



ORRUK GREAT SHAMAN



MELEE WEAPONS

Totemic Staff

War Boar's Tusks

Range

Attacks

To Hit

To Wound

Rend

Damage

2"

1

4+

3+

-

D3

1"

2

4+

4+

-

1

DESCRIPTION

An Orruk Great Shaman is a single model. It is armed with a Totemic Staff.

WAR BOAR

Some Orruk Great Shamans ride to battle on War Boars; these models have Move 9" instead of 5" and gain the War Boar's Tusks attack.

ABILITIES

Waaagh! Energy: Add 1 to casting rolls made by an Orruk Great Shaman that is within 8" of 20 or more **ORRUK** models.

MAGIC

An Orruk Great Shaman is a wizard. It can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. An Orruk Great Shaman knows the Arcane Bolt, Mystic Shield and Gaze of Mork spells.

GAZE OF MORK

As the Shaman chants and thrusts its head forward, beams of green energy blast outwards to smash into its victims. Gaze of Mork has a casting value of 6. If successfully cast, select up to 3 visible enemy units within 20". Roll a dice for each unit chosen; on a 1 it escapes unharmed, on a 2-5 it suffers 1 mortal wound, and on a 6 it suffers D3 mortal wounds.

KEYWORDS

DESTRUCTION, ORRUK, GREENSKINZ, HERO, WIZARD, ORRUK GREAT SHAMAN