DUALINK

Wolf Guard Terminator

Monster



Warhammer40K Edition

Wolf Guard Terminator

Medium humanoid (Astartes), lawful neutral

Armor Class: 20 (Wolf Guard Terminator Armor)
Hit Points: 165 (18d10 + 54)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	12 (+1)	16 (+3)	14 (+2)

Saving Throws: Str +10, Con +9, Wis +7
Skills: Athletics +10, Perception +7, Intimidation +6
Damage Resistances: cold; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: frightened
Senses: darkvision 60 ft., passive Perception 17
Languages: Common, Fenrisian
Challenge: 9 (5,000 XP)

Wolf Guard Veterans. The Wolf Guard has advantage on saving throws against being charmed, frightened, or stunned.

Unyielding Plate. If the Wolf Guard does not move more than 10 feet on its turn, it gains resistance to all damage until the start of its next turn.

Pack Discipline. While within 10 feet of another Wolf Guard Terminator or a Space Wolves character of CR 10+, the Wolf Guard gains:

- Advantage on opportunity attacks
- +2 bonus to saving throws

Actions

Multiattack. The Wolf Guard makes two attacks with its chosen wargear.

Wargear Loadouts.

Pick one of the following 3:

Thunder Hammer & Storm Shield

Thunder Hammer. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit. 18 (2d8 + 6) bludgeoning damage plus 9 (2d8) thunder damage. Storm Shield. The Wolf Guard gains a +2 bonus to AC (included above). When it succeeds on a Dexterity saving throw, it takes no damage instead of half.

Twin Lightning Claws

Lightning Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit. 15 (2d6 + 6) slashing damage plus 7 (2d6) lightning damage. Rending Strikes. If both claw attacks hit the same creature in a turn, the target takes an extra 10 (3d6) lightning damage and must succeed on a DC 16 Constitution saving throw or be bleeding (takes 10 damage at the start of each of its turns; ends on a DC 16 Con save).

Power Fist & Storm Bolter

Power Fist. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit. 20 (3d8 + 6) bludgeoning damage. Storm Bolter. *Ranged Weapon Attack:* +8 to hit, range 60/180 ft., one target. Hit. 14 (2d8 + 4) piercing damage. Breach and Clear. If the Wolf Guard hits a creature with Storm Bolter, its next Power Fist attack against that creature this turn has advantage.

Reactions

Interpose. When a creature the Wolf Guard can see within 5 feet is hit by an attack, the Wolf Guard may:

- Impose disadvantage on the attack roll
- Move into the target's space, becoming the new target

This movement does not provoke opportunity attacks.

Punishing Counter. When a creature misses the Wolf Guard with a melee attack, the Wolf Guard may make one melee weapon attack against that creature.