



CODEX OGRYNS



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INTRODUCTION

The origins of the Abhuman variety commonly known as Ogryn are a myriad: unusual gravitic conditions, selective breeding or just an evolutionary imperative.

One thing is certain and common to all genes: they are strong and they are dumb.

It is incredibly rare to see a whole army composed of the brutish Ogryns but they do exist.

A pure Ogryn force would never fight an entire campaign without Imperial Guard support (and artillery!) but in trench warfare the brute force of these doughty Ab-humans is always welcome.

Links for more fluff :

<https://1d4chan.org/wiki/Ogryn>

<http://wh40k.lexicanum.com/wiki/Ogryn>

<http://warhammer40k.wikia.com/wiki/Ogryn>

<http://taran.pagesperso-orange.fr/ogryns.htm>

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ARMY SPECIAL RULES

Ogryn: Any model with the *Ogryn* rule has the *Furious Charge*, *Hammer of Wrath*, *Stubborn* and *Very Bulky* special rules.

Battle Cry: This special rule is similar to *Voice of Command* from Codex AM, p. XX.

An Ogryn Auxillia Force has a semblance of discipline in combat. The Ogryns follow willingly or grudgingly the shouts of war of their officers, often rough commanders, human Lieutenant or Colonel, and also a few of their kind, who made their way up to the Sergeant rank, so second in command.

Ogryn Auxillia's officers can only issue Orders to Ogryns units from their Detachment.

Junior officers can issue one Order a turn and have access to those 4 basic Orders:

Come on lads! The ordered unit must *Run*. When determining how far the unit *Runs*, roll three dice and use the highest result.

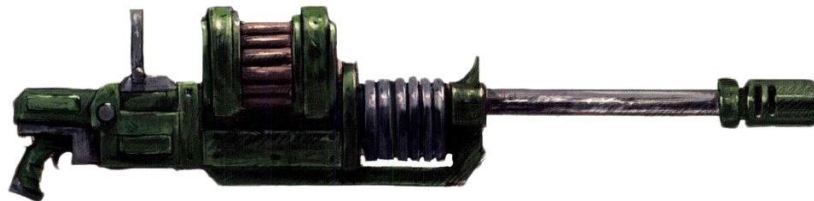
Get on it! The ordered unit must make a shooting attack. Once this shooting attack has been resolved, the ordered unit must *Run*, even though a unit cannot normally *Shoot* and *Run* in the same phase.

Rain Fire! The ordered unit must make a shooting attack. When resolving this shooting attack, all weapons in the ordered unit have the *Pinning* special rule.

Chaaaaarge! The ordered unit must declare an assault at this shooting phase. At the shooting phase, the unit will only be able to fire snap shot, but at the assault phase, you can reroll the dices for distance.

Senior officers can issue two Orders a turn. They have access to the 4 basic Ogryns Orders and to the Order **Bring it down!** (*Tank Hunters* and *Monster Hunter*), see Codex AM, p. XX.

WARGEAR



Ripper gun, brute shield, slabshield and grenadier gauntlet as usual (ex: **ripper gun:** Range 12" S5 AP- Assault 3).

Ogryn close combat weapon (CCW): Grants an additional Attack with an Ogryn hand cannon.

Ogryn hand cannon: Range 12" S5 AP- Pistol (grants an additional Attack if used with a melee weapon).

Ogryn power maul : an Ogryn sized power maul (S+2 AP4 Melee, *Concussive*), as in Rulebook, p. XX.

Ogryn power fist : an Ogryn sized power fist (Sx2 AP2 Melee, *Unwieldy*, *Specialist weapon*), see Rulebook, p. XX.

Ogryn heavy stubber: Range 30" S4 AP6 Assault 3

Ogryn heavy bolter: Range 24" S5 AP4 Assault 3

Ogryn missile toob: Range 24" S8 AP 3 Assault 1, One use only

Ogryn autocannon: Range 36" S7 AP 4 Assault 2

While a unit has a majority of models with Ogryn autocannon(s), it gets a bonus of +1 to its Leadership.

