

RENEGADE PLAGUE OGRYNS [LEGENDS] -
CHAOS - CHAOS SPACE MARINES

95 PTS

RENEGADE PLAGUE OGRYN

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

AUFSTELLUNG

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

KEYWORDS: Infantry, Chaos, Nurgle, Renegade Plague Ogryns, Damned

FACTION KEYWORDS: Heretic Astartes

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ogryn plague claws <small>LETHAL HITS</small>	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.