

RENEGADE OGRYN BEAST HANDLER

[LEGENDS]

40–70 PTS

OGRYN PACK MASTER

M	T	SV	W	LD	OC
6"	6	5+	4	7+	1

CHAOS MAULER HOUND

M	T	SV	W	LD	OC
6"	4	6+	1	7+	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Befouled fangs and claws	Melee	2	3+	5	0	1
Mauler goad and ripper claw	Melee	4	3+	6	-1	2

AUFSTELLUNG

- 1x Ogryn Pack Master - Equipped with: Mauler goad and ripper claw
- 3-6x Chaos Mauler Hound - Equipped with: Befouled fangs and claws

ABILITIES

Beastmaster

While this unit contains an Ogryn Pack Master model, you can re-roll Charge rolls made for this unit, and each time a Chaos Mauler Hound model in this unit makes an attack, re-roll a Hit roll of 1.

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.

CORE RULES

◆ 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. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

