

BULLGRYN SQUAD

90–200 PTS



M	T	SV	W	LD	OC
6"	6	3+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Grenadier gauntlet BLAST	18"	D6	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bullgryn maul	Melee	4	3+	7	-1	2
Close combat weapon	Melee	4	3+	6	0	1

AUFSTELLUNG

2-5x Bullgryn (40mm)
1x Bullgryn Bone 'ead (40mm)

Equipped with: Grenadier gauntlet, Bullgryn maul, Close combat weapon

Wargear Options:

- Each Bullgryn can replace its Slabshield with Brute shield.
- Each Bullgryn can replace its Grenadier gauntlet with Bullgryn maul.
- Each Bullgryn Bone 'ead can replace its Bullgryn maul with Grenadier gauntlet.
- Each Bullgryn Bone 'ead can replace its Slabshield with Brute shield.

ABILITIES

Brute Shield

The bearer has a 4+ invulnerable save.

Slabshield

The bearer has a Wounds characteristic of 4.

Wall of Muscle

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

WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

CORE RULES

◆ Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

