# PAINBOSS

**60 PTS**

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 5 | 4+ | 4 | 7+ | 1 |

**INVULNERABLE SAVE** 6+

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Beast Snagga Klaw<br>ANTI-MONSTER/VEHICLE 4+ | Melee | 3 | 3+ | 10 | -2 | 2 |

## ABILITIES

**CORE - Support**

**Hardy Bioniks**
Attacks that target this unit with a S greater than this unit's T have -1 to wound rolls.

**Push Dat Bit Back In (Once per battle, per unit)**
In your Command phase, select one friendly BEAST SNAGGA unit within 6" of this unit. That unit heals 3 wounds.

*Place a Grot Orderly token next to the unit, removing it when this ability is used.*

**Runnin' wiv da Herd**
While this model is attached to a MOUNTED unit, this model:

- Does not have INFANTRY.
- Has MOBILE and MOUNTED.
- Has +4" M.

**Leader**
This model can be attached to the following unit:

- BEAST SNAGGA BOYZ
- SQUIGHOG BOYZ

## FACTION RULES

**Waaagh!**
Friendly ORKS with this ability can:

- Re-roll advance rolls.
- Become riled up, as stated in other rules.

While a unit is riled up:

- That unit has 5+ InSv.
- That unit's ranged attacks have [ASSAULT].
- When that unit is selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.

## CORE RULES

**Support**
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.

### AUFSTELLUNG

1x Painboss (40mm)

**Equipped with:** Beast Snagga Klaw

**KEYWORDS:** Character, Infantry, Beast Snagga, Painboss, Support
**FACTION KEYWORDS:** Orks