IMPERIUM - SPACE WOLVES

WOLF GUARD BATTLE LEADER

Leader | Close-quarters | Combat Doctrines

M	T	SV	W	LD	OC	RW
7"	5	3+	5	6+	1	4+

80 PTS
Base 40mm

1 KOMMANDO

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2 BEWEGUNG

—

3 BESCHUSS

➤ Plasma pistol - standard

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	7	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

➤ Plasma pistol - supercharge

HAZARDOUS | CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	8	-3	2

VERWUNDET

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

4 ANGRIFF

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5 NAHKAMPF

Master-crafted Power Weapon

R	A	WS	S	AP	D
Melee	7	2+	6	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

Thunder Hammer DEVASTATING WOUNDS

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

VERWUNDET

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

Heroic Last Stand

In the Fight phase, when this model is destroyed, if this unit has not been selected to fight this phase, roll one D6:

- On a 2+, do not remove this model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), this model is removed from the battlefield.

VERTEIDIGUNG

Tempered Ferocity

- This unit's attacks have [SUSTAINED HITS 1].
- This unit's attacks that target an enemy unit within 6" of this unit can re-roll hit rolls of 1.

IMMER / EINMALIG

Storm Shield

This model has +1 W.

GEGEN DIESE EINHEIT

W5 · RW 3+ · 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
3+	4+	4++	4++	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.

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…

AUFSTELLUNG

1x Wolf Guard Battle Leader

Ausrüstung: ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Master-crafted Power Weapon, Thunder Hammer

- This model can replace its Master-crafted Power Weapon with Thunder Hammer.
- This model can replace its Storm Shield with Plasma pistol.

Anführer

This model can be attached to the following units:
ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, BLOOD CLAWS, GREY HUNTERS, INTERCESSOR SQUAD, WOLF GUARD HEADTAKERS

KEYWORDS Infantry, Character, Imperium, Tacticus, Wolf Guard, Battle Leader, Leader · **FRAKTION** Adeptus Astartes, Space Wolves