

Bullgryns

Unit	M	WS	BS	S	T	W	A	Ld	Save
Bullgryn	6"	3+	4+	5	5	3	3	7	4+
Bullgryn Bone 'ead	6"	3+	4+	5	5	3	4	8	4+
Weapon	Range	Type	S	AP	D	Abilities			
Frag Bombs	6"	Grenade D6	4	0	1				
Grenadier Gauntlet	12"	Assault D6	4	0	1				

Abilities:

Slabshield: Add 2 to the save rolls of any models equipped with a slabshield.

Brutal Strength: INFANTRY units with this doctrine add 1 to their Strength characteristic. In addition, they can add 1 to their Leadership characteristic if they are within 6" of a friendly CATACHAN OFFICER. Each time a VEHICLE with this doctrine fires a ranged weapon that makes a random number of attacks (e.g. Heavy D6, Heavy 2D6 etc.) you can re-roll one of the dice used to determine the number of attacks made.

Avalanche of Muscle: you can add 1 to the Attacks characteristic of this model in the Fight phase on any turn in which it made a successful charge. This ability may only be used the first time this model fights each turn. (Codex: Astra Militarum p102)