

WOLF GUARD HEADTAKERS

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

AUFSTELLUNG

1x Wolf Guard Headtakers

Basegrößen: 40mm, Hunting Wolves 60x35.5mm Oval Base

Equipped with: Heavy Bolt Pistol, Master-crafted Power Weapon, Paired Master-crafted Power Weapons, Teeth and Claws

Wargear Options:

- This model can be equipped with up to 6x Wolf Guard Headtaker w/ Storm Shield.
- This model can be equipped with up to 6x Wolf Guard Headtaker w/ paired weapons.
- This model can be equipped with up to 6x Hunting Wolves.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Power Weapon	Melee	4	3+	5	-2	2
Paired Master-crafted Power Weapons	Melee	6	3+	5	-2	2
Teeth and Claws	Melee	3	4+	4	0	1

ABILITIES

RULES - Close-quarters, Combat Doctrines

Headhunters

At the start of the first battle round, select up to one enemy unit to be this unit's quarry:

- This unit's attacks that target this unit's quarry have [DEVASTATING WOUNDS] and [PRECISION].
- Each time this unit's quarry is destroyed, select one enemy unit to be this unit's quarry.



Hunting Hounds

While this unit is within 6" of a friendly Space Wolves Character model (excluding Wulfen), if this unit is not battle-shocked, Hunting Wolf models have +1 OC.

Let Loose the Wolves

At the start of the Declare Battle Formations step, you can split this unit into two units, one containing all Wolf Guard Headtaker models and all leader/support models, the other containing all Hunting Wolves models, with new starting strengths accordingly.

Storm Shield

This model has a 4+ InSv.