

WOLF GUARD BATTLE LEADER ON THUNDERWOLF [LEGENDS]

M

10"

T

6

SV

3+

W

5

LD

6+

OC

2

80 PTS

Base —

- Leader
- Close-quarters
- Combat Doctrines

1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Bolt pistol

CLOSE-QUARTERS

R

12"

A

1

BS

2+

S

5

AP

-1

D

1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Combi-weapon

ANTI-INFANTRY 4+

DEVASTATING WOUNDS

RAPID FIRE 1

R

24"

A

1

BS

3+

S

4

AP

0

D

1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Master-crafted boltgun

R

24"

A

2

BS

2+

S

4

AP

0

D

2

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Storm bolter

RAPID FIRE 2

R

24"

A

2

BS

2+

S

4

AP

0

D

1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

► Plasma pistol - standard

PISTOL

R

12"

A

1

BS

2+

S

7

AP

-2

D

1

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

► Plasma pistol - supercharge

HAZARDOUS

PISTOL

R

12"

A

1

BS

2+

S

8

AP

-3

D

2

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Aggressive Hunter

Once per battle, in your opponent's Shooting phase, after an enemy unit has finished making its attacks, if this model's unit was targeted by one or more of those attacks, this model's unit can make a Normal move of up to D6", but must end that move as close as possible to the closest enemy unit. When doing so, models in this model's unit can be moved within Engagement Range of that enemy unit.

4

ANGRIFF

—

5

NAHKAMPF

Close combat weapon

R

Melee

A

6

WS

3+

S

4

AP

0

D

1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Power fist

R

Melee

A

4

WS

2+

S

8

AP

-2

D

2

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Relic weapon

R

Melee

A

5

WS

2+

S

5

AP

-2

D

2

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Teeth and claws

EXTRA ATTACKS

R

Melee

A

3

WS

4+

S

5

AP

-1

D

1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Thunder hammer

DEVASTATING WOUNDS

R

Melee

A

4

WS

3+

S

8

AP

-2

D

2

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Twin lightning claws

TWIN-LINKED

R

Melee

A

6

WS

2+

S

5

AP

-2

D

1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

◀ VERTEIDIGUNG

Storm Shield

The bearer has a 4+ invulnerable save.

∞ IMMER / EINMALIG

Tactical Precision

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

GEGEN DIESE EINHEIT

W6 · RW 3+ · 5 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S12+	S7-11	S6	S4-5	S1-3
RETTUNGSWURF JE DS				
DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	6+	-

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.

ANTI This ability always takes the form [ANTI-X Y+].

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...

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.

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...

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

RAPID FIRE This ability always takes the form [RAPID FIRE X].

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

AUFSTELLUNG

1x Wolf Guard Battle Leader on Thunderwolf [Legends]

Ausrüstung: Bolt pistol, Combi-weapon, Master-crafted boltgun, Storm bolter, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Close combat weapon, Power fist, Relic weapon, Teeth and claws, Thunder hammer, Twin lightning claws

- This model can replace its Relic weapon with Storm shield and close combat weapon, Plasma pistol, Power fist, Thunder hammer or Twin lightning claws.
- This model can replace its Bolt pistol with Combi-weapon, Master-crafted boltgun, Storm bolter, Power fist, Relic weapon or Thunder hammer.

Anführer

This model can be attached to the following unit:

- Thunderwolf Cavalry