

WOLF GUARD BATTLE LEADER - IMPERIUM  
- SPACE WOLVES

65 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 7" | 4 | 3+ | 5 | 6+ | 1  |

INVULNERABLE  
SAVE



**AUFSTELLUNG**  
1x Wolf Guard Battle Leader  
**Equipped with:** Master-crafted Bolt Carbine, Master-crafted Heavy Bolt Pistol, Master-crafted Power Weapon  
**Wargear Options:**

- This model can replace its Master-crafted Power Weapon with Thunder Hammer.
- This model can replace its Storm Shield with Master-crafted Bolt Carbine, Master-crafted Heavy Bolt Pistol or Plasma pistol.

**KEYWORDS:** Infantry, Character, Imperium, Tacitus, Wolf Guard, Battle Leader, Leader  
**FACTION KEYWORDS:** Adeptus Astartes, Space Wolves

RANGED WEAPONS

| WEAPON                                                    | RANGE | A | BS | S | AP | D |
|-----------------------------------------------------------|-------|---|----|---|----|---|
| Master-crafted Bolt Carbine                               | 24"   | 2 | 3+ | 4 | 0  | 2 |
| Master-crafted Heavy Bolt Pistol<br><small>PISTOL</small> | 18"   | 1 | 3+ | 4 | -1 | 2 |

MELEE WEAPONS

| WEAPON                      | RANGE | A | WS | S | AP | D |
|-----------------------------|-------|---|----|---|----|---|
| Master-crafted Power Weapon | Melee | 7 | 2+ | 5 | -2 | 2 |

ABILITIES

CORE - Leader

**Heroic Last Stand**  
If this model is destroyed by a melee attack, if it has not fought this phase, roll one D6: on a 2+, do not remove it from play. The destroyed model can fight after the attacking unit has finished making its attacks, and then it is removed from play.

**Storm Shield**  
The bearer has a Wounds characteristic of 6

**Tempered Ferocity**  
While this model is leading a unit, weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability and, each time a model in that unit makes an attack that targets an enemy unit within 6", re-roll a Hit roll of 1

**Leader**  
This model can be attached to the following units:

- Blood Claws
- Grey Hunters
- Wolf Guard Headtakers

WEAPON ABILITIES

**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.