

BULLGRYN SQUAD - IMPERIUM - ASTRA  
MILITARUM

90–200 PTS

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

**AUFSTELLUNG**  
2-5x Bullgryn  
1x Bullgryn Bone 'ead  
**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.

**KEYWORDS:** Bullgryn Squad, Ogryn, Imperium, Infantry, Grenades  
**FACTION KEYWORDS:** Astra Militarum

⚙️ RANGED WEAPONS

| WEAPON                      | RANGE | A  | BS | S | AP | D |
|-----------------------------|-------|----|----|---|----|---|
| Grenadier gauntlet<br>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 |

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 ABILITIES

**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.