

LOGAN GRIMNAR

150 PTS



M

6"

T

6

SV

2+

W

8

LD

6+

OC

1

4+

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	Melee	10	2+	6	-2	1
CLEAVE 1						

AUFSTELLUNG

1x Logan Grimnar (80mm)

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

ABILITIES

CORE - Leader

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).*



CORE RULES

◆ Cleave

This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

◆ Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◆ Transhuman Strategist

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

