

BULLGRYN SQUAD - IMPERIUM - ASTRA
MILITARUM

90–200 PTS

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

AUFSTELLUNG

2-5x Bullgryn (40mm)
1x Bullgryn Bone 'ead (40mm)

Equipped with: Grenadier gauntlet, Bullgryn maul, Close combat weapon

Wargear Options:

- Each Bullgryn can replace its Slabshield with Brute shield.
- Each Bullgryn can replace its Grenadier gauntlet with Bullgryn maul.
- Each Bullgryn Bone 'ead can replace its Bullgryn maul with Grenadier gauntlet.
- Each Bullgryn Bone 'ead can replace its Slabshield with Brute shield.

KEYWORDS: Bullgryn Squad, Ogryn, Imperium, Infantry, Grenades

FACTION KEYWORDS: Astra Militarum

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Grenadier gauntlet BLAST	18"	D6	4+	4	0	1

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bullgryn maul	Melee	4	3+	7	-1	2
Close combat weapon	Melee	4	3+	6	0	1

ABILITIES

- Brute Shield**

The bearer has a 4+ invulnerable save.
- Slabshield**

The bearer has a Wounds characteristic of 4.
- Wall of Muscle**

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

WEAPON ABILITIES

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven 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.