



WURRGOG PROPHET

Filled with the power of the Waaagh!, the Wurrzog Prophets lead the endless beast hunts of the Bonesplitter warclans. The magic of these powerful wizards is awe-inspiring to behold – that is, for those not on the end of their destructive spells.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wurrzog Staff and Bone Shiv	1"	4	4+	3+	-	D3
Fanged Maw	1"	D3	4+	3+	-	1

DESCRIPTION

A Wurrzog Prophet is a single model armed with a Wurrzog Staff and Bone Shiv.

COMPANION: A Wurrzog Prophet is accompanied by a Squiggly Beast that attacks with its Fanged Maw. For rules purposes, it is treated in the same manner as a mount.

ABILITIES

Beast Mask: *The mask of a Wurrzog Prophet radiates the primal aura of Gorkamorka.*

Subtract 1 from hit rolls for attacks made with melee weapons that target this model.

Prophet of Da Waaagh!: *A Wurrzog Prophet's visions have a knack of aiding in battle.*

If this model is part of your army and on the battlefield at the start of your hero phase, roll a dice. On a 4+, you receive 1 command point.

MAGIC

This model is a **WIZARD**. It can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Fists of Gork spells.

Fists of Gork: *Great green fists rain down from the sky to pummel the foe.*

Fists of Gork has a casting value of 5. If successfully cast, pick 1 enemy unit within 24" of the caster that is visible to them, and roll a number of dice equal to the number of models in that unit. For each 6, that unit suffers 1 mortal wound. If the casting roll was 10+, inflict 1 mortal wound for each 4+ instead of each 6.

KEYWORDS

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