IRON PRIEST

60 PTS

M	T	Sv	W	LD	OC
7"	5	2+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Helfrost pistol - dispersed CLOSE-QUARTERS TORRENT	12"	3	-	4	-1	1
➤ Helfrost pistol - focused CLOSE-QUARTERS	12"	1	2+	6	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Tempest hammer and Servo-arm	Melee	4	4+	8	-2	3

ABILITIES

CORE - Leader

Gift of the Iron Wolf
In your Movement phase, at the start or end of this unit's move, select up to one friendly Space Wolves Vehicle model within 3" of this model:

- That Vehicle model heals D3 wounds.

- That Vehicle model's attacks can ignore modifiers to hit rolls and wound rolls until the start of your next Movement phase.

You cannot select the same Vehicle model for this ability more than once per phase.

Iron Priest
While this model is within 3" of a friendly Space Wolves Vehicle unit, this model has Lone Operative.

Judgement of the Omnissiah
This model's attacks that target an enemy unit engaged with a friendly Space Wolves Vehicle can re-roll wound rolls.

Leader
This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, BLOOD CLAWS, GREY HUNTERS, INTERCESSOR SQUAD, WOLF GUARD HEADTAKERS

WEAPON ABILITIES

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

AUFSTELLUNG

1x Iron Priest (32mm)

Equipped with: ➤ Helfrost pistol - dispersed, ➤ Helfrost pistol - focused, Tempest hammer and Servo-arm

KEYWORDS: Infantry, Character, Imperium, Techmarine, Iron Priest, Leader
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

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CORE RULES

Close-quarters

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.

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.

KEYWORDS: Infantry, Character, Imperium, Techmarine, Iron Priest, Leader
FACTION KEYWORDS: Adeptus Astartes, Space Wolves