

OGRYN

Wounds: 1D6 + 9
Move: 4
Weapon Skill: 3
Ballistic Skill: 5+
Strength: 5
Toughness: 4 (5)
Initiative: 3
Willpower: 3
Attacks: 1



Equipment: Stim-Slug

Weapon: Spud-Jacker (see Weapon card)

Armour: Light Carapace, giving +1 Toughness

Pinning: Breaks from pinning on a roll of 4+

Special Rules:

Loyal - Ogryns are very loyal creatures and form strong bonds with those they fight with. When an Ogryn is in melee combat with the same enemy as another Warrior, the other Warrior gains +1 on any "To Hit" rolls.

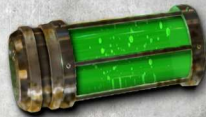
Meat Shield - Ogryns are large slabs of muscle. When adjacent to a Warrior that has just taken a Wound, the Ogryn can take the Wound instead.

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|---------------|---|---|---|---|---|---|---|---|---|----|
| Opponent's WS | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| To Hit | 2 | 3 | 4 | 4 | 4 | 4 | 5 | 5 | 5 | 6 |

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STIM-SLUG

Immediately regain 1 Wound. Until the end of the round, the Warrior's Strength and Toughness are each increased by 2. The stim-slug may only be used once, and is then discarded.



SPUD-JACKER

The Spud-Jacker is a formidable weapon, crushing skulls with a single blow. The Spud-Jacker causes 1D6+5 Wounds. If a natural 6 is rolled the Spud-Jacker causes an additional +1 Wound.



EQUIPMENT

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