WOLF GUARD PACK LEADER IN TERMINATOR ARMOUR [LEGENDS]

40 PTS

M	T	Sv	W	LD	OC
5"	5	2+	3	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault Cannon DEVASTATING WOUNDS	24"	6	3+	6	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	0	1
Heavy Flamer BLAST 2 TORRENT	12"	3	-	5	-1	1
Storm Bolter RAPID FIRE 2	24"	2	3+	4	0	1
➤ Cyclone missile launcher - frag BLAST	36"	2D6	3+	4	0	1
➤ Cyclone missile launcher - krak	36"	2	3+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	1
Thunder Hammer DEVASTATING WOUNDS	Melee	2	4+	8	-2	3
Twin lightning claws TWIN-LINKED	Melee	5	3+	5	-2	1
➤ Chainfist - Hunter: Monster/Vehicle	Melee	3	3+	12	-2	3
➤ Chainfist - Standard	Melee	2	4+	8	-2	2

ABILITIES

CORE - Support

Invulnerable Save
4+

Storm Shield
The bearer has a Wounds characteristic of 4.

Leader
This model can be attached to the following units:

- Blood Claws
- Grey Hunters
- Long Fangs

WEAPON ABILITIES

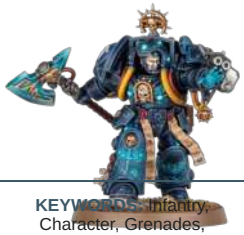
AUFSTELLUNG

1x Wolf Guard Pack Leader in Terminator Armour [Legends]

Equipped with: Assault Cannon, Combi-weapon, Heavy Flamer, Storm Bolter, ➤ Cyclone missile launcher - frag, ➤ Cyclone missile launcher - krak, Power fist, Power weapon, Thunder Hammer, Twin lightning claws, ➤ Chainfist - Hunter: Monster/Vehicle, ➤ Chainfist - Standard

Wargear Options:

- This model can be equipped [illegible] one of: Cyclone mis[illegible], Assault Ca[illegible]



KEYWORDS: Infantry, Character, Grenades, Imperium, Terminator, Pack Leader, Wolf Guard Pack Leader in Terminator Armour, Support
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

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Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

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.

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CORE RULES

Support
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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