

RENEGADE OGRYN BRUTES [LEGENDS]

Dark Pacts

M6"

T6

SV5+

W3

LD7+

OC1

95 PTS
Base —

1KOMMANDO

2BEWEGUNG

3BESCHUSS

4ANGRIFF

5NAHKAMPF

Ogryn power drill

RMelee

A3

WS3+

S10

AP-2

D2

VERWUNDET

2+T1-5

3+T6-9

4+T10

5+T11-19

6+T20+

Ogryn weapon

RMelee

A3

WS3+

S6

AP-1

D2

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

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.

VERTEIDIGUNG

IMMER / EINMALIG

Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

Add 3 to the Attacks characteristic of this model's infernal cannon.

GEGEN DIESE EINHEIT

W6 · RW 5+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+S12+

3+S7-11

4+S6

5+S4-5

6+S1-3

RETTUNGSWURF JE DS

DS 05+

DS -16+

DS -2-

DS -3-

DS -4-

REGELN & KEYWORDS KURZ

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.

AUFSTELLUNG

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

Ausrüstung: Ogryn power drill, Ogryn weapon

Transport

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

KEYWORDS Infantry, Chaos, Renegade Ogryn Brutes, Damned · FRAKTION Heretic Astartes