

WOLF LORD ON THUNDERWOLF [LEGENDS]

Leader Close-quarters Combat Doctrines

M10"63+66+24+

100 PTSBase



1KOMMANDO

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.

2BEWEGUNG

Speed of the Hunter

Add 1 to Advance and Charge rolls made for this model's unit.

3BESCHUSS

Bolt pistolCLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	2+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Combi-weaponANTI-INFANTRY 4+DEVASTATING WOUNDSRAPID FIRE 1

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

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Master-crafted boltgun

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

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Storm bolterRAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Plasma pistol - standardCLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	7	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-6	T7	T8-13	T14+

Plasma pistol - superchargeHAZARDOUSCLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	8	-3	2

VERWUNDET

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

4

ANGRIFF

5NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	6	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Power fist

R	A	WS	S	AP	D
Melee	5	2+	8	-2	2

VERWUNDET

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

Relic Weapon

R	A	WS	S	AP	D
Melee	6	2+	5	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Teeth and clawsEXTRA 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+

Thunder HammerDEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	5	3+	8	-2	3

VERWUNDET

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

Twin lightning clawsTWIN-LINKED

R	A	WS	S	AP	D
Melee	7	2+	5	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

VERTEIDIGUNG

IMMER / EINMALIG

Relic shield

The bearer has a Wounds characteristic of 7.

GEGEN DIESE EINHEIT

W6 · RW 3+ · 4++ · 6 LP je Modell

WIRD VERWUNDET MIT

2+ S12+	3+ S7-11	4+ S6	5+ S4-5	6+ S1-3
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RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 4++	DS -3 4++	DS -4 4++
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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.

ANTI This ability always takes the form [ANTI-X Y+].

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...

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.

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...

RAPID FIRE This ability always takes the form [RAPID FIRE X].

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Wolf Lord on Thunderwolf [Legends]

Ausrüstung: 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

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 Weapon with Relic shield and close combat weapon, Twin lightning claws, Plasma pistol, Power fist or Thunder Hammer.

Anführer

This model can be attached to the following units:

Thunderwolf Cavalry

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