

WOLF GUARD PACK
LEADER IN TERMINATOR
ARMOUR [LEGENDS]

M

5"

T

5

SV

2+

W

3

LD

6+

OC

1

40 PTS
Base —



- Support
- Combat Doctrines

1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Assault Cannon

DEVASTATING WOUNDS

R	A	BS	S	AP	D
24"	6	3+	6	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-5

T6

T7-11

T12+

Combi-weapon

ANTI-INFANTRY 4+

DEVASTATING WOUNDS

RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	3+	4	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

Heavy Flamer

BLAST 2

TORRENT

R	A	BS	S	AP	D
12"	3	-	5	-1	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Storm Bolter

RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	4	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

► Cyclone missile launcher - frag

BLAST

R	A	BS	S	AP	D
36"	2D6	3+	4	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

► Cyclone missile launcher - krak

R	A	BS	S	AP	D
36"	2	3+	9	-2	D6

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-8

T9

T10-17

T18+

4

ANGRIFF

—

5

NAHKAMPF

Power fist

R	A	WS	S	AP	D
Melee	3	3+	8	-2	2

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

Power weapon

R	A	WS	S	AP	D
Melee	3	3+	5	-2	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Thunder Hammer

DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	2	4+	8	-2	3

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

Twin lightning claws

TWIN-LINKED

R	A	WS	S	AP	D
Melee	5	3+	5	-2	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

► Chainfist - Hunter: Monster/Vehicle

R	A	WS	S	AP	D
Melee	3	3+	12	-2	3

VERWUNDET

2+

3+

4+

5+

6+

T1-6

T7-11

T12

T13-23

T24+

► Chainfist - Standard

R	A	WS	S	AP	D
Melee	2	4+	8	-2	2

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

VERTEIDIGUNG

—

OO

IMMER / EINMALIG

Invulnerable Save

4+

Storm Shield

The bearer has a Wounds characteristic of 4.

GEGEN DIESE EINHEIT

W5 · RW 2+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6-9	S5	S3-4	S1-2

RETTUNGSWURF JE DS

DS 0

2+

DS -1

3+

DS -2

4+

DS -3

5+

DS -4

6+

REGELN & KEYWORDS KURZ

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+].

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...

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...

RAPID FIRE

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

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

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 in Terminator Armour [Legends]

Ausrüstung:

Assault Cannon, Combi-weapon, Heavy Flamer, Storm Bolter, ► Cyclone missile launcher - frag, ► Cyclone missile launcher - krak, Power fist, Power weapon, Thunder Hammer, Twin lightning claws, ► Chainfist - Hunter: Monster/Vehicle, ► Chainfist - Standard

• This model can be equipped with one of: Cyclone missile launcher, Assault Cannon, Heavy Flamer.

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

• This model can be equipped with one of: Power fist, Power weapon, Chainfist, Thunder Hammer, Twin lightning claws.

Anführer

This model can be attached to the following units:

• Blood Claws

• Grey Hunters

• Long Fangs