

IMPERIUM - ASTRA MILITARUM

BULLGRYN SQUAD

Feel No Pain 6+

M6" T6 SV3+ W3 LD7+ OC1

90–200 PTS

Base 40mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Grenadier gauntlet **BLAST**

R	A	BS	S	AP	D
18"	D6	4+	4	0	1

VERWUNDET

2+ T1–2	3+ T3	4+ T4	5+ T5–7	6+ T8+
------------	----------	----------	------------	-----------

4ANGRIFF

5NAHKAMPF

Bullgryn maul

R	A	WS	S	AP	D
Melee	4	3+	7	-1	2

VERWUNDET

2+ T1–3	3+ T4–6	4+ T7	5+ T8–13	6+ T14+
------------	------------	----------	-------------	------------

Close combat weapon

R	A	WS	S	AP	D
Melee	4	3+	6	0	1

VERWUNDET

2+ T1–3	3+ T4–5	4+ T6	5+ T7–11	6+ T12+
------------	------------	----------	-------------	------------

VERTEIDIGUNG

Brute Shield
The bearer has a 4+ invulnerable save.

IMMER / EINMALIG

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.

GEGEN DIESE EINHEIT
W6 · RW 3+ · 3 LP je Modell
WIRD VERWUNDET MIT

2+ S12+	3+ S7–11	4+ S6	5+ S4–5	6+ S1–3
------------	-------------	----------	------------	------------

RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 -
------------	-------------	-------------	-------------	------------

Feel No Pain 6+ gegen jeden verlorenen LP

REGELN & KEYWORDS KURZ
Feel No Pain 6+ This ability always takes the form Feel No Pain X+.
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 (roun...

AUFSTELLUNG
2-5x Bullgryn
1x Bullgryn Bone 'ead
Ausrüstung: Grenadier gauntlet, Bullgryn maul, Close combat weapon

- 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 · FRAKTION Astra Militarum