

WOLF GUARD BATTLE LEADER IN  
TERMINATOR ARMOUR [LEGENDS] -  
IMPERIUM - SPACE WOLVES

75 PTS

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

INVULNERABLE  
SAVE

4+

**AUFSTELLUNG**  
1x Wolf Guard Battle Leader in Terminator Armour [Legends]  
**Equipped with:** Combi-weapon, Storm bolter, Chainfist, Close combat weapon, Power fist, Power weapon, Thunder hammer, Twin lightning claws  
**Wargear Options:**

- This model can replace its Storm bolter with Chainfist, Power weapon, Combi-weapon, Thunder hammer or Power fist.
- This model can replace its Power weapon with Chainfist, Relic shield and close combat weapon, Thunder hammer, Power fist or Twin lightning claws.

**KEYWORDS:** Infantry, Character, Imperium, Terminator, Wolf Guard Battle Leader in Terminator Armour, Leader  
**FACTION KEYWORDS:** Adeptus Astartes, Space Wolves

⦿ RANGED WEAPONS

| WEAPON                                                                            | RANGE | A | BS | S | AP | D |
|-----------------------------------------------------------------------------------|-------|---|----|---|----|---|
| Combi-weapon<br><small>ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1</small> | 24"   | 1 | 3+ | 4 | 0  | 1 |
| Storm bolter<br><small>RAPID FIRE 2</small>                                       | 24"   | 2 | 2+ | 4 | 0  | 1 |

✂ MELEE WEAPONS

| WEAPON                                              | RANGE | A | WS | S | AP | D |
|-----------------------------------------------------|-------|---|----|---|----|---|
| Chainfist<br><small>ANTI-VEHICLE 3+</small>         | Melee | 4 | 3+ | 8 | -2 | 2 |
| Close combat weapon                                 | Melee | 5 | 3+ | 4 | 0  | 1 |
| Power fist                                          | Melee | 4 | 2+ | 8 | -2 | 2 |
| Power weapon                                        | Melee | 5 | 2+ | 5 | -2 | 1 |
| Thunder hammer<br><small>DEVASTATING WOUNDS</small> | Melee | 4 | 3+ | 8 | -2 | 2 |
| Twin lightning claws<br><small>TWIN-LINKED</small>  | Melee | 6 | 2+ | 5 | -2 | 1 |

ABILITIES

CORE - Leader

**Huskarl to the Jarl**  
While this model is attached to a unit that contains another CHARACTER model, all CHARACTER models in that unit have the Feel No Pain 4+ ability.

**Relic shield**  
The bearer has a Wounds characteristic of 6.

**Tactical Precision**  
This unit's attacks have [LETHAL HITS: non-MONSTER/VEHICLE].

**Leader**  
This model can be attached to the following units:

- Relic Terminator Squad
- Terminator Assault Squad
- Terminator Squad
- Wolf Guard Terminators

You can attach this model to one of the above units even if one Captain or Chapter Master model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

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## WEAPON ABILITIES

**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+.*

**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).*

**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

**Deep Strike**  
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

**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.