WOLF LORD ON THUNDERWOLF [LEGENDS] 100 PTS

M	T	Sv	W	LD	OC
10"	6	3+	6	6+	2

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Master-crafted boltgun	24"	2	2+	4	0	2
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	6	3+	4	0	1
Power fist	Melee	5	2+	8	-2	2
Relic Weapon	Melee	6	2+	5	-2	2
Teeth and claws EXTRA ATTACKS	Melee	3	4+	5	-1	1
Thunder Hammer DEVASTATING WOUNDS	Melee	5	3+	8	-2	3
Twin lightning claws TWIN-LINKED	Melee	7	2+	5	-2	1

ABILITIES

CORE - Leader

Relic shield
The bearer has a Wounds characteristic of 7.

Speed of the Hunter
Add 1 to Advance and Charge rolls made for this model's unit.

Strategic Acumen
In your Command phase, you can use this ability. If you do, select one combat doctrine to be active for this unit until the start of your next Command phase.

Leader
This model can be attached to the following units:

- Thunderwolf Cavalry

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

AUFSTELLUNG

1x Wolf Lord on Thunderwolf [Legends]

Equipped with: Bolt pistol, Combi-weapon, Master-crafted boltgun, Storm bolter, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Close combat weapon, Power fist, Relic Weapon, Teeth and claws, Thunder Hammer, Twin lightning claws

Wargear Options:

- This model can replace its Bolt pistol with Combi-weapon, Master-crafted boltgun, Plasma pistol, Storm bolter, Power fist, Relic Weapon or Thunder Hammer.
- This model can replace its Relic [illegible] pon with Relic shield a[illegible] bat weapon [illegible]

KEYWORDS: Mounted, Character, Grenades, Imperium, Captain, Wolf Lord on Thunderwolf, Leader
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

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.*

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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.

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.

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.

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