

OGRYN SQUAD

60–120 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ripper gun RAPID FIRE 3	18"	3	4+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ripper gun	Melee	4	3+	6	-1	1

ABILITIES

Point-blank Barrage
Each time a model in this unit makes a ranged attack that targets the closest eligible target, improve the Armour Penetration characteristic of that attack by 1.

WEAPON ABILITIES

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).

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

2-5x Ogryn (40mm)
1x Ogryn Bone 'ead (40mm)
Equipped with: Ripper gun



KEYWORDS: Ogryn Squad,
Imperium, Infantry,
Grenades, Ogryn
FACTION KEYWORDS:
Astra Militarum