

WOLF GUARD TERMINATORS

150–300 PTS



WOLF GUARD TERMINATOR PACK LEADER

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



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
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

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.

ABILITIES

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.



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.

CORE RULES

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.