

LOGAN GRIMNAR

M	T	SV	W	LD	OC	
6"	5	2+	8	6+	1	

AUFSTELLUNG

1x Logan Grimnar

Equipped with: Tyrnak and Fenrir, ► Axe Morkai - Strike, ► Axe Morkai - Sweep

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Tyrnak and Fenrir EXTRA ATTACKS	Melee	6	2+	5	-1	1
► Axe Morkai - Strike	Melee	6	2+	8	-2	3
► Axe Morkai - Sweep	Melee	10	2+	6	-2	1

ABILITIES

CORE - Leader

RULES - Deep Strike, Leader

Embarking within Transports

This model can embark within friendly Adeptus Astartes Transport models that can transport Terminator models. When doing, it takes up the space of 4 Infantry models

Guile of the Wolf (Aura)

Once per turn, when your opponent targets a unit from their army within 12" of this model with a stratagem, you can use this ability. If you do increase the CP cost of that use of that stratagem by 1CP.

High King of Fenris

Once per battle round, in your Movement phase, you can select one friendly Space Wolves unit that is in Reserves. If you do, until the end of the phase, for the purposes of setting up that unit on the battlefield, treat the current battle round number as being one higher than it actually is.



Leader

This model can be attached to the following units:

- Wolf Guard Terminators

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.

