

RENEGADE PLAGUE OGRYNS [LEGENDS]

M5"

T7

SV5+

W3

LD7+

OC1

95 PTS
Base —

- Dark Pacts
- Feel No Pain 6+

1KOMMANDO

2BEWEGUNG

3BESCHUSS

4ANGRIFF

5NAHKAMPF

Ogryn plague claws

LETHAL HITS

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+	

VERTEIDIGUNG

IMMER / EINMALIG

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

W7 · RW 5+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+ S14+	3+ S8-13	4+ S7	5+ S4-6	6+ S1-3
RETTUNGSWURF JE DS				
DS 0	DS -1	DS -2	DS -3	DS -4
5+	6+	-	-	-

Feel No Pain 6+ gegen jeden verlorenen LP

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.

Feel No Pain 6+ This ability always takes the form Feel No Pain X+.

LETHAL HITS Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

AUFSTELLUNG

3x Renegade Plague Ogryn - Equipped with: Ogryn plague claws

Transport

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