

MANIAK WEIRDNOb

Completely consumed by the spirit of a furious beast, the Maniak Weirdnob hurtles into battle. Frothing and howling, he waves about his staff, crafted from the bone of a powerful monster. As he slams into combat, he calls forth the rage of this caged creature, sending out a wave of Waaagh! magic in all directions with spectacularly violent effects.



MELEE WEAPONS

Bonebeast Staff

Range

1"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-

Damage

D3

War Boar's Tusks

1"

2

4+

4+

-

1

DESCRIPTION

A Maniak Weirdnob is a single model, armed with a Bonebeast Staff that crackles with energy, and a magical ju-ju squig. They ride a ferocious War Boar that gores the foe with its Tusks.

ABILITIES

Tusker Charge: Re-roll failed wound rolls when attacking with this model's War Boar's Tusks if it charged in the same turn.

Ju-ju Squig: A Maniak Weirdnob's ju-ju squig is filled with Waaagh! energy. Once per battle, a Maniak Weirdnob can unleash this energy to re-roll a failed casting roll.

MAGIC

A Maniak Weirdnob is a wizard. They can attempt to cast one spell in each of their own hero phases and attempt to unbind one spell in each enemy hero phase. A Maniak Weirdnob knows the Arcane Bolt, Mystic Shield and Bone Spirit spells.

BONE SPIRIT

The Maniak Weirdnob draws out the great beast spirit locked within their bonebeast staff and infuses mobs of Bonesplitterz with its bestial fury. Bone Spirit has a casting value of 4. If successfully cast, you can re-roll hit rolls of 1 for the caster and any friendly units of **BONESPLITTERZ** that are within 10" when they attack until your next hero phase. If the casting roll was a double and the spell was cast, the caster and the affected units can re-roll all failed hit rolls.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, HERO, WIZARD, MANIAK WEIRDNOb