HARALD DEATHWOLF [LEGENDS]

M	T	SV	W	LD	OC	
10"	6	3+	7	6+	2	4+

AUFSTELLUNG

1x Harald Deathwolf [Legends]

Equipped with: Bolt pistol, Crushing teeth and claws, Glacius

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crushing teeth and claws EXTRA ATTACKS	Melee	3	3+	5	-1	1
Glacius	Melee	6	2+	6	-2	2

ABILITIES

CORE - Leader

RULES - Close-quarters, Combat Doctrines, Leader

Lord of the Wolfkin
While this model is leading a unit, each time that unit makes a Charge move, until the end of the turn, crushing teeth and claws equipped by models in that unit have the [DEVASTATING WOUNDS] ability.

Mantle of the Troll King
Once per phase, when resolving an attack made against this model, after you make a saving throw for this model, you can change the Damage characteristic of that attack to 0.

Leader
This model can be attached to the following units:

- Thunderwolf Cavalry

KEYWORDS: Mounted, Character, Epic Hero, Grenades, Imperium, Captain, Harald Deathwolf, Leader

FACTION: Adeptus Astartes, Space Wolves **85 PTS**

WEAPON RULES

Extra Attacks

Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.
- One of that model's other melee weapons, if possible.