If a unit with Ogryn autocannon(s) assault, those model's *Hammer's of Wrath* produce D3 *Concussive* Attacks.

If a unit, who has a majority of models with Ogryn autocannon(s), is assaulted, consider then that the unit has defensives grenades, meaning enemy do not get additional Attack(s) for assaulting.

HQ

0-1 Ogryn Command Squad 100pts

Unfortunately no Ogryn is truly fit for command, and the Astra Militarum has to rely on Human Imperial officers to lead Ogryn Detachements on campaign grounds.

Human Junior Officer	WS 4 / BS 4 / S 3 / T 3 / W 2 / I 3 / A 2 / Ld 8 / Sv 5+
Human Senior Officer	WS 4 / BS 4 / S 3 / T 3 / W 3 / I 3 / A 3 / Ld 9 / Sv 5+
Bullgryn Bodyguard	WS 4 / BS 3 / S 5 / T 5 / W 3 / I 3 / A 3 / Ld 7 / Sv 3+
Human Veteran	WS 3 / BS 4 / S 3 / T 3 / W 1 / I 3 / A 2 / Ld 7 / Sv 5+

Composition: 1 Junior Officer (character) and 2 Bullgryn Bodyguards.

Wargear: the Bullgryn Bodyguards have a heavy carapace armor, a slabshield and a grenadier gauntlet. The Human Officer and Veterans have a flak armour, a laspistol and a close combat weapon.

Special rules: *Ogryn* (Bodyguards only), *Independent Character*, *Battle Cry* (Officer only)

Option:

- The Junior Officer can be promoted to a Senior Officer for +35pts
- The Officer has access to the Special Issue Wargear and the Range Weapons lists from the Codex AM.
- The unit can take up to 4 veterans at +10pts / model.
- Each Human Veteran can exchange his close combat weapon for a lasgun for free.
- Each Human Veteran has access to the Special Weapons list from the Codex AM.
- One Human Veteran (without a special weapon) can carry a radio for +5pts. See Codex AM.

Transport: you may select a Chimera or a Taurox Prime (see Codex AM) as the unit's dedicated transport. The Chimera may instead come from the Car Pool if you wish.

Priest

See Codex Astra Militarum, p. XX.

Add a modifier of -1 to every Priest's hymn roll in a unit with model(s) with the *Ogryn* special rule.

Commissar

See Codex Astra Militarum, p. XX, and replace the *Summary Execution* with the following special rule:

Ow! That Hurt!: If the normal prerequisites for a *Summary Execution* are met in an Ogryn unit, an Ogryn immediately loses a wound, the commissar however... is removed from play. You may then re roll the Leadership test on the new best highest Leadership available now ...

0-1 Commissar Lord

See Codex Astra Militarum, p. XX, and replace the *Summary Execution* with the following special rule:

Oops, Sorry Boss!: If the normal prerequisites for a *Summary Execution* are met in an Ogryn unit, an Ogryn immediately loses a wound, and so does the Lord Commissar. You may then re roll the Leadership test on the possibly new best highest Leadership available now...

ELITES

0-1 Ogryn Bone'eads 160pts

The cream of the Ab-human crop, these guys are just as smart as any 8 year old! The Sarge is a Bone'ead veteran, survivor of many battles on several campaigns. Respected and feared or loved by his men, he is the highest ranking Officer in an Ogryn Auxillia Force after the HQ Human Commander.

