

LOGAN GRIMNAR - IMPERIUM - SPACE WOLVES

100 PTS

M	T	Sv	W	LD	OC
6"	5	2+	8	6+	1

INVULNERABLE
SAVE



AUFSTELLUNG

1x Logan Grimnar

Equipped with: Tyrnak and Fenrir, ➤ Axe Morkai - Strike, ➤ Axe Morkai - Sweep

KEYWORDS: Infantry, Character, Epic Hero, Imperium, Terminator, Chapter Master, Logan Grimnar, Leader

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

⌘ 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+	8	-2	3
➤ Axe Morkai - Sweep	Melee	10	2+	6	-2	1

ABILITIES

CORE - Leader

Embarking within Transports

This model can embark within friendly Adeptus Astartes Transport models that can transport Terminator models. When doing, it takes up the space of 4 Infantry models

Guile of the Wolf (Aura)

Once per battle round, when your opponent targets a unit from their army within 12" of this model with a stratagem, you can use this ability. If you do increase the CP cost of that use of that stratagem by 1CP.

High King of Fenris

Once per battle round, in your Movement phase, you can select one friendly Space Wolves unit that is in Reserves. If you do, until the end of the phase, for the purposes of setting up that unit on the battlefield, treat the current battle round number as being one higher than it actually is.

Leader

This model can be attached to the following units:

- Wolf Guard Terminators

WEAPON ABILITIES

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.

CORE RULES

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.