



MANIAK WEIRDNOB



Their minds utterly consumed by furious beast spirits, Maniak Weirdnobs hurtle into battle atop hulking war boars. Their staffs are carved from the bones of the mightiest monsters, the caged power within driving Bonesplitter mobs into a deadly fury.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bonebeast Staff	1"	3	4+	3+	-	D3
Tusks and Hooves	1"	2	4+	4+	-	1

DESCRIPTION

A Maniak Weirdnob is a single model armed with a Bonebeast Staff.

Mount: This model's War Boar attacks with its Tusks and Hooves.

ABILITIES

Tusker Charge: *The charge of a maddened war boar is terrifying to behold.*

Add 1 to hit rolls and wound rolls for attacks made with this unit's Tusks and Hooves if this unit made a charge move in the same turn.

Weird Squig: *A Maniak Weirdnob's squiggly beast is filled with Waaagh! energy.*

Once per turn, you can re-roll a casting, dispelling or unbinding roll for this model.

MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Bone Spirit spells.

Bone Spirit: *The Maniak Weirdnob draws out the great spirit locked within their bonebeast staff and infuses nearby mobs of Bonesplitterz with its bestial fury.*

Bone Spirit has a casting value of 7. If this spell is successfully cast, you can pick 1 friendly **BONESPLITTERZ** unit wholly within 12" of the caster and visible to them. Until your next hero phase, if the unmodified hit roll for an attack made by that unit is 6, that attack scores 2 hits on the target instead of 1.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, HERO, WIZARD, MANIAK WEIRDNOB