



ORRUK WEIRDNOB SHAMAN

Vomiting gouts of crackling green energy, Weirdnob Shamans stagger about the battlefield loosing the power of the Waaagh! upon the foes of the Ironjawz. Glowing green fists, rivers of lethal force and gargantuan stomping feet all assail the enemy as the shaman channels the savage impulses of hordes of bellowing, bashing orruks.



MELEE WEAPONS

Waaagh! Staff

Range

1"

Attacks

D3

To Hit

4+

To Wound

3+

Rend

-1

Damage

D3

DESCRIPTION

An Orruk Weirdnob Shaman is a single model. They are armed with a Waaagh! Staff.

ABILITIES

Power of the Waaagh!: Add 1 to a Weirdnob Shaman's casting or unbinding rolls if there are 10 or more **ORRUK** models within 10". Add 2 to the roll instead if there are 20 or more **ORRUK** models within 10". However, if the casting or unbinding roll

was a double, then the closest **ORRUK** unit within 10" suffers D3 mortal wounds.

MAGIC

A Weirdnob Shaman is a wizard. They can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. They know the Arcane Bolt, Mystic Shield, Green Puke and Foot of Gork spells.

Green Puke: Green Puke has a casting value of 8. Draw a straight line 2D6" long from the mouth of the Shaman. Each enemy unit crossed by the line suffers D3 mortal wounds.

Foot of Gork: Foot of Gork has a casting value of 10. If successfully cast, inflict D6 mortal wounds on a unit within 18". Then roll a dice – on a 4 or more Gork stomps again: resolve another D6 mortal wounds on an eligible unit. Gork keeps on stamping until you fail to roll a 4 or more.

KEYWORDS

DESTRUCTION, ORRUK, IRONJAWZ, HERO, WIZARD, WEIRDNOB SHAMAN