

WURRGOG PROPHET

Filled with the magic of the Waaagh!, the Wurrzog Prophets are powerful wizards and the unchallenged leaders of the Bonesplitter warclans. Behind their baleful masks, they radiate the potent aura of Gorkamorka, filling their opponents with dread and driving their mobs into even greater heights of frenzy.



| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|-----------------------------|-------|---------|--------|----------|------|--------|
| Ju-ju Staff | 2" | 2 | 4+ | 3+ | -1 | D3 |
| Flint Knife | 1" | 2 | 4+ | 4+ | - | 1 |
| Squiggly Beast's Fanged Maw | 1" | D3 | 4+ | 5+ | - | 1 |

DESCRIPTION

A Wurrzog Prophet is a single model, armed with a Ju-ju Staff and a Flint Knife, their face hidden behind a Beast Mask. They are each accompanied into battle by a faithful Squiggly Beast, which bites at their enemies with its Fanged Maw.

ABILITIES

Beast Mask: Subtract 1 from any hit rolls that target a Wurrzog Prophet in the combat phase.

MAGIC

A Wurrzog Prophet is a wizard. They can attempt to cast two different spells in each of their own hero phases, and attempt to unbind two spells in each enemy hero phase. A Wurrzog Prophet knows the Arcane Bolt, Mystic Shield and Fists of Gork spells.

FISTS OF GORK

Fists of Gork has a casting value of 8. If successfully cast, pick an enemy unit within 18". Roll one dice for each model in the unit that is visible to the caster. The unit suffers 1 mortal wound for each

roll of 6. If the casting roll was a double and the spell was cast, the unit suffers a mortal wound for each roll of 5 or more instead.

COMMAND ABILITY

Prophet of da Waaagh!: If a Wurrzog Prophet uses this ability, select a **BONESPLITTERZ** unit within 15". That unit can immediately pile in and attack as if it were the combat phase. This does not prevent the unit from attacking again later.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, HERO, WIZARD, WURRGOG PROPHET