

WOLF GUARD PACK

LEADER IN

TERMINATOR

ARMOUR [LEGENDS]

Support Combat Doctrines

M5"

T5

SV2+

W3

LD6+

OC1

40 PTS

Base —



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+

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+

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+

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+

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+

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+

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+

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+

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+

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+

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

1

KOMMANDO

—

2

BEWEGUNG

—

4

ANGRIFF

—

◆

VERTEIDIGUNG

—

∞

IMMER / EINMALIG

Invulnerable Save

4+

Storm Shield

The bearer has a Wounds characteristic of 4.

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