



# ORRUK WEIRDNOB SHAMAN



With crackling green light spilling from their eyes, Weirdnob Shamans channel the savage energy of the Waaagh! In battle, they unleash this power with glee, letting loose blasts of searing force that tear through the enemy ranks like a choppa through flesh.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Waaagh! Staff	1"	3	4+	3+	-1	D3

## DESCRIPTION

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

## ABILITIES

**Brutal Power:** *A Weirdnob Shaman channels the Waaagh! energy emitted by nearby orruk mobs.*

If this model is wholly within 18" of a friendly **IRONJAWZ** unit with 10 or more models at the end of its hero phase, it can attempt to cast the Green Puke spell in addition to any other spells it can cast, and even if a Wizard has already attempted to cast the Green Puke spell in that hero phase.

## MAGIC

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

**Green Puke:** *The Weirdnob vomits forth a green river of searing ectoplasm.*

Green Puke has a casting value of 6. If successfully cast, pick 1 point on the battlefield within 2D6" of the caster that is visible to them, and draw an imaginary straight line 1mm wide between that point and the closest part of the caster's base. Each unit that has models passed across by this line suffers D3 mortal wounds.

## KEYWORDS

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