

OGRYN SQUAD - IMPERIUM - ASTRA  
MILITARUM

60–120 PTS

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

**AUFSTELLUNG**  
2-5x Ogryn  
1x Ogryn Bone 'ead  
Equipped with: Ripper gun

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

⦿ RANGED WEAPONS

| WEAPON                     | RANGE | A | BS | S | AP | D |
|----------------------------|-------|---|----|---|----|---|
| Ripper gun<br>RAPID FIRE 3 | 18"   | 3 | 4+ | 5 | -1 | 2 |

⌘ MELEE WEAPONS

| WEAPON     | RANGE | A | WS | S | AP | D |
|------------|-------|---|----|---|----|---|
| Ripper gun | Melee | 4 | 3+ | 6 | -1 | 1 |

ABILITIES

**Point-blank Barrage**  
Each time a model in this unit makes a ranged attack that targets the closest eligible target, improve the Armour Penetration characteristic of that attack by 1.

WEAPON ABILITIES

**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.