

PAINBOSS

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

AUFSTELLUNG

1x Painboss (40mm)

Equipped with: Beast Snagga klaw

⌘ 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

RULES - 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 RULES

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+.