

WOLF GUARD BATTLE LEADER IN TERMINATOR ARMOUR [LEGENDS]

M

5"

T

5

SV

2+

W

5

LD

6+

OC

1

RW

4+

75 PTS

Base —



- Leader
- Combat Doctrines
- Deep Strike

1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

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+

Storm bolter

RAPID FIRE 2

DEVASTATING WOUNDS

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

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

4

ANGRIFF

—

5

NAHKAMPF

Chainfist

ANTI-VEHICLE 3+

DEVASTATING WOUNDS

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

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

Close combat weapon

R	A	WS	S	AP	D
Melee	5	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Power fist

R	A	WS	S	AP	D
Melee	4	2+	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	5	2+	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	4	3+	8	-2	2

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	6	2+	5	-2	1

VERWUNDET

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

6

VERTEIDIGUNG

Huskarl to the Jarl

While this model is attached to a unit that contains another CHARACTER model, all CHARACTER models in that unit have the Feel No Pain 4+ ability.

7

IMMER / EINMALIG

Relic shield

The bearer has a Wounds characteristic of 6.

Tactical Precision

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

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GEGEN DIESE EINHEIT

W5 · RW 2+ · 4++ · 5 LP je Modell

WIRD VERWUNDET MIT

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

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
2+	3+	4+	4++	4++

9

REGELN & KEYWORDS KURZ

Combat Doctrines

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

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo...

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...

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.

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AUFSTELLUNG

1x Wolf Guard Battle Leader in Terminator Armour [Legends]

Ausrüstung:

Combi-weapon, Storm bolter, Chainfist, Close combat weapon, Power fist, Power weapon, Thunder hammer, Twin lightning claws

This model can replace its Storm bolter with Chainfist, Power weapon, Combi-weapon, Thunder hammer or Power fist.

This model can replace its Power weapon with Chainfist, Relic shield and close combat weapon, Thunder hammer, Power fist or Twin lightning claws.

Anführer

This model can be attached to the following units:

• Relic Terminator Squad

• Terminator Assault Squad

• Terminator Squad

• Wolf Guard Terminators

You can attach this model to one of the above units even if one Captain or Chapter Master model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

KEYWORDS Infantry, Character, Imperium, Terminator, Wolf Guard Battle Leader in Terminator Armour, Leader · FRAKTION Adeptus Astartes, Space Wolves