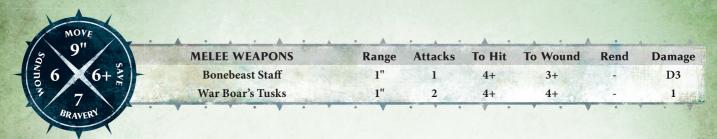
# **MANIAK WEIRDNOB**

Completely consumed by the spirit of a furious beast, the Maniak Weirdnob hurtles into battle. Frothing and howling, he waves about his staff, crafted from the bone of a powerful monster. As he slams into combat, he calls forth the rage of this caged creature, sending out a wave of Waaagh! magic in all directions with spectacularly violent effects.



## DESCRIPTION

A Maniak Weirdnob is a single model, armed with a Bonebeast Staff that crackles with energy, and a magical ju-ju squig. They ride a ferocious War Boar that gores the foe with its Tusks.

## **ABILITIES**

**Tusker Charge:** Re-roll failed wound rolls when attacking with this model's War Boar's Tusks if it charged in the same turn.

**Ju-ju Squig:** A Maniak Weirdnob's ju-ju squig is filled with Waaagh! energy. Once per battle, a Maniak Weirdnob can unleash this energy to reroll a failed casting roll.

### MAGIC

A Maniak Weirdnob is a wizard. They can attempt to cast one spell in each of their own hero phases and attempt to unbind one spell in each enemy hero phase. A Maniak Weirdnob knows the Arcane Bolt, Mystic Shield and Bone Spirit spells.

#### **BONE SPIRIT**

The Maniak Weirdnob draws out the great beast spirit locked within their bonebeast staff and infuses mobs of Bonesplitterz with its bestial fury. Bone Spirit has a casting value of 4. If successfully cast, you can re-roll hit rolls of 1 for the caster and any friendly units of **BONESPLITTERZ** that are within 10" when they attack until your next hero phase. If the casting roll was a double and the spell was cast, the caster and the affected units can re-roll all failed hit rolls.