

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
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

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

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 ABILITIES

- 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.



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: Combi-weapon, ► 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.



KEYWORDS: Infantry, Grenades, Imperium, Wolf Guard
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

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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).

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