ORKS

PAINBOY

45 PTS

M	T	SV	W	LD	OC
6"	5	5+	3	7+	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Dok's Toolz	Melee	3	3+	10	-2	2
'Urty syringe ANTI-INFANTRY 4+ DEVASTATING WOUNDS: INFANTRY EXTRA ATTACKS	Melee	1	3+	2	0	D6

AUFSTELLUNG

1x Painboy (32mm)

Equipped with: Dok's Toolz, 'Urty syringe

ABILITIES

CORE - Support

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.

Crude Surgery
In your Command phase, this unit heals 3 wounds.

Leader
This model can be attached to the following units:
- BOYZ
- BREAKA BOYZ
- FLASH GITZ
- NOBZ
- TANKBUSTAS

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.

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.