

Patrol Detachment OCP (Orks) [25 PL, 2CP, 500pts]

Detachment Attribute: 1. Combat Patrol (0-50 Total PL / 0-500 Points) [3CP]

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Detachment Attribute: Bad Moons

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Detachment Attribute: Matched

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Weirdboy: 3. Da Jump, Bad Moons: Gleamin' Gear, Da Best Armour Teef Can Buy, Super Cybork Body, Warlord, Warphead
[-1CP], Weirdboy Staff

75pts

Weirdboy

Unit	M	WS	BS	S	T	W	A	Ld	Save
Weirdboy	5"	3+	5+	5	4	4	3	6	6+
Weapon	Range	Type	S	AP	D	Abilities			
Weirdboy Staff	Melee	Melee	+2	-1	D3	-			

Abilities:

Da Best Armour Teef Can Buy: Your warlord gets 4+ invulnerable save.

Super Cybork Body: Each time the bearer loses a wound, roll a d6; on a roll of 5+ that wound is not lost. You cannot make a Dokk's Tools roll for this model if you do so.

Waaagh! Energy: Add 1 to any Psychic test rolls made for this model for every 10 friendly ORK models excluding gretchin within 10" of it when the roll is made, to a maximum of +3. However, if result of the test is 12+, this model immediately suffers Perils of the Warp.

Warphead (1 CP): Use this Stratagem before the battle begins. Select a WEIRDBOY model knows 1 additional psychic power from the Power of the Waaagh! discipline and can attempt to manifest 1 additional psychic power in each of your Psychic phases.

Bad Moons: Re-roll hit rolls of 1 for attacks made by models with this kultur in the Shooting phase.

Psyker: This unit can attempt to manifest 1 psychic powers in each friendly Psychic phase and attempt to deny 1 psychic powers in each enemy Psychic phase

'Ere We Go!: You can re-roll charge rolls for this unit. When doing so, you can re-roll all or any of the dice. (Codex: Orks p82)

Dakka Dakka Dakka: Each time you roll an unmodified hit roll of 6 for an attack with a ranged weapon by a model in this unit, that hit roll succeeds regardless of modifiers. In addition, immediately make an additional hit roll against the same target using the same weapon. These additional hit rolls cannot themselves generate extra hit rolls. When firing a weapon with randomly determined characteristics (ie. Bubblechukka), any additional hit rolls use the same characteristics as the hit roll that generated the additional hit roll. This ability does not affect weapons that automatically hit their target. (Codex: Orks p82)

Mob Rule: When using the Leadership characteristic of this unit, you can use either its own Leadership characteristic, or you can choose for the characteristic to be equal to either the number of models in the unit, or the number of models in another friendly unit within 6" that has this ability. (Codex: Orks p82)

Keywords: Character, HQ, Infantry, Psyker, Faction: Ork, Faction: <Clan>, Weirdboy, Warlord

Psi:

Bad Moons: Gleamin' Gear (WC: 6, Range: 18"): Gleamin' Gear has a warp charge value of 6. If manifested, select one friendly BAD MOONS unit within 18" of this psyker. Until the start of your next Psychic phase, when resolving an attack made against that unit, add 1 to the saving throw (invulnerable saving throws are unaffected).

Da Jump (WC: 7, Range: 12"): If Manifested, select a friendly ORK INFANTRY unit within 12" of the psyker. Remove that unit from the battlefield, and then set it up anywhere on the battlefield more than 9" from any enemy units. That unit counts as having moved for any rules purposes, such as firing Heavy weapons

Smite (WC: 5, Range: 18"): Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.