

IMPERIUM - SPACE WOLVES

WOLF GUARD

[LEGENDS]

Close-quarters Combat Doctrines

M

6"

T

4

SV

3+

W

2

LD

5+

OC

1

85–170 PTS

Base —



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Bolt pistol

CLOSE-QUARTERS

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

VERWUNDET

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

Boltgun

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+

Combi-weapon

ANTI-INFANTRY 4+

DEVASTATING WOUNDS

RAPID FIRE 1

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

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T6+

Storm bolter

RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET

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

Plasma pistol - standard

PISTOL

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

PISTOL

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

—

5

NAHKAMPF

Heirloom weapon

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

Attached Unit

If a CHARACTER unit from your army with the Leader ability can be attached to an STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD, it can instead be attached to this unit.

Chosen Companions

While a CHARACTER model is leading this unit, each time a model in this unit makes an attack, add 1 to the Hit roll.

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
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RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 -
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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.

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].

AUFSTELLUNG

1x Wolf Guard w/ boltgun oder Wolf Guard w/ combi-weapon oder Wolf Guard w/ plasma pistol oder Wolf Guard w/ storm bolter oder Wolf Guard w/ storm shield oder Wolf Guard w/ bolt pistol

Ausrüstung: Bolt pistol, Boltgun, Combi-weapon, Storm bolter, Plasma pistol - standard, Plasma pistol - supercharge, Heirloom weapon

This model's Bolt pistol can be replaced with 1x Boltgun, 1x Combi-weapon, 1x Plasma pistol or 1x Storm bolter.