

WURRBOY

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

AUFSTELLUNG

1x Wurrboy (32mm)

Equipped with: Eyez of Mork, Close combat weapon

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Eyez of Mork PSYCHIC	18"	D6	5+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	5	0	1

ABILITIES

CORE - Leader

RULES - Deadly Demise D3, Feel No Pain 6+, Leader

Roar of Mork (Psychic)

In your opponent's Command phase, you can select one enemy unit within 18" of and visible to this Psyker and roll one D6: on a 1, this Psyker's unit suffers D3 mortal wounds; on a 2+, until the start of your opponent's next Command phase, that enemy unit is confrazzled. While a unit is confrazzled, each time a Battle-shock or Leadership test is taken for it, subtract 2 from that test.

Unstable Oracle

While this model is leading a unit, add 2 to the Attacks characteristic of this model's Eyez of Mork 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:

- Beast Snagga 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.

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).