

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

AUFSTELLUNG
1x Painboss (40mm)
Equipped with: Beast Snagga klaw

KEYWORDS: Character, Infantry, Beast Snagga, Painboss, Leader
FACTION KEYWORDS: Orks

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Beast Snagga klaw ANTI-MONSTER 4+, ANTI-VEHICLE 4+	Melee	3	4+	9	-2	2

ABILITIES

CORE - Leader

Dok's Toolz
While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

Grot Orderly
Once per battle, in your Command phase, if the bearer is leading a unit that is below its Starting Strength, you can return up to D3 destroyed Bodyguard models to that unit.
Designer's Note: *Place a Grot Orderly token next to the unit, removing it once this ability has been used.*

Sawbonez
At the end of your Movement phase, select one friendly BEAST SNAGGA CHARACTER model within 3" of this model. That model is healed and regains up to 3 lost wounds. Each model can only be healed once per turn

Leader
This model can be attached to the following unit:
- BEAST SNAGGA BOYZ

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

CORE RULES

Leader
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.