

ZARBAG

Zarbag the shaman has wandered the twisted halls of the Nightvault for as long as he can remember. His sniffer spite helps him root out the best magic fungi, and he can transform his facial features into a warped vision of horror almost at will.



MELEE WEAPONS

Cursed Sickle

Range

2"

Attacks

3

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

Zarbag is a named character that is a single model. He is armed with a Cursed Sickle.

ABILITIES

Sniffer Spite: *Zarbag has captured and imprisoned a sniffer spite, which he has 'persuaded' to track down potent magic fungi.*

Once per battle, before you attempt to cast a spell with this model, you can roll a dice. On a 2+ add 2 to the casting roll.

MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Face Of Da Bad Moon spells.

Face of Da Bad Moon: *To Zarbag, 'mooning the enemy' has a very different – and terrifying – meaning...*

Face of Da Bad Moon has a casting value of 5. If successfully cast, pick 1 enemy unit within 3" of the caster that is visible to them. That unit must make a normal move, and must retreat. If it is impossible for the unit to make the move for any reason, it suffers D6 mortal wounds instead.

KEYWORDS

DESTRUCTION, GROT, GLOOMSPITE GITZ, MOONCLAN, HERO, WIZARD, MADCAP SHAMAN, ZARBAG