IMPERIUM - SPACE WOLVES

# WOLF GUARD HEADTAKERS

**85 PTS**

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

4+

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Heavy Bolt Pistol<br>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 |

### 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.

## ABILITIES

**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.

## CORE RULES

### Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

### 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.