

WOLF GUARD PACK
LEADER WITH JUMP PACK
[LEGENDS]

M

12"

T

4

SV

3+

W

2

LD

6+

OC

1

35 PTS

Base —

- Support
- Close-quarters
- Combat Doctrines

1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Bolt pistol

CLOSE-QUARTERS

R

12"

A

1

BS

3+

S

5

AP

-1

D

1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Boltgun

R

24"

A

2

BS

3+

S

4

AP

0

D

1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

Combi-weapon

ANTI-INFANTRY 4+

DEVASTATING WOUNDS

RAPID FIRE 1

R

24"

A

1

BS

3+

S

4

AP

0

D

1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

Storm Bolter

RAPID FIRE 2

R

24"

A

2

BS

3+

S

4

AP

0

D

1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

► Plasma pistol - standard

PISTOL

R

12"

A

1

BS

3+

S

7

AP

-2

D

1

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-6

T7

T8-13

T14+

► Plasma pistol - supercharge

HAZARDOUS

PISTOL

R

12"

A

1

BS

3+

S

8

AP

-3

D

2

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

4

ANGRIFF

—

5

NAHKAMPF

Chainsword

R

Melee

A

4

WS

3+

S

5

AP

-1

D

1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Close combat weapon

R

Melee

A

3

WS

3+

S

4

AP

0

D

1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

Power fist

R

Melee

A

2

WS

3+

S

8

AP

-2

D

2

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

Power weapon

R

Melee

A

3

WS

3+

S

5

AP

-2

D

1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Thunder Hammer

DEVASTATING WOUNDS

R

Melee

A

2

WS

4+

S

8

AP

-2

D

3

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

Twin lightning claws

TWIN-LINKED

R

Melee

A

4

WS

3+

S

5

AP

-2

D

1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

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+

3+

4+

5+

6+

S8+

S5-7

S4

S3

S1-2

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.

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 with Jump Pack [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 unit: Skyclaws