

ORKS

PAINBOY

Support Waaagh!

M6"

T5

SV5+

W3

LD7+

OC1

45 PTS

Base 32mm



1KOMMANDO

Crude Surgery

In your Command phase, this unit heals 3 wounds.

2BEWEGUNG

—

3BESCHUSS

—

4ANGRIFF

—

5NAHKAMPF

Dok's Toolz

R	A	WS	S	AP	D
Melee	3	3+	10	-2	2

VERWUNDET

2+ T1–5	3+ T6–9	4+ T10	5+ T11–19	6+ T20+
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'Urty syringe

ANTI-INFANTRY 4+

DEVASTATING WOUNDS: INFANTRY

EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	1	3+	2	0	D6

VERWUNDET

2+ T1	4+ T2	5+ T3	6+ T4+
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VERTEIDIGUNG

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IMMER / EINMALIG

Catch Dat Red Bit (Once per battle, per unit)

When this model uses its Crude Surgery ability, you can add D3 to the number of wounds healed.

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

GEGEN DIESE EINHEIT

W5 · RW 5+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+ S10+	3+ S6–9	4+ S5	5+ S3–4	6+ S1–2
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RETTUNGSWURF JE DS

DS 0 5+	DS –1 6+	DS –2 –	DS –3 –	DS –4 –
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REGELN & KEYWORDS KURZ

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.

Waaagh! Friendly ORKS with this ability can: - Re-roll advance rolls.

AUFSTELLUNG

1x Painboy

Ausrüstung: Dok's Toolz, 'Urty syringe

Anführer

This model can be attached to the following units:

- BOYZ

- BREAKA BOYZ

- FLASH GITZ

- NOBZ

- TANKBUSTAS

KEYWORDS Infantry, Character, Painboy, Support · FRAKTION Orks