

OGRYN SQUAD - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

60–120 PTS

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

|                                                                                     |                                                                                                               |
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| <b>AUFSTELLUNG</b><br>2-5x Ogryn<br>1x Ogryn Bone 'ead<br>Equipped with: Ripper gun | <b>KEYWORDS:</b> Ogryn Squad, Imperium, Infantry, Grenades, Ogryn<br><b>FACTION KEYWORDS:</b> Astra Militarum |
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⦿ 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

|                                                                                                                                                                                                 |
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| <b>Point-blank Barrage</b><br>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. |
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WEAPON ABILITIES

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
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| <b>Rapid Fire</b><br>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.<br><i>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).</i> |
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CORE RULES

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| <b>Feel No Pain 6+</b><br>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. |
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