

LONG FANGS [LEGENDS] - IMPERIUM -
SPACE WOLVES

120–145 PTS

LONG FANG PACK LEADER

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

AUFSTELLUNG

1x Long Fang Pack Leader - Equipped with: ➤ Plasma pistol - supercharge, ➤ Plasma pistol - standard, Close combat weapon, Power weapon

4-5x Long Fang w/ boltgun oder Long Fang w/ lascannon oder Long Fang w/ heavy bolter oder Long Fang w/ grav-cannon oder Long Fang w/ missile launcher oder Long Fang w/ plasma cannon oder Long Fang w/ multi-melta oder Long Fang w/ heavy flamer

Wargear Options:

- Each Long Fang Pack Leader can replace its Boltgun with Flamer, Grav-gun, Plasma gun, Meltagun or Plasma pistol.
- Each Long Fang Pack Leader can replace its Close combat weapon with Power weapon, Power fist or Astartes Chainsword.
- This model's Boltgun can be replaced with 1x Multi-melta.

KEYWORDS: Infantry, Grenades, Imperium, Long Fangs

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Grav-cannon ANTI-VEHICLE 2+, HEAVY	24"	3	4+	6	-1	3
Heavy bolter HEAVY, SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer HEAVY, IGNORES COVER, TORRENT	12"	D6	N/A	5	-1	1
Lascannon HEAVY	48"	1	4+	12	-3	D6+1
➤ Missile launcher - frag BLAST, HEAVY	48"	D6	4+	4	0	1
➤ Missile launcher - krak HEAVY	48"	1	4+	9	-2	D6
➤ Plasma cannon - standard BLAST, HEAVY	36"	D3	4+	7	-2	1
➤ Plasma cannon - supercharge BLAST, HAZARDOUS, HEAVY	36"	D3	4+	8	-3	2
➤ 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
Close combat weapon	Melee	2	3+	4	0	1
Power weapon	Melee	2	3+	5	-2	1

ABILITIES

Armorium Cherub

Once per battle, after making a Hit roll for a model in this unit, you can change that roll to an unmodified 6.

Attached Unit

If a CHARACTER unit from your army with the Leader ability can be attached to a DEVASTATOR SQUAD, it can instead be attached to this unit.

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Fire Discipline

Each time this unit Remains Stationary, if it includes a Long Fang Pack Leader, you can select one enemy unit that is visible to that model. Until the end of the turn, each time a model in this unit makes a ranged attack that targets that enemy unit, re-roll a Hit roll of 1.

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+.

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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.

Heavy

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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.

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

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Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.