

WOLF GUARD BATTLE LEADER

M	T	SV	W	LD	OC	
7"	5	3+	5	6+	1	4+

AUFSTELLUNG

1x Wolf Guard Battle Leader (40mm)

Equipped with: ► Plasma pistol - standard, ► Plasma pistol - supercharge, Master-crafted Power Weapon, Thunder Hammer

Wargear Options:

- This model can replace its Master-crafted Power Weapon with Thunder Hammer.
- This model can replace its Storm Shield with Plasma pistol.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS, CLOSE-QUARTERS	12"	1	3+	8	-3	2

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Power Weapon	Melee	7	2+	6	-2	2
Thunder Hammer DEVASTATING WOUNDS	Melee	5	3+	8	-2	3

ABILITIES

CORE - Leader

RULES - Close-quarters, Combat Doctrines

Heroic Last Stand

In the Fight phase, when this model is destroyed, if this unit has not been selected to fight this phase, roll one D6:

- On a 2+, do not remove this model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), this model is removed from the battlefield.

Storm Shield

This model has +1 W.



Tempered Ferocity

- This unit's attacks have [SUSTAINED HITS 1].
- This unit's attacks that target an enemy unit within 6" of this unit can re-roll hit rolls of 1.

Leader

This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, BLADEGUARD
VETERAN SQUAD, BLOOD CLAWS, GREY HUNTERS,
INTERCESSOR SQUAD, WOLF GUARD HEADTAKERS

WEAPON RULES

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.



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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

