



WOLF GUARD PACK LEADER IN TERMINATOR ARMOUR [LEGENDS]

40 PTS

M	T	SV	W	LD	OC
5"	5	2+	3	6+	1

RANGED WEAPONS							
WEAPON	RANGE	A	BS	S	AP	D	
Combi-weapon ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1	24"	1	3+	4	0	1	
Storm Bolter RAPID FIRE 2	24"	2	3+	4	0	1	
► Cyclone missile launcher - frag BLAST	36"	2D6	3+	4	0	1	
► Cyclone missile launcher - krak	36"	2	3+	9	-2	D6	

MELEE WEAPONS							
WEAPON	RANGE	A	WS	S	AP	D	
Power fist	Melee	3	3+	8	-2	2	

ABILITIES

CORE - Leader

Storm Shield
The bearer has a Wounds characteristic of 4.

Leader
This model can be attached to the following units:

- Blood Claws
- Grey Hunters
- Long Fangs

You must attach this model to one of the above units, and can do so even if one or more Character units have already been attached to that unit, but a unit can never include more than one Pack Leader model. 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.



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AUFSTELLUNG

1x Wolf Guard Pack Leader in Terminator Armour [Legends]

Equipped with: Combi-weapon, Storm Bolter, ► Cyclone missile launcher - frag, ► Cyclone missile launcher - krak, Power fist

Wargear Options:

- This model can be equipped with one of: Cyclone missile launcher, Assault Cannon, Heavy Flamer.
- This model can be equipped with one of: Combi-weapon, Storm bolter.
- This model can be equipped with one of: Power fist, Power weapon, Chainfist, Thunder Hammer, Twin lightning claws.

WEAPON RULES

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).*



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Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).