

M	T	Sv	W	LD	OC
6"	5	5+	4	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Power Vomit BLAST 1, HAZARDOUS, PSYCHIC, TORRENT	12"	3	-	5	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Copper Staff PSYCHIC	Melee	3	3+	8	-1	2

ABILITIES

CORE - Support

Waaagh! Energy (psyker level 1)
This model has the psychic abilities listed in the Psychic Abilities section.

Leader
This model can be attached to the following unit:
- BEAST SNAGGA BOYZ
- BOYZ

PSYCHIC ABILITIES

Da Jump (psychic level 1, once per army, per battle round)
In your Movement phase, if this unit is not battle-shocked, you can make a psychic roll for this unit by rolling one D6. If you do:
- On a 1, this unit is battle-shocked.
- Place this unit in strategic reserves.
- This unit has Deep Strike.

Warpeth (psychic level 1)
In the Fight phase, when this unit is selected to fight, if this unit is not battle-shocked, you can make a psychic roll for this unit by rolling one D6. If you do:
- On a 1, this unit is battle-shocked.
- This unit's melee attacks can re-roll wound rolls of 1.
- This unit's melee attacks have [PSYCHIC].

Roar of Mork (psychic level 1)
In your Movement phase, if this unit is not battle-shocked, you can make a psychic roll for this unit by rolling one D6. If you do:
- On a 1, this unit is battle-shocked.
- Select one enemy unit (excluding MONSTER/VEHICLE units) within 12" of this unit. That enemy unit makes a battle-shock roll, with -1 from that battle-shock roll for every 10 models in this unit.

Visions of Violence (psychic level 1)
At the start of the Fight phase, if this unit is not battle-shocked, you can make a psychic roll for this unit by rolling one D6. If you do:
- On a 1, this unit is battle-shocked.
- This unit has Fights First.



AUFSTELLUNG

1x Weirdboy (40mm)
Equipped with: Power Vomit,
Copper Staff



KEYWORDS: Weirdboy, Character,
Infantry, Psyker, Support
FACTION KEYWORDS: Orks

M	T	Sv	W	LD	OC
6"	5	5+	4	7+	1

FACTION RULES

Unstable Energies

ORKS PSYKER units with this ability have a psyker level of 1 or higher, specified in that unit's abilities. Each psychic ability has a psychic level of 1 or higher, specified in that ability's name.

In a battle round, a friendly ORKS PSYKER unit can use a number of psychic abilities whose total psychic level does not exceed that PSYKER unit's psyker level.

Waaagh!

Friendly ORKS with this ability can:

- Re-roll advance rolls.
- Become riled up, as stated in other rules.

While a unit is riled up:

- That unit has 5+ InSv.
- That unit's ranged attacks have [ASSAULT].
- When that unit is selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Support

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.