

Orks – Weirdboy

WEIRDBOY (ø40mm)

M

T

Sv

W

Ld

OC

6"

5

5+

4

7+

1

RANGED WEAPONS

'Eadbanger [PRECISION, PSYCHIC]

RANGE

24"

A

1

BS

4+

S

6

AP

-3

D

1

MELEE WEAPONS

Weirdboy staff [PSYCHIC]

RANGE

Melee

A

3

WS

3+

S

8

AP

-1

D

D3

ABILITIES

CORE: **Deadly Demise D3, Leader**

FACTION: **Waaagh!**

**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.

**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 9" horizontally away from all enemy models.

UNIT COMPOSITION

1 Weirdboy

This model is equipped with: 'Eadbanger; weirdboy staff.

1 model

LEADER

This model can be attached to the following units:

Boyz

Breaka Boyz

KEYWORDS: INFANTRY, CHARACTER, PSYKER, WEIRDBOY

FACTION KEYWORDS: ORKS

STRATAGEMS

EAGER TO FIGHT 1CP

RAMSHIP RAIDERS – STRATEGIC PLOY

PILE THROUGH 1CP

RAMSHIP RAIDERS – STRATEGIC PLOY

DAT'S OURS 1CP

TAKTIKAL BRIGADE – STRATEGIC PLOY

TAKTIKAL RETREAT 1CP

TAKTIKAL BRIGADE – STRATEGIC PLOY

ON TO DA NEXT 1CP

TAKTIKAL BRIGADE – STRATEGIC PLOY

FIGHT PROPPA 1CP

TAKTIKAL BRIGADE – BATTLE TACTIC

MOB RULE 1CP

WAR HORDE – BATTLE TACTIC

ERE WE GO 1CP

DETACHMENT ABILITY

Get Stuck In

Belligerent Boarders

ENHANCEMENTS

Kunnin' But Brutal

Supa-Cybork Body

Headwoppa's Killchoppa

Follow Me Ladz

Mork's Kunnin'

Speed Makes Right

Fasta Than Yooz

Ferocious Show Off

Bloodthirsty Belligerence

Raucous Warcaller

Brutal But Kunnin'

Living Battering Ram

https://wahapedia.ru/wh40k10ed/factions/orks/Weirdboy

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WAR HORDE – BATTLE TACTIC	Scarred Brute
 <b>'ARD AS NAILS</b> 1CP WAR HORDE – BATTLE TACTIC	
 <b>ORKS IS NEVER BEATEN</b> 2CP WAR HORDE – EPIC DEED	
 <b>UNBRIDLED CARNAGE</b> 1CP WAR HORDE – BATTLE TACTIC	

