

RENEGADE OGRYN BRUTES

[LEGENDS]

95 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 6 | 5+ | 3 | 7+ | 1  |

⌘ MELEE WEAPONS

| WEAPON            | RANGE | A | WS | S  | AP | D |
|-------------------|-------|---|----|----|----|---|
| Ogryn power drill | Melee | 3 | 3+ | 10 | -2 | 2 |
| Ogryn weapon      | Melee | 3 | 3+ | 6  | -1 | 2 |

ABILITIES

- Khorne**  
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**  
Add 1 to this model's Toughness characteristic.
- Ogryn Combat Stimms**  
Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 4+, do not remove it from play; that destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.
- Slaanesh**  
Add 2" to this model's Move characteristic.
- Tzeentch**  
Add 3 to the Attacks characteristic of this model's infernal cannon.

TRANSPORT

- Renegade Ogryn Brutes**  
For the purposes of embarking within TRANSPORTS, each Renegade Ogryn Brute model counts as one TERMINATOR model.

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

3x Brute w/ Ogryn weapon oder  
Brute w/ power drill

Equipped with: Ogryn power drill,  
Ogryn weapon

KEYWORDS: Infantry, Chaos,  
Renegade Ogryn Brutes, Damned

FACTION KEYWORDS: Heretic  
Astartes