

WOLF GUARD BATTLE LEADER

65 PTS



M

7"

T

4

SV

3+

W

5

LD

6+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Master-crafted Bolt Carbine	24"	2	3+	4	0	2
Master-crafted Heavy Bolt Pistol	18"	1	3+	4	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Power Weapon	Melee	7	2+	5	-2	2

AUFSTELLUNG

1x Wolf Guard Battle Leader

Equipped with: Master-crafted Bolt Carbine, Master-crafted Heavy Bolt Pistol, Master-crafted Power Weapon

Wargear Options:

This model can replace its Master-crafted Power Weapon with Thunder Hammer.

This model can replace its Storm Shield with Master-crafted Bolt Carbine, Master-crafted Heavy Bolt Pistol or Plasma pistol.

ABILITIES

CORE - Leader

Heroic Last Stand

If this model is destroyed by a melee attack, if it has not fought this phase, roll one D6: on a 2+, do not remove it from play. The destroyed model can fight after the attacking unit has finished making its attacks, and then it is removed from play.

Storm Shield

The bearer has a Wounds characteristic of 6

Tempered Ferocity

While this model is leading a unit, weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability and, each time a model in that unit makes an attack that targets an enemy unit within 6", re-roll a Hit roll of 1

Leader

This model can be attached to the following units:

- Blood Claws
- Grey Hunters
- Wolf Guard Headtakers

WEAPON RULES

PISTOL

[PISTOL]

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

