

GREAT BRAY-SHAMAN

Through profane sacrifices and malefic rituals, the Great Bray-Shamans harness the anarchic Chaos energies that emanate from the wilds to invigorate their bestial allies and unleash devastation upon their foes.



MELEE WEAPONS

Fetish Staff

Range

2"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-1

Damage

D3

DESCRIPTION

A Great Bray-Shaman is a single model armed with a Fetish Staff.

ABILITIES

Infuse with Bestial Vigour: *Raw chaotic energy emanates from the Bray-Shaman, imbuing surrounding beastmen with strength.*

At the start of your movement phase, add 3" to the Move characteristic of models in friendly **BRAYHERD** units wholly within 12" of any friendly **GREAT BRAY-SHAMANS** until the end of that phase.

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 Devolve spells.

DEVOLVE

Delving into the minds of its enemies, the Bray-Shaman magnifies the savage and animalistic parts of the foes' psyche until they are little more than growling beasts.

Devolve has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them and not within 3" of any friendly units. Your opponent must move that unit up to 2D6" so that each model in the unit ends its move as close as possible to a model from the friendly unit that was closest to it at the start of the move.

KEYWORDS

CHAOS, GOR, BEASTS OF CHAOS, BRAYHERD, HERO, WIZARD, GREAT BRAY-SHAMAN