

RENEGADE OGRYN BRUTES [LEGENDS]

M6"

T6

SV5+

W3

LD7+

OC1

95 PTS
Base —

Dark Pacts

1KOMMANDO

2BEWEGUNG

3BESCHUSS

4ANGRIFF

5NAHKAMPF

Ogryn power drill

R	A	WS	S	AP	D
Melee	3	3+	10	-2	2
VERWUNDET					
2+ T1-5	3+ T6-9	4+ T10	5+ T11-19	6+ T20+	

Ogryn weapon

R	A	WS	S	AP	D
Melee	3	3+	6	-1	2
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 0 5+	DS -1 6+	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