

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

AUFSTELLUNG
1x Weirdboy (40mm)
Equipped with: 'Eadbanger, Weirdboy staff

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
'Eadbanger PRECISION, PSYCHIC	24"	1	4+	6	-3	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Weirdboy staff PSYCHIC	Melee	3	3+	8	-1	D3

ABILITIES

CORE - Leader

Da Jump (Psychic)
Once per turn, at the end of your Movement phase, one WEIRDBOY from your army can use this ability. If it does, roll one D6: on a 1, that WEIRDBOY's unit suffers D6 mortal wounds; on a 2+, remove this WEIRDBOY's unit from the battlefield and set it up again anywhere on the battlefield that is more than 8" horizontally away from all enemy models.

Waaagh! Energy
While this model is leading a unit, add 1 to the Strength and Damage characteristics of this model's 'Eadbanger weapon for every 5 models in that unit (rounding down), but while that unit contains 10 or more models, that weapon has the **[HAZARDOUS]** ability.

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

WEAPON ABILITIES

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

Precision
While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a **[PSYCHIC]** weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

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.

WEIRDBOY - ORKS

65 PTS

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Leader

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.