

LEEMAN RUSS, PRIMARCH

POINTS: 500+GUARD

When Leeman Russ left for the Eye of Terror, he asked his most loyal priests to forge armor suited to surviving long term in the Warp. After years of research, they created the Runic Dreadnought Armor. Combined with the regenerative powers of Leeman Russ himself, the self-

repairing and highly resilient nature of the armor makes it optimal for long-term engagements without support. After numerous battles in the Warp, Russ returned with a small company, ready to join with the existing army gathered against the enemies of the Imperium.

LEEMAN RUSS



WULFEN GUARD



FORMATION:

- 1 Primarch, Leeman Russ
- 0-5 Wulfen Guard

LEEMAN RUSS

500 POINTS

WEAPONS AND EQUIPMENT: Banner of the Wolf's Howl, Fist of Thunder, Frostbite, Runic Dreadnought Armor, Wolf Tail Talisman.

VITAL STATISTICS:

WS	BS	S	T	W	I	A	Ld	Sa
8	5	6	6	5	6	6	10	2+/4+

RULES: Acute Senses, Counter-attack, Eternal Warrior, Fearless, Fleet, Independent Character, Leadership, Regeneration of the Werewolf, Sucker Punch, The Wolf's Howl.

SPECIAL RULES:

Fist of Thunder: When attacking armored foes, Leeman Russ uses his heavy fist to punch through their armor. This weapon counts as a thunder hammer.

Frostbite: Russ's mighty axe, Frostbite, counts as a frost weapon and always hits on a 3+. Additionally, any enemy hit is frozen to the spot and must pass a toughness test or shatter – causing it to be removed as a casualty.

Leadership: All Space Wolves are inspired by the sight of their primarch. Any Space Wolf that can draw line of sight to the Banner of the Wolf's Howl automatically succeeds on counter-attack rolls. Additionally, any Space Wolf that is within 18" of Russ gains +1 attack in melee.

Regeneration of the Werewolf: Leeman Russ has the regeneration capabilities of the werewolf, the epitome of the Canis Helix. Because of this, at the beginning of his turn, he rolls 1D6 for each wound he has sustained. On a roll of 6, that wound is healed.

Runic Dreadnought Armor: Russ's armor was reforged from that of a dreadnought, specially fit for the primarch. It provides a 2+ armor save and a 4+ invulnerability save.

WULFEN GUARD

50 POINTS EACH

WEAPONS AND EQUIPMENT: Frag Grenades, Frost Axe, Krak Grenades, Runic Armor, Wulfen Cloak.

VITAL STATISTICS:

WS	BS	S	T	W	I	A	Ld	Sa
5	4	4	4	2	4	2	8	2+/5+

RULES: Acute Senses, Counter-attack, Fearless, Unbridled Fury.

OPTIONS: Replace Frost Axe with the Spear of Russ for +15 points, take a Wolf Standard for +10 points.

Spear of Russ: The Spear of Russ is a powerful relic of the Space Wolves. It counts as a power weapon that strikes at double strength.

Sucker Punch: Leeman Russ is well known for his ferocity and quickness in battle. Russ's charge or counter-attack attack is at initiative 10.

Unbridled Fury: When Wulfen Guard let loose their rage, they become unstoppable beasts. At any time, the pack may gain Fleet, but must follow the rules for Mark of the Wulfen until their next movement phase.

The Wolf's Howl: Just as Leeman Russ inspires his allies, he strikes fear into the heart of his enemies. Leeman Russ strikes simultaneously against opponents in cover. Additionally, charging units do not gain any bonus attacks for charging.

Wulfen Cloak: The Wulfen cloak provides the Wulfen Guard with an extra level of protection, giving them a 5+ invulnerability save. Additionally, if the model is affected by an enemy psychic power, roll a D6. On a 5+ the power is nullified.