WOLF GUARD BATTLE LEADER - IMPERIUM - SPACE WOLVES

80 PTS

M	T	Sv	W	LD	OC
7"	5	3+	5	6+	1

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Wolf Guard Battle Leader (40mm)

Equipped with: ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Master-crafted Power Weapon, Thunder Hammer

Wargear Options:
- This model can replace its Master-crafted Power Weapon with Thunder Hammer.
- This model can replace its Storm Shield with Plasma pistol.

KEYWORDS: Infantry, Character, Imperium, Tacticus, Wolf Guard, Battle Leader, Leader

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS, CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Power Weapon	Melee	7	2+	6	-2	2
Thunder Hammer DEVASTATING WOUNDS	Melee	5	3+	8	-2	3

ABILITIES

CORE - Leader

Heroic Last Stand
In the Fight phase, when this model is destroyed, if this unit has not been selected to fight this phase, roll one D6:

- On a 2+, do not remove this model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), this model is removed from the battlefield.

Storm Shield
This model has +1 W.

Tempered Ferocity
- This unit's attacks have [SUSTAINED HITS 1].

- This unit's attacks that target an enemy unit within 6" of this unit can re-roll hit rolls of 1.

Leader
This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, BLOOD CLAWS, GREY HUNTERS, INTERCESSOR SQUAD, WOLF GUARD HEADTAKERS

WEAPON ABILITIES

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.*

WOLF GUARD BATTLE LEADER - IMPERIUM - SPACE WOLVES

80 PTS

M	T	Sv	W	LD	OC
7"	5	3+	5	6+	1

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Wolf Guard Battle Leader (40mm)

Equipped with: ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Master-crafted Power Weapon, Thunder Hammer

Wargear Options:
- This model can replace its Master-crafted Power Weapon with Thunder Hammer.
- This model can replace its Storm Shield with Plasma pistol.

KEYWORDS: Infantry, Character, Imperium, Tacticus, Wolf Guard, Battle Leader, Leader

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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

Close-quarters
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.