

CYBERWOLF [LEGENDS] 20 PTS

M	T	Sv	W	LD	OC
10"	4	6+	2	7+	0

⚔ MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Teeth and claws	Melee	4	4+	4	0	1
ABILITIES						

CORE - Leader

- Alpha Hunter**
While this model is leading a unit, models in that unit have the Scouts 6" ability.
- Close In for the Kill**
Each time this model makes an attack that targets an enemy unit that is Below Half-strength, add 1 to the Hit roll and add 1 to the Wound roll.
- Invulnerable Save**
6+
- Wolfkin**
This model cannot be your WARLORD and cannot be given Enhancements.
- Leader**
This model can be attached to the following unit:
 - Fenrisian Wolves

You must attach this model to the above unit, even if Canis Wolfborn has been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths. If it is not possible to attach this model to a unit, it does not take part in the battle and counts as having been destroyed.



AUFSTELLUNG

1x Cyberwolf [Legends]

Equipped with: Teeth and claws



KEYWORDS: Beast,
Character, Imperium,
Cyberwolf
FACTION KEYWORDS:
Adeptus Astartes, Space
Wolves