

WOLF GUARD PACK LEADER [LEGENDS]

M6"

T4

SV3+

W2

LD6+

OC1

30 PTS

Base —

- Support
- Close-quarters
- Combat Doctrines

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Bolt pistolCLOSE-QUARTERS

R12"

A1

BS3+

S5

AP-1

D1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Boltgun

R24"

A2

BS3+

S4

AP0

D1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Combi-weaponANTI-INFANTRY 4+

DEVASTATING WOUNDS

RAPID FIRE 1

R24"

A1

BS3+

S4

AP0

D1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Storm BolterRAPID FIRE 2

R24"

A2

BS3+

S4

AP0

D1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

► Plasma pistol - standardPISTOL

R12"

A1

BS3+

S7

AP-2

D1

VERWUNDET

2+T1-3

3+T4-6

4+T7

5+T8-13

6+T14+

► Plasma pistol - superchargeHAZARDOUSPISTOL

R12"

A1

BS3+

S8

AP-3

D2

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

4ANGRIFF

5NAHKAMPF

Chainsword

RMelee

A4

WS3+

S5

AP-1

D1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Close combat weapon

RMelee

A3

WS3+

S4

AP0

D1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Power fist

RMelee

A2

WS3+

S8

AP-2

D2

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

Power weapon

RMelee

A3

WS3+

S5

AP-2

D1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Thunder HammerDEVASTATING WOUNDS

RMelee

A2

WS4+

S8

AP-2

D3

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

Twin lightning clawsTWIN-LINKED

RMelee

A4

WS3+

S5

AP-2

D1

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

GEGEN DIESE EINHEIT

W4 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+S8+

3+S5-7

4+S4

5+S3

6+S1-2

RETTUNGSWURF JE DS

DS 03+

DS -14+

DS -25+

DS -36+

DS -4-

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.

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.

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...

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 Pack Leader [Legends]

Ausrüstung: Bolt pistol, Boltgun, Combi-weapon, Storm Bolter, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Close combat weapon, Power fist, Power weapon, Thunder Hammer, Twin lightning claws

This model can be equipped with one of: Bolt pistol, Plasma pistol.

This model can be equipped with one of: Boltgun, Combi-weapon, Storm bolter.

This model can be equipped with up to 2 of: Chainsword, Power fist, Power weapon, Thunder Hammer, Twin lightning claws.

Anführer

This model can be attached to the following units:

Blood Claws

Grey Hunters

Long Fangs