

WOLF GUARD TERMINATORS

WOLF GUARD TERMINATOR PACK LEADER

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

AUFSTELLUNG

1x Wolf Guard Terminator Pack Leader - Equipped with:
Twin lightning claws, Relic Great Axe, Master-crafted
Power Weapon
4-9x Wolf Guard Terminator w/ storm bolter oder Wolf
Guard Terminator w/ Assault Cannon oder Wolf Guard
Terminator w/ storm shield

Wargear Options:

- Each Wolf Guard Terminator Pack Leader can replace its
Storm Bolter & Master-crafted Power Weapon with Twin-
linked Lightning Claws, Relic Great Axe or Storm Shield &
Master-crafted Power Weapon.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault Cannon DEVASTATING WOUNDS	24"	6	2+	6	0	1
Storm Bolter RAPID FIRE 2	24"	2	2+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Power Weapon	Melee	4	3+	5	-2	2
Master-crafted Power Weapon	Melee	4	3+	5	-2	2

ABILITIES

RULES - Deep Strike

Rugged Resilience

Each time an attack targets this unit, if the Strength
characteristic of that attack is greater than the Toughness
characteristic of this unit, subtract 1 from the Wound roll.

Storm Shield

The bearer has a Wounds characteristic of 4.



Master-crafted Power Weapon	Melee	4	3+	5	-2	2
Master-crafted Power Weapon	Melee	4	3+	5	-2	2
Power fist	Melee	3	3+	8	-2	2
Relic Great Axe DEVASTATING WOUNDS	Melee	3	3+	7	-2	3
Twin lightning claws TWIN-LINKED	Melee	6	3+	5	-2	1

WEAPON RULES

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).*

Twin-linked

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.