

FUNGOID CAVE-SHAMAN

Cackling and frothing at the mouth, the Fungoid Cave-Shaman leads his green-skinned brethren from amidst a cloud of toxic spores. Whether his hallucinogenic visions of carnage are gifted to him by his cunning but brutal deity, or simply the side effects of ingesting too many deffcap mushrooms, is immaterial to those following him – so long as he finds a good scrap, that’s all that counts.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Moon-sickle	1"	3	4+	4+	-1	1
Spore Squig’s Vicious Teef	1"	2	4+	4+	-	1

DESCRIPTION

A Fungoid Cave-Shaman is a single model. They are armed with a Moon-sickle and accompanied by a Spore Squig, which can bite the ankles of those that threaten its master with its Vicious Teef.

ABILITIES

Deffcap Mushroom: *The fabled deffcap is lethal to anyone lacking the blessing of Gorkamorka, and very dangerous even to Cave-Shamans. For those brave enough to consume them, these mushrooms provide arcane insights and enhance the eater’s magical capabilities.*

Once per battle, in the hero phase, you can choose for the Fungoid Cave-Shaman to consume a Deffcap Mushroom. If you do so, then until your next hero phase, you cannot attack with this model’s Moon-sickle, but you can re-roll failed casting, unbinding and save rolls for this model, and can cast one additional spell with this model.

Hallucinogenic Stupor: *The miasma of spores and magic that surrounds a hallucinating Cave-Shaman renders them all but insensible to pain.*

Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+ the wound is negated.

Spore Squig: *When kicked, the squigs kept as pets by Cave-Shamans will exude puffs of thick green spores, hiding their masters from sight.*

Subtract 1 from hit rolls for attacks that target this model.

MAGIC

A Fungoid Cave-Shaman is a **WIZARD**. They can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Spore Maws spells.

SPORE MAWS

With a cry, the Cave-Shaman causes the thick spores around him to coalesce into gnashing green mouths.

Spore Maws has a casting value of 7. If successfully cast, each enemy unit within D6" of this model suffers D3 mortal wounds.

COMMAND ABILITIES

Mouthpiece of Mork: *The Cave-Shaman believes himself not to be a loony unmoored from the tethers of sanity, but a wise prophet with a direct conduit to the greenskin god Mork. Perhaps he is right – either way, he has a knack for planning a cunnin’ trap.*

If this model is your general and uses this command ability, then you can charge with one friendly **GROT** or **ORRUK** unit that is wholly within 18" of it at the start of the following charge phase even if the unit ran or retreated earlier in the same turn.