

RENEGADE OGRYN BRUTES

[LEGENDS]

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

AUFSTELLUNG

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

Equipped with: Ogryn power drill, Ogryn weapon

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.

Renegade Ogryn Brutes (Transport)

Capacity: For the purposes of embarking within TRANSPORTS, each Renegade Ogryn Brute model counts as one TERMINATOR model.

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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]