

WEIRDBOY

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

AUFSTELLUNG

1x Weirdboy (40mm)

Equipped with: 'Eadbanger, Weirdboy staff

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

RULES - Deadly Demise D3, 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 RULES

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).