

RENEGADE OGRYN BRUTES

[LEGENDS]

95 PTS

M	T	Sv	W	LD	OC
6"	6	5+	3	7+	1

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ogryn power drill	Melee	3	3+	10	-2	2
Ogryn weapon	Melee	3	3+	6	-1	2

ABILITIES

- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- 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.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.

FACTION 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]

TRANSPORT

- Renegade Ogryn Brutes**
For the purposes of embarking within TRANSPORTS, each Renegade Ogryn Brute model counts as one TERMINATOR model.

AUFSTELLUNG

3x Brute w/ Ogryn weapon oder Brute w/ power drill

Equipped with: Ogryn power drill, Ogryn weapon

KEYWORDS: Infantry, Chaos, Renegade Ogryn Brutes, Damned

FACTION KEYWORDS: Heretic Astartes