

ORKS

PAINBOY

90 PTS



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

✂ MELEE WEAPONS

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

AUFSTELLUNG

1x Painboy (32mm)

Equipped with: Power klaw, 'Urty syringe

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.*

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 units:

- BOYZ
- BREAKA BOYZ
- BURNABOYZ
- LOOTAS
- NOBZ
- TANKBUSTAS

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+.

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.



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.

