sent into a maddening frenzy by the Waaagh!, Weirdbrute Wrekkaz carve a path of destruction through the enemy lines. Their maniacal nature numbs them to all but the most grievous of wounds, ensuring carnage is unleashed upon the foe in all directions before they are finally laid low.

WARSCROLL
WEIRDBRUTE WREKKAZ

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Chain-smasha	2"	6	4+	4+	-1	2

Each model in a Weirdbrute Wrekkaz unit is armed with a Chain-smasha.

ELITE: Models in this unit can issue commands to their own unit.

Green Rage: *When these crazed warriors hurl themselves into the largest mobs of enemy fighters, nothing short of absolute destruction is wrought.*

If the unmodified hit roll for an attack made by this unit is 6 and the target unit has 10 or more models, that attack scores 2 hits on the target instead of 1. Make a wound roll and save roll for each hit.

Berserkers: *These brutes forego heavy plate so they can get stuck in to the fighting as quickly as possible.*

This unit can run and still charge later in the turn.

Weirdbrute Masks: *The strange masks worn by these orruks pulsate with Waaagh! energy, sending the wearer into a battle frenzy that renders them numb to pain.*

This unit has a ward of 5+ while it is within 3" of any enemy units.

KEYWORDS DESTRUCTION, ORRUK WARCLANS, ORRUK, IRONJAWZ, BRUTES, WEIRDBRUTE WREKKAZ

WARSCROLL ORRUK ARDBOYS

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Ardboy Choppas	1"	2	3+	3+	-1	1
Ardboy Stikkas	2"	2	4+	3+	-1	1

Each model in an Orruk Ardboys unit is armed with 1 of the following weapon options: Ardboy Choppas; or Ardboy Stikkas. All models in the unit must be armed with the same weapon option.

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

STANDARD BEARER: 1 in every 10 models in this unit can be a Gorkamorka Glyph Bearer. Add 1 to the Bravery characteristic of this unit if it includes any Gorkamorka Glyph Bearers.

'Ere We Go! Ardboys who favour choppas usually have little patience in battle; the first to wade in, they swing their weapons to lop heads off shoulders.

Add 1 to the Attacks characteristic of this unit's Ardboy Choppas if this unit made a charge move in the same turn.

Da Stikkas: Charging a unit of Ardboys with stikkas can be a daunting prospect as their crude weapons punch through armour with ease.

Improve the Rend characteristic of this unit's Ardboy Stikkas by 1 if the target made a charge move in the same turn.

Shield Bash: These slabs of pig-iron are festooned with spikes and metal teeth, making them deadly weapons in their own right.

Each time this unit fights, after all of its attacks have been resolved, pick 1 enemy unit within 1" of this unit and roll a dice for each model in this unit within 1" of that unit. These dice rolls are referred to as shield bash rolls. For each shield bash roll of 6+, that enemy unit suffers 1 mortal wound.

Mobs of Ardboys plough into the fray to the sound of booming war drums and the clatter of heavy iron plate. Each Ardboy is a ferocious, battle-scarred fighter that smashes their way through the ranks of the enemy with a variety of crude but deadly weapons.

KEYWORDS

DESTRUCTION, ORRUK WARCLANS, ORRUK, IRONJAWZ, ARDBOYS

PITCHED BATTLE PROFILES

Pitched Battle profiles are periodically updated in a downloadable PDF format. To check if there are more recent Pitched Battle profiles for your faction, visit warhammer-community.com. The units below are part of the Orruk Warclans faction together with those found in *Battle tome: Orruk Warclans*. Pitched Battle profiles with a more recent date of publication take precedence over those with an earlier date or no date.

IRONJAWZ (SEPTEMBER 2023)				
WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Orruk Ardboys	10	220	Battleline	
Maw-grunta Gougers	1	180	Behemoth	Battleline if general is MAW-GRUNTA
Maw-grunta with Hakkin' Krew	1	270	Behemoth	Single
Ardboy Big Boss	1	100	Leader	Single
Zoggrok Anvilsmasha	1	160	Leader	Single, Unique
Tuskboss on Maw-grunta	1	380	Leader, Behemoth	Single
Brute Ragerz	3	100		
Weirdbrute Wreckaz	3	125		