

OGRYN BODYGUARD - IMPERIUM - ASTRA
MILITARUM

40 PTS

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

AUFSTELLUNG
1x Ogryn Bodyguard
Equipped with: Grenadier gauntlet, Ripper gun, Bullgryn maul, Close combat weapon, Huge knife
Wargear Options:

- This model can replace its Slabshield with Huge knife or Brute shield.
- This model can replace its Ripper gun with Bullgryn maul or Grenadier gauntlet.

KEYWORDS: Bodyguard, Imperium, Infantry, Grenades, Loyal Protector, Ogryn, Character
FACTION KEYWORDS: Astra Militarum

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Grenadier gauntlet BLAST	18"	D6	4+	4	0	1
Ripper gun RAPID FIRE 3	18"	3	4+	5	-1	2

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bullgryn maul	Melee	5	3+	7	-1	2
Close combat weapon	Melee	4	3+	6	0	1
Huge knife	Melee	6	3+	8	-1	2
Ripper gun	Melee	4	3+	6	-1	1

ABILITIES

Brute Shield
The bearer has a 4+ invulnerable save.

Loyal Protector
At the start of the Declare Battle Formations step, this model must join one Command Squad unit from your army (a Command Squad cannot have more than one Loyal Protector model joined to it). This model then counts as part of that Command Squad for the rest of the battle, and its Starting Strength is increased accordingly. If it is not possible to join this model to a Command Squad, it does not take part in the battle and counts as having been destroyed.

While this model is joined to a unit, it can embark within any Transport that unit can embark within, and takes up the space of 3 models.

This model cannot be selected as your WARLORD and cannot be given Enhancements

Ogryn Bodyguard
While one or more Officer models are in the same unit as this model, those Officer models have the Feel No Pain 4+ ability

Slabshield
The bearer has a Wounds characteristic of 7.

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).*

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Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two 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.