WOLF GUARD BATTLE LEADER IN TERMINATOR ARMOUR [LEGENDS]

M	T	SV	W	LD	OC
5"	5	2+	5	6+	1

4+

AUFSTELLUNG

1x Wolf Guard Battle Leader in Terminator Armour [Legends]

Equipped with: Combi-weapon, Storm bolter, Chainfist, Close combat weapon, Power fist, Power weapon, Thunder hammer, Twin lightning claws

Wargear Options:

- This model can replace its Storm bolter with Chainfist, Power weapon, Combi-weapon, Thunder hammer or Power fist.
- This model can replace its Power weapon with Chainfist, Relic shield and close combat weapon, Thunder hammer, Power fist or Twin lightning claws.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-weapon ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1	24"	1	3+	4	0	1
Storm bolter RAPID FIRE 2	24"	2	2+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D

ABILITIES

CORE - Leader

RULES - Combat Doctrines, Deep Strike, Leader

Huskarl to the Jarl
While this model is attached to a unit that contains another CHARACTER model, all CHARACTER models in that unit have the Feel No Pain 4+ ability.

Relic shield
The bearer has a Wounds characteristic of 6.

KEYWORDS: Infantry, Character, Imperium, Terminator, Wolf Guard Battle Leader in Terminator Armour, Leader

FACTION: Adeptus Astartes, Space Wolves **75 PTS**

Chainfist ANTI-VEHICLE 3+	Melee	4	3+	8	-2	2
Close combat weapon	Melee	5	3+	4	0	1
Power fist	Melee	4	2+	8	-2	2
Power weapon	Melee	5	2+	5	-2	1
Thunder hammer DEVASTATING WOUNDS	Melee	4	3+	8	-2	2
Twin lightning claws TWIN-LINKED	Melee	6	2+	5	-2	1

Tactical Precision
This unit's attacks have [LETHAL HITS: non-MONSTER/VEHICLE].

Leader
This model can be attached to the following units:

- Relic Terminator Squad
- Terminator Assault Squad
- Terminator Squad
- Wolf Guard Terminators

You can attach this model to one of the above units even if one Captain or Chapter Master model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

WEAPON RULES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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).*

Twin-linked

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.