



• WARSCROLL •

ZARBAG



Zarbag the shaman has wandered the twisted halls of the Nightvault for as long as he can remember. His sniffer spite helps him root out the best magic fungi, and he can transform his facial features into a warped vision of horror almost at will.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cursed Sickle	2"	3	3+	3+	-1	1

DESCRIPTION

Zarbag is a named character that is a single model. He is armed with a Cursed Sickle.

ABILITIES

Sniffer Spite: Zarbag has captured and imprisoned a sniffer spite, which he has 'persuaded' to track down potent magic fungi.

Once per battle, before you attempt to cast a spell with this model, you can roll a dice. On a 2+ add 2 to the casting roll.

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 Face of Da Bad Moon spells.

Face of Da Bad Moon: To Zarbag, 'mooning the enemy' has a very different - and terrifying - meaning...

Face of Da Bad Moon has a casting value of 5. If successfully cast, pick 1 enemy unit within 3" of the caster that is visible to them. That unit must make a normal move, and must retreat. If it is impossible for the unit to make the move for any reason, it suffers D6 mortal wounds instead.

KEYWORDS

DESTRUCTION, GROT, MOONCLAN, HERO, WIZARD, MADCAP SHAMAN, ZARBAG



• WARSCROLL •

ZARBAG'S GITZ



This dubious bunch of greenskin hooligans have followed Zarbag into countless dangerous and often ludicrous situations, and have demonstrated a talent for emerging more-or-less in one piece with heaps of glinting shinies to show for it.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Moonclan Bow	16"	1	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Massive Gob Full of Teeth	1"	2	4+	3+	-1	1
Squig Prodder	2"	1	5+	4+	-	1
Slitta	1"	1	5+	5+	-	1

DESCRIPTION

Zarbag's Gitz is a unit that has 7 models. The Squig Herder is armed with a Squig Prodder, the 2 Cave Squigs are each armed with a Massive Gob Full of Teeth, the Netter is armed with a Slitta and carries a Barbed Net, and the 3 Moonclan Shootas are each armed with a Moonclan Bow and Slitta.

LOONSMASHA FANATIC: A Fanatic unit consisting of 1 model lurks with Zarbag's Gitz.

ABILITIES

Squigs Go Wild: When a Cave Squig decides to flee it snaps at anything that is foolish enough to get in its way.

Roll a dice each time a Cave Squig model from this unit flees, before the model is removed from play. On a 4+ the nearest other unit within 6" of the fleeing model suffers 1 mortal wound. If two or more such units are equally close, you can pick which suffers the mortal wound.

Netters: Moonclan Grots use throwing nets to capture Cave Squigs and entangle their foes.

Subtract 1 from hit rolls for attacks made by enemy models while they are within 2" of any friendly models with a Barbed Net.

Tough as Old Boots: Cave Squigs and their herders are notoriously difficult to kill.

Squig Herder and Cave Squig models in this unit have a Wounds characteristic of 2.

KEYWORDS

DESTRUCTION, GROT, MOONCLAN, ZARBAG'S GITZ

NIGHTVAULT UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Zarbag	1	1	160	Zarbag is a Leader	Unique. These units must be taken as a set for a total of 160 points. Although taken as a set, each is a separate unit.
Zarbag's Gitz	7	7			