

Weirdboyz are potent and uncommon sights upon the blasted wastes of gorkamorka. The few that mill about often live as hermits in the middle of nowhere or have taken residence within mektown and lure or force others to do their bidding.

But not every ork who is blessed with the waaaagh has that control. Some of them get it later, but some get completely overcome with the waaagh energies and have to constantly let them loose in combat or risk having their head explode.

Ork Wurrdz are special orks that can be recruited for your gorker or morker mob.

Other mobs don't have the traditions or numbers to have any chance at all to have a wurrd.

Only orks may use wurrdz.

Your mob may only ever have 1 wurrd, if your wurrd later dies or if you want to recruit your first one you must roll two dice and get a double to be able to recruit one since they are so uncommon. You may test once per time you are allowed to recruit boyz.

A wurrd costs 10 teef and has these stats.

	Ws	Bs	S	T	W	I	A	Ld
Wurrd 2	2	2	3	4	1	3	1	7

They have the same maximum stats as other orks. They begin with 40 experience, +1d6 during mob creation.

Weapons: You can arm your Wurrd with weapons and equipment from the Hand-to-Hand Weapons, Gunz, Armour and Wurrd stuff lists

Special rules.

No control: Ork wurrdz are wild conduits of waaagh energy. If an ork Wurrd gets a leadership upgrade, re-roll the result and apply that upgrade instead. Redo the entire advance from the beginning.

If the Wurrd gets leadership again, he actually gets the advance this time.

This rule disappears if the wurrd manages to raise leadership, he has gotten any sort of semblance of control.

Weedy ork: Wurrdz are weedy and odd compared to regular orks. Orks don't trust them and they curiously lack the drive to become nobz other orks have. Therefore if a wurrd gets more leadership than the nob, he does not try to take over the mob. A wurrd will only do so if he gets 2 more leadership than the nob.

Rampant power: Every turn, the wurrd rolls 1D6 on this table as long as they are not down. Even if in melee. Psychic tests are leadership tests, but if the wurrd rolls a double, he takes a strength hit equal to one of the dice. Armour does not help against this damage.

1: 'POOF!! *Fizzle*' The wurrd's head overheats and he coughs black smoke and is delirious. He is stupid until his next turn.

2: 'Tellyport' With a crackle of green lightning, the wurrd leaves this material plane and appears somewhere else.

Roll a psychic test. If it fails, roll a scatter dice and immediately move the wurrd 2D6 in that direction. The wurrd is teleporting and thus doesn't count as moving over any terrain in the way. If the target area is impassable move the wurrd as near as possible in that direction.

If he teleports off the table he counts as not going down in the fight.

If the scatter die shows a hit, the wurrd teleports to where he is. This usually means nothing but if he was in a melee he counts as charging now.

If the psychic roll is successful, the wurrd may choose which direction he teleports including to his current location.

Note that this doesn't count as moving and he may move, shoot and charge as usual afterwards, unless he is stuck in melee.

3: 'Warpeth' From somewhere, no one is sure where, roaring orks can be heard. This motivates and drives the orks around... possibly.

Roll a psychic test. If it fails, all orks within a range equal to the wurrds leadership suffer a -1 to shooting and to combat resolutions. (Note ALL orks, including other mobs.) Until his next turn.

The voices spook the orks, or the mobs are just not feeling it.

If the psychic test succeeds, all orks within that range get +1 to shooting and to combat resolutions! (Note, ALL orks again.)

This bonus lasts until the wurrds next turn.

4: 'WAAAAAAGH!!!' The wurrds body crackle with green lightning as he cackles and goes into a mad frenzy.

Roll a psychic test. If it succeeds the wurrd gets double his current weapon skill and +1 attack, he must also charge towards the nearest enemy, regardless of range. If a single friendly model in base contact makes a strength test, he can hold the wurrd back and stop this charge. All orks in a vehicle counts as being in base contact. Only a single ork may try to hold him back.

Yes, the wurrd will jump off thrusting vehicles to charge if need be. He's just that hyped.

If the psychic test fails, the wurrd gets the bonus stats but also suffer from stupidity until his next turn.

5: 'Hand of gorkamorka' A ghostly apparition of a green fist slams down and smites those that deserve it.

Roll a psychic test. If it succeeds, the wurrd may nominate a point within 12". Scatter a strength 3 stikkbomb blast from that point as if the wurrd was throwing a stikkbomb. This doesn't count as the wurrd shooting and he may act normally this turn.

If the test fails, as above but the origin point is automatically the wurrd himself.

6: 'Zaaaaap!!!!' With a crackling stream of green lightning and odd goo, a thunderclap strikes from the wurrd.

Roll a psychic test. If it fails, roll a scatter die. Any targets in a straight line 12" that way takes a 2d6-2 strength hit with a penetration of -2. On a double, the wurrd takes the hit as well.

If the psychic test succeeds, the wurrd nominates a target within 12". The wurrd then decides the strength of the attack, up to max 10.

The wurrd then rolls that many dice, if any one of them is a 1, the wurrd takes the hit as well.

Otherwise this attack has strength X and -2 armour penetration.

7: 'SQUIIIIIG!!!' An explosion, violent transformations and with odd squeaky noises like rubber, someone is turned into a rampaging and rather angry squig.

Roll a psychic test. If it succeeds, nominate 2 targets within 12". Randomize which one is turned into a squig. This even works on vehicles.

If the psychic test fails, the/an opponent nominates 2 targets within 12". Otherwise just as above.

A target which is turned into a squig is so permanently. Squigs cannot carry equipment nor can they talk, which can complicate certain tasks.

The model remains fully in the previous owners control. If it was terrain or a non-player controlled model it becomes a new mob preferably controlled by a new player.

The model now has this profile.

	Move	Ws	Bs	S	T	W	I	A	Ld
Squig	6	X	X-3	X-1	4	X	X+1	X	X-1

Any X refers to the models current stat in this regard, in case of vehicles, other machines or terrain.
X equals to 3. A value below 0 is 0.

Any models on a vehicle turned into a squig safely plonks down on the ground as part of the transformation mucks about with gravity.

For simplicity, squigs can do all tasks they could do before (such as driving or riding) but cannot hold weapons or shields.

Snortan and muties retains their move but otherwise use the squig statline, the squig rides now.

Any bioniks or similar upgrades are lost, but so is all old wounds and lost arms and the like. Also its equipment is lost.

Nobs who become squigs have problems shouting properly and will have a hard time holding his station.

A squig nob must have 2 leadership more than others instead of 1 to not incur a challenge for ownership of the mob.

Wurrd stuff.

Weirdboyz use a myriad of odd totems and trinkets to help them in their quest to avoid psychic mishaps.

Wurds may buy this in mektown. NOT when creating a mob.

Copper rod: 5 teef. The copper rod is a two-handed weapon that confers +1 strength. Its best usage however is to help mitigate the rampant powers of da waaaagh.

When rolling psychic tests, the entire roll may be re-rolled once per scenario. The staff can be permanently destroyed to let the wurrd re-roll a second time in a scenario.

Red shroom: 3 teef. These mystical red shrooms are hallucogenic and rare. ONE can be used for free each time the wurrd rolls his rampant power test. He will get +1 on the roll for the effect. A wurrd can have 3 red shrooms. Using one permanently consumes the shroom.

Mystikal hood: 1 teef. A hood which makes the wurrd look all mysterious and creepy. Other orks trust him even less now.

Against psychic attacks, the wurrd gets a special armour save of 6 which cannot be negated. If the save is passed, the hood loses its mystikal properties and rules-wise is destroyed.