Sarge WS 4 / BS 3 / S 5 / T 5 / W 3 / I 3 / A 5 / Ld 8 / Sv 5+

Bone'ead WS 4 / BS 3 / S 5 / T 5 / W 3 / I 3 / A 4 / Ld 7 / Sv 5+

Composition: 1 Sarge (Character) and 2 Bone'eads

Wargear: Ripper gun, Ogryn CCW, flak armour, frag grenades, krak grenades

Special rule: *Ogryn, Battle Cry* (the Sarge is a Junior Officer)

Options:

- May take up to three additional Bone'eads at +50pts / model.
- Any model may take melta bombs at 5pts per model
- Any model may exchange his Ripper gun for an Ogryn hand cannon for free
- Any model may exchange his Ripper gun for a Ogryn heavy stubber at +5pts a model.
- Up to three Bone'eads may exchange their Ripper gun for an Ogryn heavy bolter at +10pts per model.
- If the squad counts 3 models, one Bone'ead may take a Demolition charge at +20pts, if it counts a full six models, a further demolition charge may be taken.
- One Bone'ead may exchange his Ogryn CCW with an Ogryn power maul at +15pts
- One Bone'ead may carry the Standard regiment, See Codex Astra Militarum, p. XX.

The Sarge may :

- Exchange his Ogryn CCW with an Ogryn powerfist at +30pts
- Exchange his Ogryn CCW with an Ogryn power maul at +15pts
- Take improved brain implant (May re-roll the tests for receiving or giving Orders) at +10pts
- Take the relic *Holy Helmet* (5++ invulnerable save and ignore *Instant Death*) at +20pts



ELITES

Ogryn Bulkheads 135pts

Big guys with big guns!

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

Composition: 3 Bulkheads

Wargear: Ogryn autocannon, Ogryn CCW, carapace armour

Special Rules: *Ogryn, Whoopsie!, Slow and purposeful.*

Whoopsie!: *An autocannon is a fragile piece of kit and it is too tempting for an Ogryn to grasp that long barrel and use the thing as a hammer.*

If a unit of Ogryn Bulkheads assaults or is assaulted, their Ogryn autocannons are destroyed at the end of the phase and may not be used for the rest of the game.

Options :

- May take up to three additional Bulkheads at +45pts / model.
- The entire unit can take Ogryn hand cannons for +5pts per model.
- Any model may exchange their Ogryn autocannon for a heavy flamer for free. Those models lose the *Whoopsie!* special rule.



TROOPS

Trained Ogryns

See Codex AM, p. XX. They may not take the dedicated transport option. They also benefit from the *Ogryn* special rule.

Trained Bullgryns

See Codex AM, p. XX. They may not take the dedicated transport option. They also benefit from the *Ogryn* special rule.



Ogryn Digger Mob 75pts

Usually drafted from mining populations they are still Ogryns so amazingly tough and strong.

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

Composition: 3 Diggers

Wargear: Digger (Ogryn CCW)

Special rule: *Ogryn*

Options:

- May take up to six additional Diggers at +25pts / model.
- The entire unit may take frag grenades for +3pts per model
- For every 3 Diggers in the unit, one may take a power driller (= power fist) for +25pts

Penal Legion Squad 100pts (One Penal Legion squad allowed per One Ogryn Troop choice)

Convicts sentenced to keep the fight for the Emperor. They make a perfect cannon fodder.

Legionnaire WS 3 / BS 3 / S 3 / T 3 / W 1 / I 3 / A 1 / Ld 8 / Sv 5+

Ogryn Penal Guard WS 4 / BS 3 / S 5 / T 5 / W 3 / I 3 / A 3 / Ld 8 / Sv 5+

Composition: 1 Ogryn Penal Guard and 9 Legionnaires

Wargear: lasgun, close combat weapon, flak armor. The Penal Guard has a ripper gun, an Ogryn CCW, a brute shield, a flak armor, frag and Krak grenades.

Special rule: *Scout, Stubborn, Desperados*

Desperados: at the start of the game, before deployment you may select a doctrine for each squad:

Gunslingers: the unit's lasguns are Assault 2 instead of Rapid Fire.

Psychopaths: the unit have the *Counter-attack* and *Furious Charge* special rule.

