

IMPERIUM - ASTRA MILITARUM

OGRYN SQUAD

Feel No Pain 6+

M6" T6 SV5+ W3 LD7+ OC1

60–120 PTS

Base 40mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Ripper gun **RAPID FIRE 3**

R	A	BS	S	AP	D
18"	3	4+	5	-1	2

VERWUNDET

2+ T1–2	3+ T3–4	4+ T5	5+ T6–9	6+ T10+
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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.

4ANGRIFF

5NAHKAMPF

Ripper gun

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

VERWUNDET

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

∞IMMER / EINMALIG

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
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RETTUNGSWURF JE DS

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

RAPID FIRE This ability always takes the form [RAPID FIRE X].

AUFSTELLUNG

2-5x Ogryn
1x Ogryn Bone 'ead

Ausrüstung: Ripper gun

KEYWORDS Ogryn Squad, Imperium, Infantry, Grenades, Ogryn · FRAKTION Astra Militarum