ORKS

WEIRDBOY

Support · Deadly Demise D3 · Unstable Energies · Waaagh!

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

60 PTS
Base 40mm

1 KOMMANDO

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2 BEWEGUNG

Da Jump (psychic level 1, once per army, per battle round) (Psychic Abilities)
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.

Roar of Mork (psychic level 1) (Psychic Abilities)
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.

3 BESCHUSS

Power Vomit BLAST 1 · HAZARDOUS · PSYCHIC · TORRENT

R	A	BS	S	AP	D
12"	3	-	5	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

4 ANGRIFF

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5 NAHKAMPF

Copper Staff PSYCHIC

R	A	WS	S	AP	D
Melee	3	3+	8	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

Warpath (psychic level 1) (Psychic Abilities)
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].

Visions of Violence (psychic level 1) (Psychic Abilities)
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.

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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

GEGEN DIESE EINHEIT

W5 · RW 5+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6–9	S5	S3–4	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
5+	6+	–	–	–

REGELN & KEYWORDS KURZ

Deadly Demise D3 This ability always takes the form Deadly Demise X.

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.

Unstable Energies ORKS PSYKER units with this ability have a psyker level of 1 or higher, specified in that unit's abilities.

Waaagh! Friendly ORKS with this ability can: - Re-roll advance rolls.

AUFSTELLUNG

1x Weirdboy

Ausrüstung: Power Vomit, Copper Staff

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

KEYWORDS Weirdboy, Character, Infantry, Psyker, Support · **FRAKTION** Orks