

CANIS WOLFBORN

[LEGENDS]

75 PTS

M	T	Sv	W	LD	OC
10"	6	3+	6	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol <small>PISTOL</small>	12"	1	5+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Teeth and claws <small>EXTRA ATTACKS</small>	Melee	3	4+	5	-1	1
Wolf claws <small>TWIN-LINKED</small>	Melee	8	2+	5	-2	1

ABILITIES

CORE - Leader

- Alpha Predator**
Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy units suffers D3+3 mortal wounds.
- Born of Wolves**
While this model is leading a unit, melee weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

- Leader**
This model can be attached to the following units:
 - Fenrisian Wolves
 - Thunderwolf Cavalry

WEAPON ABILITIES

- Extra Attacks**
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
 - All of that model's [EXTRA ATTACKS] weapons.
 - One of that model's other melee weapons, if possible.
- Pistol**
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
 - One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.



AUFSTELLUNG

1x Canis Wolfborn [Legends]
Equipped with: Bolt pistol, Teeth and claws, Wolf claws



KEYWORDS: Mounted, Character, Epic Hero, Imperium, Canis Wolfborn, Leader
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

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FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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