

# KILL TEAM

## OGRYNS

### CODEx: ASTRA MILITARUM & SIEGE OF VRACKS

This team list uses the special rules and wargear found in Codex: Astra Militarum 7<sup>th</sup> ed. Furthermore several units have been inspired by the Siege of Vracks series from Forgeworld.

### MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-8 Core models
- 0-3 Special models

### OGRYN KILL TEAMS

Ogryn kill teams are usually led by a less dumb Bone'ead chieftain in missions that are pretty straightforward and brutal. In missions where at least a modicum of a plan is required a commissar is in charge of the abhumans. Both Ripper gun armed ogryns and Shield armed Bullgryns sees wide use, but kill teams are often supported by more specialized units, like heavy weapon ogryns called gun luggers or the machine-spirit assisted burrowing Breachers or even the massive obnoxious ogryn hounds.



### ON'SLAUGHT

This deadly combat drug has the following effect – use in own turn. Gain fearless and reroll all to hit and to wound rolls of 1 in close combat until the beginning of your next turn. When the drug effect wears of, the model takes an automatic strength 5 ap2 hit.

### ADDITIONAL WEAPONS

The Ogryn Kill team has several specialised killing tools at their disposal.

### MELEE WEAPONS

	S	AP	Type
Brutally blunt object	User	-	Melee, concussive, strikedown
Concrete drill	User	-	Melee, rending
Las-cutter	9	2	Melee, unwieldy, cumbersome*

*\*Cumbersome: A model attacking with a cumbersome weapon may only make one attack roll.*

### RANGED WEAPONS

	Range	S	AP	Type
Blackpowder mortar	36"	5	5	Heavy 1, blast, ordnance
Ogryn Auxilliary Autocannon	24"	7	4	Heavy 2

# TEAM LEADERS

## OGRYN CHIEFTAIN

50 points

WS	BS	S	T	W	I	A	Ld	Sv
4	3	6	5	3	2	4	7	5+

**Unit Type:** Infantry

**Wargear:**

- Flak armour
- Ripper gun
- Frag grenade

**Special Rules:**

- Inspiring Presence
- Hammer of wrath
- Stubborn
- Very bulky

**Options:**

- May replace the ripper gun with one of the following:
  - Brutally blunt object 5 pts
  - Concrete drill & CCW 10 pts
  - Las cutter 10 pts
- May take any of the options below:
  - Packmaster 5 pts
  - On'slaught 5 pts
- May take items from the Ogryn Armoury including Leader items.

**Pack master:** Gain **Fleet** when within 6" of at least 1 Ogryn hound at the start of the movement phase. Furthermore Ogryn hounds can be taken as core as well as special.



## BULLGRYN CHIEFTAIN

55 points

WS	BS	S	T	W	I	A	Ld	Sv
4	3	6	5	3	2	4	7	4+

**Unit Type:** Infantry

**Wargear:**

- Carapace armour
- Grenadier gauntlet
- Slabshield
- Frag grenade

**Special Rules:**

- Inspiring Presence
- Hammer of wrath
- Stubborn
- Very bulky

**Options:**

- May replace Grenadier gauntlet and Slabshield for a Power maul and brute shield 15 pts
- May take any of the options below:
  - On'Slaught 5 pts
- May take items from the Ogryn Armoury including Leader items.

**COMMISSAR**

25 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	2	3	2	9	5+

**Unit Type:** Infantry**Wargear:**

- Flak armour
- Bolt pistol
- Close combat weapon
- Frag grenade
- Krak grenade

**Special Rules:**

- Inspiring presence
- Stubborn
- Summary execution
- Aura of discipline

**Options:**

- May replace bolt pistol with:
    - Boltgun free
    - Plasma pistol 10 pts
  - May replace close combat weapon with:
    - Power weapon 15 pts
    - Power fist 25 pts
- May take any of the following:
- Carapace armour 5 pts
  - Melta bomb 5 pts
  - Camo gear 5 pts
  - Refractor field 5 pts

**Summary Execution:** If a model within a Commissar's Inspiring Presence fails a Fear, Morale or Pinning test, remove it as a casualty. For the remainder of that turn all Kill Team Ogryn models can re roll Leadership tests.

