

WARDOKK

Each Wardokk is a potent shaman, their maddened capering a tribute to the Great Green God. The magic of their ritual dances can shield their allies from harm, attract yet more Waaagh! energy, and even heal the most grievous of wounds.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bonebeast Stikk	1"	1	4+	3+	-	D3

DESCRIPTION

A Wardokk is a single model armed with a Bonebeast Stikk.

ABILITIES

Ritual Dance: *Wardokks perform strange ritual dances to summon the power of Gorkamorka to aid them and their allies.*

At the start of your hero phase, you can say that this model is performing one of the following dances:

Grimdokk Dance: Pick 1 friendly **BONESPLITTERZ** model within 12" of this model and roll a dice. On a 3+, you can heal up to D3 wounds allocated to that model.

Glyphdokk Dance: Pick 1 friendly **BONESPLITTERZ** unit wholly within 12" of this model and roll a dice. On a 3+, add 1 to save rolls for attacks that target that unit until your next hero phase. A unit cannot benefit from this ability more than once per phase.

Weirddokk Dance: Pick 1 friendly **BONESPLITTERZ WIZARD** wholly within 12" of this model and roll a dice. On a 3+, add 1 to casting, dispelling and unbinding rolls for that **WIZARD** until your next hero phase. A unit cannot benefit from this ability more than once per phase.

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 and Mystic Shield spells.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTERZ, HERO, PRIEST, WIZARD, WARDOKK