

IMPERIUM - SPACE WOLVES

KROM DRAGONGAZE

[LEGENDS]

65 PTS



M	T	SV	W	LD	OC
6"	4	3+	4	6+	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wyrmlaw LETHAL HITS	Melee	6	2+	7	-2	2

AUFSTELLUNG

1x Krom Dragongaze [Legends]

Equipped with: Wyrmlaw

ABILITIES

CORE - Leader

Refuse to Accept Defeat

While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll if that unit is below its Starting Strength, and add 1 to the Wound roll as well if that unit is Below Half-strength.

The Fierce Eye

In your Shooting phase, you can select one enemy INFANTRY unit within 12" of and visible to this model. That enemy unit must take a Battle-shock test.

Leader

This model can be attached to the following units:

- Blood Claws
- Grey Hunters
- Wolf Guard

WEAPON RULES

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

CORE RULES

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

