IMPERIUM - SPACE WOLVES

IRON PRIEST ON THUNDERWOLF [LEGENDS]

Leader | Close-quarters | Combat Doctrines

M	T	SV	W	LD	OC
10"	6	2+	5	6+	2

95 PTS
Base —

1 KOMMANDO

Blessing of the Omnissiah

In your Command phase, you can select one friendly ADEPTUS ASTARTES VEHICLE model within 3" of this model. That model regains up to D3 lost wounds and, until the start of your next Command phase, each time that VEHICLE model makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per turn.

2 BEWEGUNG

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3 BESCHUSS

Bolt pistol — CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Boltgun

R	A	BS	S	AP	D
24"	2	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

➤ Helfrost pistol - dispersed — PISTOL — TORRENT

R	A	BS	S	AP	D
12"	D3	N/A	3	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

➤ Helfrost pistol - focused — PISTOL

R	A	BS	S	AP	D
12"	1	2+	6	-3	3

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

4 ANGRIFF

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5 NAHKAMPF

Iron Priest hammer

R	A	WS	S	AP	D
Melee	3	4+	8	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

Servo-arm — EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	1	3+	8	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

Teeth and claws — EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	3	4+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Iron Priest

While this model is within 3" of one or more friendly ADEPTUS ASTARTES VEHICLE units, this model has the Lone Operative ability

Vengeance of the Omnissiah

If a friendly ADEPTUS ASTARTES VEHICLE model is destroyed within 12" of this model, until the end of the battle, this model's Iron Priest hammer has an Attacks characteristic of 6.

GEGEN DIESE EINHEIT

W6 · RW 2+ · 5 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S12+	S7–11	S6	S4–5	S1–3

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
2+	3+	4+	5+	6+

REGELN & KEYWORDS KURZ

Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

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.

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.

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

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

AUFSTELLUNG

1x Iron Priest on Thunderwolf [Legends]

Ausrüstung: Bolt pistol, Boltgun, ➤ Helfrost pistol - dispersed, ➤ Helfrost pistol - focused, Iron Priest hammer, Servo-arm, Teeth and claws

▪ This model can replace its Helfrost pistol with Bolt pistol or Boltgun.

Anführer

This model can be attached to the following units:

- Thunderwolf Cavalry

KEYWORDS Character, Mounted, Grenades, Imperium, Iron Priest, Leader · **FRAKTION** Adeptus Astartes, Space Wolves