

ORKS

WURRBOY

60 PTS



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

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

AUFSTELLUNG

1x Wurrboy (32mm)

Equipped with: Eyez of Mork, Close combat weapon

ABILITIES

CORE - 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).

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").

Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

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.

