

# RENEGADE OGRYN BEAST HANDLER [LEGENDS]

40–70 PTS

## OGRYN PACK MASTER

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

## CHAOS MAULER HOUND

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

## ⌘ MELEE WEAPONS

| WEAPON                      | RANGE | A | WS | S | AP | D |
|-----------------------------|-------|---|----|---|----|---|
| Befouled fangs and claws    | Melee | 2 | 3+ | 5 | 0  | 1 |
| Mauler goad and ripper claw | Melee | 4 | 3+ | 6 | -1 | 2 |

## ABILITIES

- Beastmaster**  
While this unit contains an Ogryn Pack Master model, you can re-roll Charge rolls made for this unit, and each time a Chaos Mauler Hound model in this unit makes an attack, re-roll a Hit roll of 1.
- Khorne**  
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**  
Add 1 to this model's Toughness characteristic.
- Slaanesh**  
Add 2" to this model's Move characteristic.
- Tzeentch**  
Add 3 to the Attacks characteristic of this model's infernal cannon.

## FACTION RULES

- Dark Pacts**  
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:
  - [LETHAL HITS]
  - [SUSTAINED HITS 1]

## AUFSTELLUNG

1x Ogryn Pack Master - Equipped with: Mauler goad and ripper claw  
3-6x Chaos Mauler Hound - Equipped with: Befouled fangs and claws

**KEYWORDS:** Beast, Chaos, Renegade Ogryn Beast Handler, Damned  
**FACTION KEYWORDS:** Heretic Astartes