

Weirdboy

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

AUFSTELLUNG

1x Weirdboy (40mm)

Equipped with: Power Vomit, Copper Staff

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

RULES - Deadly Demise D3, Support, Unstable Energies, Waaagh!

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

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

Descriptions: 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.



Warpath (psychic level 1) (Psychic Abilities)

Descriptions: 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) (Psychic Abilities)

Descriptions: 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) (Psychic Abilities)

Descriptions: 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.