**CORE****OGRYN**

40 points

WS	BS	S	T	W	I	A	Ld	Sv
4	3	5	5	3	2	3	6	5+

**Unit Type:** Infantry**Wargear:**

- Flak armour
- Ripper gun
- Frag grenade

**Special Rules:**

- Hammer of wrath
- Stubborn
- Very bulky

**Options:**

- May take items from the Ogryn Armoury.

**BULLGRYN**

45 points

WS	BS	S	T	W	I	A	Ld	Sv
4	3	5	5	3	2	3	6	4+

**Unit Type:** Infantry**Wargear:**

- Carapace armour
- Grenadier gauntlet
- Slabshield
- Frag grenade

**Special Rules:**

- Hammer of wrath
- Stubborn
- Very bulky

**Options:**

- May replace Grenadier gauntlet and Slabshield for power maul and brute shield 15 pts
- May take items from the Ogryn Armoury.

**OGRYN REAVER**

40 points

*[Forgeworld renegade ogryns or Warhammer ogres can be used]*

WS	BS	S	T	W	I	A	Ld	Sv
4	3	5	5	3	2	D6	6	-

**Unit Type:** Infantry**Wargear:**

- Close combat weapon

**Special Rules:**

- Hammer of wrath
- Stubborn
- Very bulky
- Scout
- fear

**Options:**

- May replace Close combat weapon with one of the following options:
  - Brutally blunt object 5 pts
  - Concrete drill & CCW 10 pts
  - Las cutter 10 pts
- May purchase On'slaught combat drug for 5 pts
- May purchase Flak armour for 5 pts

**SPECIAL****BONE`EAD**

50 points

WS	BS	S	T	W	I	A	Ld	Sv
4	3	5	5	3	2	4	7	5+

**Unit Type:** Infantry**Wargear:**

- Flak armour
- Ripper gun
- Frag grenade

**Special Rules:**

- Hammer of wrath
- Stubborn
- Very bulky
- Sarge

**Options:**

- May replace Flak armour and Ripper gun with carapace armour, grenade gauntlet and slabshield for 5 pts.
- May replace Flak armour and Ripper gun for power maul and brute shield for 20 points
- May take items from the Ogryn Armoury.

**Sarge:**

Any Ogryn Kill team model may use the Bone`eads leadership score when within 6".

## OGRYN GUN LUGGER

[Warhammer leadbelcher ogres can be used]

50 points

WS	BS	S	T	W	I	A	Ld	Sv
4	3	5	5	3	2	3	6	-

**Unit Type:** Infantry

### Wargear:

- Blackpowder Mortar
- Frag grenade

### Special Rules:

- Hammer of wrath
- Stubborn
- Very bulky
- lumbering bombardment

### Options:

- May replace black powder mortar with the following:
  - Ogryn Auxilliary Autocannon 10 pts
- May purchase Flak armour for 5 pts
- May take items from the Ogryn Armoury.

### Lumbering bombardment:

A model with this special rule may move and shoot with heavy blast weapons. Don't subtract the firers BS after having moved and rolling for scatter.



## OGRYN BREACHER

[Forgeworlds Ogryn Charonites represents Breachers well]

60 points

WS	BS	S	T	W	I	A	Ld	Sv
4	3	5	5	3	2	3	6	4+

**Unit Type:** Infantry

### Wargear:

- Void hardened carapace armour
- 2 Breacher arms

### Special Rules:

- Hammer of wrath
- Stubborn
- Very bulky
- Tunneller
- PH.E.A.R

### Breacher arm:

S: User Ap 5 Type: melee, unwieldy, armour bane

### Options:

- May take items from the Ogryn Armoury.

### Tunneller:

Guided by a sturdy machine spirit this model gain the deepstrike ability (see build up areas) as it buries up through the ground.