Knife fighters: count as having 2 CCW/Ogryn CCW (+1 A) and their close combat Attacks are *Rending*.

Options:

- the Penal Guard may take a melta bomb at +5pts
- the Penal Guard may replace its Ogryn CCW with an Ogryn power maul at +15pts

TRANSPORTS

Junker 75pts

This hovercraft was designed to swiftly bring the Ogryns deep into the fight through various terrains.

BS 3 / Front Armor 11 / Side Armor 10 / Rear Armor 10 / HP 2

Type: Open topped, Fast

Capacity: 6 Ogryns + 1 Human

Wargear: Smoke launchers, one assault ramp, two heavy stubbers.

Special Rule : *Amphibious* (treats water as open terrain).



FAST ATTACK

Chimera Car Pool

Composition: 1-5 chimeras (not subject to squadron restrictions). See Codex AM, p. XX.

You may NOT take more chimeras than you have infantry units. After all, this is not codex chimeras.

Imperial Guard Recon Tank

One Hellhound, Devil Dog or Bane Wolf. See Codex Astra Militarum, p. XX.

Ogryn Terrorizers 105pts + Transport

The Road warriors! Some Ogryns are simply not fit to serve with the Imperial Guard.

Terrorizer WS 4 / BS 0 / S 5 / T 5 / W 2 / I 3 / A 4 / Ld 7 / Sv 6+

Composition: 3 Terrorizers

Wargear: Ogryn CCW, flak vest, frag grenades, combat stimulants

Combat stimulants: at any point in the game you may activate them. The Terrorizers gain the *Fleet* special rule. In addition they gain +D6 Attacks on the charge instead of the normal +1. However, each time a 6 is rolled, a Terrorizer is removed from play, naturally after you resolve his Attacks !

Special rule: *Ogryn, Fearless*

Options:

- May take up to three additional Terrorizers at +35pts / model.
- For every 3 Terrorizers in the unit, one may exchange his Ogryn CCW for a power maul at +20pts.

Transport: Must take either a Chimera, a Taurox or a Junker for the associated cost. The Chimera may instead come from the Car Pool if you wish.

HEAVY SUPPORT

Ogryn Demo-men 120pts

Demo-man WS 4 / BS 3 / S 4 / T 5 / W 3 / I 3 / A 2 / Ld 8 / Sv 5+

Composition: 3 Demo-men

Wargear: Grenade launcher (see Codex AM), demolition charge (Ogryns throw it at +4ps, so 12" range), frag and Krak grenades, flak armour.

Special rules: *Ogryn*

Options:

- May take up to three additional demo men at +40pts / model.
- Any model may take melta bombs for +5pts
- Any model may take an Ogryn missile toob for +10 pts.

Imperial Guard Veteran squad

See Codex Astra Militarum, may not take the dedicated transport option.

Imperial Guard Artillery Piece:

One Leman Russ (any variant), or Basilisk, Griffon, Manticore, Medusa, Hydra, Wyvern, etc. See Codex AM.

LORD OF WAR

BANEBLADE 500pts or **STORMLORD** 480pts

... BS 3 / Front armor 14 / Side armor 13 / Rear armor 12 / HP 9
Super-heavy Vehicle, Transport

Wargear: Vulcan mega-bolter (Range 60" S 6 AP 3 Heavy 15), Twin-linked heavy bolter, Two heavy stubbers, Searchlight, Smoke launchers

Special Rules: *Transport*

All Power to Weapons! : If the Stormlord does not move, it may fire its Vulcan mega-bolter twice in the following Shooting phase (at the same target or at different ones).

Transport Capacity: Forty models.

Fire Points: Twenty models can fire from the troop bay.

Access Points: The Stormlord is treated as Open-topped for embarking and disembarking purposes. The +1 damage modifier for Open-topped vehicles does not apply to a Stormlord.

