

WOLF GUARD PACK LEADER WITH JUMP PACK [LEGENDS]

M	T	SV	W	LD	OC
12"	4	3+	2	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	
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1	
► Plasma pistol - supercharge HAZARDOUS, PISTOL	12"	1	3+	8	-3	2	

AUFSTELLUNG

1x Wolf Guard Pack Leader with Jump Pack [Legends]

Equipped with: Combi-weapon, Storm Bolter, ► Plasma pistol - standard, ► Plasma pistol - supercharge

Wargear Options:

- This model can be equipped with one of: Bolt pistol, Plasma pistol.
- This model can be equipped with one of: Boltgun, Combi-weapon, Storm bolter.
- This model can be equipped with up to 2 of: Astartes Chainsword, Power fist, Power weapon, Thunder Hammer, Twin lightning claws.

ABILITIES

CORE - Leader

Storm Shield

The bearer has a 4+ invulnerable save.

Leader

This model can be attached to the following unit:

- Skyclaws

You must attach this model to the above unit, 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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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+.*

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.*

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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.

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.

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).