WOLF GUARD TERMINATORS

AUFSTELLUNG

1x Wolf Guard Terminator Pack Leader - Equipped with: Twin lightning claws, Relic Great Axe, Storm bolter, Master-crafted power weapon (40mm)
4-9x Wolf Guard Terminator w/ storm bolter oder Wolf Guard Terminator w/ Assault Cannon oder Wolf Guard Terminator w/ storm shield (40mm)

Wargear Options:

- Each Wolf Guard Terminator Pack Leader can replace its Storm Bolter & Master-crafted Power Weapon with Twin Lightning Claws, Relic Great Axe or Storm Shield & Master-crafted Power Weapon.
- This model's Storm bolter and Master-crafted power weapon can be replaced with 1x Power fist and 1x Assault Cannon.
- This model's Storm bolter can be replaced with 1x Storm shield.

WOLF GUARD TERMINATOR PACK LEADER

M	T	SV	W	LD	OC	
6"	6	2+	3	6+	1	4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault Cannon SUSTAINED HITS 1	24"	6	3+	6	-2	1
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

MELEE WEAPONS

ABILITIES

RULES - Combat Doctrines, Deep Strike

Rugged Resilience
Each time an attack targets this unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of this unit, subtract 1 from the Wound roll.

Storm Shield
This model has +1 W.

KEYWORDS: Infantry, Imperium, Terminator, Wolf Guard Terminators, Wolf Guard

FACTION: Adeptus Astartes, Space Wolves **180–365 PTS**

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	4	3+	5	-2	2
Power fist	Melee	3	3+	8	-2	2
Relic Great Axe DEVASTATING WOUNDS	Melee	3	3+	8	-2	3
Twin lightning claws TWIN-LINKED	Melee	6	3+	5	-2	1

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.*

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).*

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked

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