

IMPERIUM - SPACE WOLVES

WOLF GUARD

[LEGENDS]

85–170 PTS



M	T	SV	W	LD	OC
6"	4	3+	2	5+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol	12"	1	3+	5	-1	1
CLOSE-QUARTERS						
Boltgun	24"	2	3+	4	0	1
Combi-weapon	24"	1	4+	4	0	1
ANTI-INFANTRY 4+ DEVASTATING WOUNDS						
RAPID FIRE 1						
Storm bolter	24"	2	3+	5	-1	1
RAPID FIRE 2						
► Plasma pistol - standard	12"	1	3+	7	-2	1
PISTOL						
► Plasma pistol - supercharge	12"	1	3+	8	-3	2
HAZARDOUS PISTOL						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Heirloom weapon	Melee	4	3+	5	-1	1

AUFSTELLUNG

1x Wolf Guard w/ boltgun oder Wolf Guard w/ combi-weapon oder Wolf Guard w/ plasma pistol oder Wolf Guard w/ storm bolter oder Wolf Guard w/ storm shield oder Wolf Guard w/ bolt pistol

Equipped with: Bolt pistol, Boltgun, Combi-weapon, Storm bolter, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Heirloom weapon

Wargear Options:

- This model's Bolt pistol can be replaced with 1x Boltgun, 1x Combi-weapon, 1x Plasma pistol or 1x Storm bolter.

ABILITIES

Attached Unit

If a CHARACTER unit from your army with the Leader ability can be attached to an STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD, it can instead be attached to this unit.

Chosen Companions

While a CHARACTER model is leading this unit, each time a model in this unit makes an attack, add 1 to the Hit roll.

Storm Shield

The bearer has a 4+ invulnerable save.



WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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.

PISTOL

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

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.

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

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.

