

# ROGUE IDOL

When greenskins gather for war, their Shamans build mighty idols of Gorkmorka. Some are formed from the rubble of the Orruks' recent conquests, mortared with noxious Squiggoth dung. Others are built using strange stone quarried in the deep places of the realms, or even incorporate volatile shards of realmstone or shadeglass within their lumpen forms. Daubed with crude sigils, lit by roaring bonfires, the idols sit silent and menacing as the Shamans dance around them and the tribes bellow their war chants. As the rituals continue, sometimes for hours, or even days, the idols soak up ever more Waaagh! energy until at last the innate magicks of the greenskins react spontaneously with those of the realms themselves.

Eyes glowing with green fire, the Rogue Idols stir to life, stomping off in search of battle. Certain they have witnessed a sign from Gorkamorka, the greenskins raise a great cheer and flow in the idols' wake, falling upon their enemies in a savage horde. The monstrous idols smash through the enemy ranks like animated battering rams, their boulder fists windmilling and their huge feet stamping, until they are slick with the blood of the foe.

As soon as battle is done, the tireless idols set off again in search of fresh fighting. They are drawn inexorably to the biggest battles, storming out of the wilderness with deafening roars as tribes of gleeful greenskins charge behind them into yet another scrap. It is said that more than a hundred Rogue Idols have already joined the vanguard of Gordrakk's Great Waaagh! Surely this is a sign that the mighty Megaboss is blessed by Gorkamorka himself...



## MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Boulder Fists	3"	2	3+	*	-2	D6
Stompin' Feet	2"	*	3+	3+	-2	2

## DAMAGE TABLE

Wounds Suffered	Move	Boulder Fists	Stompin' Feet
0-4	2D6"	2+	2D6
5-8	2D6"	3+	2D6
9-11	D6"	3+	D6
12-13	D6"	4+	D6
14+	D3"	4+	D3

## DESCRIPTION

A Rogue Idol is a single model. This monstrous effigy crushes its foes into a bloody pulp with its Boulder Fists and Stompin' Feet.

## ABILITIES

**Da Big 'Un:** *Nothing more, in truth, than a monumental pile of rock and detritus in motion, a Rogue Idol has few weaknesses and does not feel pain.* Halve the Damage characteristic (rounding up) of weapons that target this model. In addition, halve the number of mortal wounds it suffers from a spell or ability (rounding up).

**Spirit of the Waaagh!** *Rogue Idols storm relentlessly into battle, driven ever onwards by the will of Gorkamorka, smashing their enemies flat with one thunderous charge after another.* A Rogue Idol can never retreat. In addition, you can re-roll failed hit rolls for this model's Boulder Fists if it made a charge move in the same turn.

**Livin' Idol:** *The crackling spiritual power of the Waaagh! is the lifeblood of the idol.* Add 1 to casting rolls for friendly **ORRUK WIZARDS** and **GROT WIZARDS** while they are within 16" of this model. In addition, add 1 to the Bravery characteristic of friendly **ORRUK** and **GROT** units while they are wholly within 16" of this model. However, if a Rogue Idol is slain, subtract 1 from the Bravery characteristic of all friendly **ORRUK** and **GROT** on the battlefield for the rest of the game.

**Rubble and Ruin:** *A Rogue Idol doesn't particularly care where it's treading, chunks of stone and bits of former victims are forever falling off its thunderous bulk.* At the end of your movement phase, roll a dice for each unit (friend or foe), within 3" of this model. On a 4+, that unit suffers 1 mortal wound.

**Avalanche!** *Even in death, Rogue Idols cause widespread devastation, their stony forms collapsing in a rain of rubble that has left more than one elated champion crushed flat by the remains of the very beast he just bested.* When this model is slain, roll a dice for each unit (friend or foe), within 3" of this model before removing it; on a 4+, that unit suffers D3 mortal wounds.

**KEYWORDS** DESTRUCTION, MONSTER, GREENSKINZ, ROGUE IDOL

## MONSTROUS ARCANUM: DESTRUCTION

### UNIT SIZE

### UNIT

MIN MAX POINTS BATTLEFIELD ROLE NOTES

Rogue Idol

1 1 400 Behemoth -