

LOGAN GRIMNAR ON STORMRIDER

[LEGENDS]

180 PTS

M	T	SV	W	LD	OC
10"	6	2+	12	6+	4

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Flurry of teeth and claws EXTRA ATTACKS	Melee	6	4+	5	-1	1
► Axe Morkai - Strike	Melee	6	2+	8	-2	3
► Axe Morkai - Sweep	Melee	10	2+	6	-2	1

AUFSTELLUNG

1x Logan Grimnar on Stormrider [Legends]

Equipped with: Flurry of teeth and claws, ► Axe Morkai - Strike, ► Axe Morkai - Sweep

ABILITIES

CORE - Leader

Logan Grimnar

Your army cannot contain both Logan Grimnar and Logan Grimnar on Stormrider

Leader

This model can be attached to the following unit:

- 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.

CORE RULES

◆ Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◆ 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.

