

KROM DRAGONGAZE [LEGENDS]

M6"

T4

SV3+

W4

LD6+

OC1

RW4+

65 PTS

Base —



- Leader
- Close-quarters
- Combat Doctrines

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Bolt pistol

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	2+	5	-1	1

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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The Fierce Eye

In your Shooting phase, you can select one enemy INFANTRY unit within 12" of and visible to this model. That enemy unit must take a Battle-shock test.

4ANGRIFF

5NAHKAMPF

Wyrmlaw

LETHAL HITS

R	A	WS	S	AP	D
Melee	6	2+	7	-2	2

VERWUNDET

2+ T1-3	3+ T4-6	4+ T7	5+ T8-13	6+ T14+
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VERTEIDIGUNG

IMMER / EINMALIG

Refuse to Accept Defeat

While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll if that unit is below its Starting Strength, and add 1 to the Wound roll as well if that unit is Below Half-strength.

GEGEN DIESE EINHEIT

W4 · RW 3+ · 4++ · 4 LP je Modell

WIRD VERWUNDET MIT

2+ S8+	3+ S5-7	4+ S4	5+ S3	6+ S1-2
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RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 4++	DS -3 4++	DS -4 4++
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REGELN & KEYWORDS KURZ

Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

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.

LETHAL HITS Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

AUFSTELLUNG

1x Krom Dragongaze [Legends]

Ausrüstung: Bolt pistol, Wyrmlaw

Anführer

This model can be attached to the following units:

Blood Claws

Grey Hunters

Wolf Guard

KEYWORDS Infantry, Character, Epic Hero, Grenades, Imperium, Captain, Krom Dragongaze, Leader · FRAKTION Adeptus Astartes, Space Wolves