

PAINBOY ON WARBIKE [LEGENDS]

M	T	SV	W	LD	OC	
12"	6	4+	4	7+	2	

AUFSTELLUNG

1x Painboy on Warbike [Legends]

Equipped with: Twin dakkagun, Killsaw, Power klaw, 'Urty syringe

Wargear Options:

- This model can replace its Power klaw with Killsaw.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin dakkagun ASSAULT, RAPID FIRE 2, TWIN-LINKED	18"	3	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Killsaw	Melee	2	4+	12	-3	2
Power klaw	Melee	3	4+	9	-2	2
'Urty syringe ANTI-INFANTRY 4+, EXTRA ATTACKS, PRECISION	Melee	1	3+	2	0	1

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.

Hold Still and Say 'Aargh!'

Each time an attack made by this model with its 'urty syringe scores a Critical Wound against a unit (excluding VEHICLE units), that unit suffers D6 mortal wounds.

Leader

This model can be attached to the following unit:

- NOBZ ON WARBIKES
- SKORCHAS
- WARBIKERS
- WARBUGGIES



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+.

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

Extra Attacks

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

