

HARALD DEATHWOLF [LEGENDS]

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

AUFSTELLUNG

1x Harald Deathwolf [Legends]

Equipped with: Crushing teeth and claws, Glacius

⌘ MELEE WEAPONS

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

ABILITIES

CORE - Leader

RULES - 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



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.