Options:

- May take one of each of the following:
 - Hunter-killer missile for +10 pts
 - Storm bolter or heavy stubber for +5 pts
- May add up to two pairs of side sponsons, each with one lascannon and one twin-linked heavy bolter, for +50 pts/pair.
- May replace any of its sponsons' twin-linked heavy bolters with twin-linked heavy flamers for free.

FORMATIONS

OGRYN AUXILLIA FORCE

Composition:

1 x Ogryn Command Squad or Lord Commissar

2+ x Trained Ogryns or Bullgryns

0-3 x Commissar (single)

0-3 x Priest (single)

0-1 x Ogryn Digger Mob

0-1 x Ogryn Bone'eads

0-2 x Ogryn Bulkheads

0-2 x Ogryn Demo-men

0-1 x Chimera Car pool

0-1 x Imperial Guard Recon Tank

0-1 x Imperial Guard Artillery Piece

Restriction: none.

Special rules: none.

Command Benefits: if this is your Primary Detachment, you can re-roll your warlord trait roll and all Infantry units (except Terrorizers) have the Objective Secured special rule.



SHIELDWALL

Composition:

1 x Bullgryns

1 x Imperial Guard Artillery Piece

Restriction: Bullgryns units must have a majority of slabshied.

Special rules: Until the Artillery Piece is destroyed, the Bullgryns are *Fearless*. Also, the Bullgryns can fire overwatch with their grenadier gauntlets at an enemy unit that is assaulting the Artillery piece.

OGRYN MOBILE SUPPORT

Composition:

2 x Ogryn Bulkheads

2 x Taurox or Taurox Prime

Restriction: Each unit must start the battle embarked in their respective dedicated transport.

Special rules: Each Transport can fire overwatch at an enemy unit that is assaulting its dedicated unit.

DODGE THIS

Composition:

2 x Ogryn Demo-men

2 x Valkyries

Restriction: Each unit must stay in Reserves and come to play embarked in their respective transport.

Special rules: Modify the *Grav Chute Insertion* rule like this: you can target an enemy model as landing point. Scatter the blast template and resolve as many hits S 5 AP 5 as the number of models partially under the template. In case you hit something, you are considering assaulting it. At your shooting phase, they can't fire as they are already engaged in combat, neither can the assaulted unit(s) fire overwatch.

OGRYN TERROR BAND

Composition:

2 x Ogryn Terrorizers

1 x Car Pool of 3 Chimeras

1 x Imperial Guard Recon Tank

Restriction: Each unit of Terrorizers must buy a Junker as transport. The 3 Chimeras and the recon tank must be deployed as a single vehicle squadron.

Special rules: The vehicle squadron can fire overwatch at an enemy unit that is assaulting the Terrorizers. Also, you win one victory point by unit of Terrorizers you manage to get out of the table through your opponent table edge.

SEND THE LAST WAVE

Composition:

2 x Priests

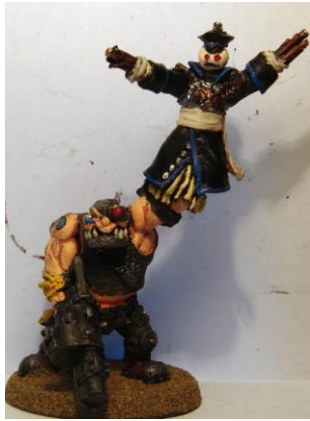
1 x Ogryn Digger mob

1 x Penal Legion

Restriction: Each Priest much join a different unit must at deployment.

Special rules: *Last Wave*. The Last Wave's units always starts the game in Reserves. Starting from Turn 3, they become available. They enter in play with the *Outflank* special rule. Roll one dice for both units.

GALLERY



"Sarge" converted models



Ogryns "Bone'eads" Squad



Ogryn "Bulkheads" with autocannons



Ogryns "Demo-Men" from the Death Korp of Krieg