



MORGOK'S KRUSHAS



Beast-bashers and bone-crackers beyond compare, the Ironjawz Brutes who call themselves Morgok's Krushas enjoy nothing more than turning monsters into bloody paste with their oversized weapons.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Krusha Weapons	1"	4	3+	3+	-1	1
Gore-Basha	2"	3	4+	3+	-1	2

DESCRIPTION

Morgok's Krushas is a unit that has 3 models. Morgok and Thugg are each armed with Krusha Weapons; and 'Ardukskull is armed with a Gore-Basha.

MORGOK: Add 1 to the Attacks characteristic of Morgok's Krusha Weapons.

ABILITIES

Duff Up da Big Thing: *Brutes excel at fighting and killing the most powerful of foes.*

Add 1 to the hit rolls for attacks made by this unit that target a unit with a Wounds characteristic of 4+.

Beastbashes: *Morgok and his mob hunt down the most fearsome monsters, growing more ferocious and belligerent with each such creature they smash and hack to bits.*

The first time an enemy **MONSTER** is destroyed by an attack made by this unit, add 1 to wound rolls for attacks made by this unit for the rest of the battle.

KEYWORDS DESTRUCTION, ORRUK, IRONJAWZ, IRONSUNZ, BRUTES, MORGOK'S KRUSHAS

BEASTGRAVE WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Morgok's Krushas	3	3	90		Unique