

LOGAN GRIMNAR

M	T	SV	W	LD	OC	4+
6"	6	2+	8	6+	1	

AUFSTELLUNG

1x Logan Grimnar (80mm)

Equipped with: Storm bolter, Tyrnak and Fenrir, ► Axe Morkai - Strike, ► Axe Morkai - Sweep

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm bolter RAPID FIRE 2	24"	2	2+	5	-1	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Tyrnak and Fenrir EXTRA ATTACKS	Melee	6	2+	5	-1	1
► Axe Morkai - Strike	Melee	6	2+	10	-2	3
► Axe Morkai - Sweep CLEAVE 1	Melee	10	2+	6	-2	1

ABILITIES

CORE - Leader

RULES - Cleave, Combat Doctrines, Deep Strike, Leader, Transhuman Strategist

Guile of the Wolf

At the start of each phase, the assault doctrine, devastator doctrine and tactical doctrine are active for this unit.

High King of Fenris

(Once per battle round, per unit)

In your Movement phase, select up to one friendly Space Wolves unit in strategic reserves. If you do, when that unit makes an ingress move, treat the current battle round number as being one higher than it actually is.

Leader

This model can be attached to the following units:

TERMINATOR ASSAULT SQUAD, TERMINATOR SQUAD, WOLF GUARD TERMINATORS



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.

Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

