# RENEGADE PLAGUE OGRYNS [LEGENDS]

**95 PTS**

## RENEGADE PLAGUE OGRYN

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

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Ogryn plague claws<br>LETHAL HITS | Melee | 3 | 3+ | 6 | -1 | 2 |

## ABILITIES

**Wall of Muscle**
Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack.

## TRANSPORT

**Renegade Plague Ogryns**
For the purposes of embarking within TRANSPORTS, each Renegade Plague Ogryn model counts as one TERMINATOR model.

## WEAPON ABILITIES

**Lethal Hits**
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].*

## 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]

## CORE RULES

**Feel No Pain 6+**
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

### AUFSTELLUNG

3x Renegade Plague Ogryn - Equipped with: Ogryn plague claws

**KEYWORDS:** Infantry, Chaos, Nurgle, Renegade Plague Ogryns, Damned
**FACTION KEYWORDS:** Heretic Astartes