



HARALD DEATHWOLF [LEGENDS]

85 PTS

M	T	SV	W	LD	OC
10"	6	3+	7	6+	2

⚔ MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Crushing teeth and claws EXTRA ATTACKS	Melee	3	3+	5	-1	1
Gladius	Melee	6	2+	6	-2	2

AUFSTELLUNG

1x Harald Deathwolf [Legends]

Equipped with: Crushing teeth and claws, Gladius

ABILITIES

CORE - Leader

Lord of the Wolfkin

While this model is leading a unit, each time that unit makes a Charge move, until the end of the turn, crushing teeth and claws equipped by models in that unit have the [DEVASTATING WOUNDS] ability.

Mantle of the Troll King

Once per phase, when resolving an attack made against this model, after you make a saving throw for this model, you can change the Damage characteristic of that attack to 0.

Leader

This model can be attached to the following units:

- Thunderwolf Cavalry



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WEAPON RULES

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.

RULES

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.