

# 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

3 BESCHUSS

Bolt pistol

CLOSE-QUARTERS

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

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Storm Bolter

RAPID FIRE 2

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 24" | 2 | 3+ | 4 | 0  | 1 |

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Boltgun

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 24" | 2 | 3+ | 4 | 0  | 1 |

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

► Plasma pistol - standard

PISTOL

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

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

Combi-weapon

ANTI-INFANTRY 4+

DEVASTATING WOUNDS

RAPID FIRE 1

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 24" | 1 | 3+ | 4 | 0  | 1 |

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

► Plasma pistol - supercharge

HAZARDOUS

PISTOL

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

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

5 NAHKAMPF

Chainsword

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

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Power weapon

|       |   |    |   |    |   |
|-------|---|----|---|----|---|
| R     | A | WS | S | AP | D |
| Melee | 3 | 3+ | 5 | -2 | 1 |

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Close combat weapon

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

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Thunder Hammer

DEVASTATING WOUNDS

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

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Power fist

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

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Twin lightning claws

TWIN-LINKED

|       |   |    |   |    |   |
|-------|---|----|---|----|---|
| R     | A | WS | S | AP | D |
| Melee | 4 | 3+ | 5 | -2 | 1 |

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

GEGEN DIESE EINHEIT

W4 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+

S8+

RETTUNGSWURF JE DS

DS 0

3+

3+

S5-7

DS -1

4+

4+

S4

DS -2

5+

5+

S3

DS -3

6+

6+

S1-2

DS -4

-

1  
KOMMANDO

—

2  
BEWEGUNG

—

4  
ANGRIFF

—

VERTEIDIGUNG

**Storm Shield**  
The bearer has a 4+ invulnerable save.

∞  
IMMER / EINMALIG

—

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