

WARDOKK

Potent greenskin shamans, Wardokks wave their bones and caper about calling down the power of Gorkamorka. Coils of blazing green energy fill nearby orruks, making their tattoos dance like living things and imbuing them with extra protection or greater Waaagh! magic, or even knitting back together broken and battered flesh.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bonebeast Stikk	1"	1	3+	4+	-	D3

DESCRIPTION

A Wardokk is a single model, armed with a Bonebeast Stikk.

MAGIC

A Wardokk 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 Wardokk knows the Arcane Bolt and Mystic Shield spells.

ABILITIES

Ritual Dance: Wardokks perform strange dances that magnify the power of their beast spirits or those of nearby units. Roll a dice for each Wardokk at the start of their hero phase, and refer to the following table to see what effect their ritual dance has.

D6	Result
1-2	Grimdokk Dance: Pick the Wardokk or a BONESPLITTERZ model within 10". That model heals D3 wounds.

3-4 **Ju-ju Dance:** Pick the Wardokk or a **BONESPLITTERZ** unit within 10". You can re-roll save rolls of 1 for that unit until your next hero phase.

5-6 **Weird Dance:** Pick a **BONESPLITTERZ WIZARD** within 10". Until your next hero phase, add 1 to the casting and unbinding rolls for that model.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, HERO, WIZARD, WARDOKK