### PH.E.A.R: Phobic Eradication Augmented Reprogramming

This procedure makes the Ogryn capable of operating in dark claustrophobic environments. Side effects includes a 185% increase in mental disorders and the Ogryn always counts as having rolled a 1 when checking for sweeping advances, both as a winner and a loser.

**OGRYN HOUND**

[Use forgeworlds hounds of Xaphan]

30 points

WS	BS	S	T	W	I	A	Ld	Sv
3	1	5	5	2	4	3	5	-

**Options:**

- none

**Unit Type:** Infantry**Special Rules:**

- Fleet
- Hammer of wrath
- Very bulky
- Non-learning
- Run them down

**Wargear:**

- none

**Run them down:**

An Ogryn hound may reroll the dice when checking for sweeping advance.

**ARMOURY****Thing that goes BUMP! in the night (Ogryn Chieftain only) – 5 pts**

Clad in black this brutish creature is marginal less obvious than its noisy brethren. The model gains the **Stealth** special rule against any attack from 12" away. (The Warhammer maneater ninja is a great choice)

**Brawns for brains - 10 pts**

Either this ogryn is braver than the rest- or it is more dim-witted and oblivious of its surroundings either way- May reroll failed **Pinning** and **fear** tests.

**The more the merrier – 10 pts**

With a preference for clubbing its opponents with its impromptu club (other opponents) this ogryn gain the **rampage** special rule.

**Mean killing machine (Ogryn chieftain only) – 5**

Pts

Ogryn children are told tales about this monster when they arent behaving. Gain the **Fear** special rule.

**Defective burst limiter - 10 pts**

This trigger happy brute has been fortunate enough to disable the burst limiter on his weapon- likely by bashing it against blunt objects like rocks or his own head. When using suppressive fire a model with this special rule may fire an extra shot. Furthermore the primary and secondary targets must test for **pinning**.

**Like a freight train (Bullgryns and Bullgryn chieftains only) – 5 pts**

An unstoppable object in the form of a battletank clad ogryn. **Hammer of wrath** is resolved at +2 str.

**Boom package – 5 pts**

The height of Ogryn engineering ingenuity- one grenade make a small boom- a bag of grenades make a big boom. Grenade with large blast marker and S4 ap5. One use only.

**Bellowing boss (Chieftains only) - 15 pts**

What this ogryn lacks in tactical acumen and brain power he makes up for with these lungs. **Inspiring presence radius is increased by 6"**.

**Ablative armour and muscles (Bullgryn chieftain only) – 10 pts**

Gain **feel no pain 6+**. If the model takes a wound the feel no pain roll has a +1 modifier for the rest of the game turn and on the following game turn. This effect stacks

**Tough as nails (Bullgryns and Bullgryn chieftains only) 5 pts**

This ogryn could stop a leman Russ battle tank simply by jay-walking in front of it... and not notice. Immune to **struckdown** and **concussive** attacks.

**Shiny medal and badges (Leaders and Bone'eads only) 10 pts**

Countless badges and shiny medals like "least smelly ogryn" to "most renegades eaten in one go" adorn this giant – giving inspiration to all his peers. Counts as a **banner**.

**Shield of the bodyguard (Bullgryns, bullgryn chieftain or Bone'ead with a slabshield or brute shield only) – 15 pts**

This ogryn has acquired an especially large and heavy shield- or reinforced blast door. It gives a fuzzy feeling deep inside the ogryn whenever heavy calibre rounds smash against the shield.

Any Friendly model within 6" of a model with this item may use the **look out sir!** Special rule, targeting the wearer of this shield, even though they are not characters.

**T-Bone (Chieftains only) - 10 pts**

Tactical bio-organic neural enhancement or just T-bone. This upgrade is only used sparingly on Bone'eads, as too much knowledge given to these brutes can prove dangerous to the imperial commanders. The T-Bone'ead is outfitted with a tactical cogitator, helping him with combat oriented decision making. This grants the model a **+1 on his leadership score**.

**Changelog:** 28th January 2017. Converted to version 8.0