

RENEGADE PLAGUE OGRYNS [LEGENDS]

RENEGADE PLAGUE OGRYN

M	T	SV	W	LD	OC
5"	7	5+	3	7+	1

AUFSTELLUNG

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

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ogryn plague claws LETHAL HITS	Melee	3	3+	6	-1	2

ABILITIES

RULES - Dark Pacts, Feel No Pain 6+

Wall of Muscle

Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack.

Renegade Plague Ogryns (Transport)

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

WEAPON RULES

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

