

WOLF LORD ON THUNDERWOLF [LEGENDS]

M

10"

T

6

SV

3+

W

6

LD

6+

OC

2

RW

4+

100 PTS

Base —



- Leader
- Close-quarters
- Combat Doctrines

3 BESCHUSS

Bolt pistol

CLOSE-QUARTERS

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

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Combi-weapon

ANTI-INFANTRY 4+

DEVASTATING WOUNDS

RAPID FIRE 1

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

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Master-crafted boltgun

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

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Storm bolter

RAPID FIRE 2

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

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Plasma pistol - standard

CLOSE-QUARTERS

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

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

Plasma pistol - supercharge

HAZARDOUS

CLOSE-QUARTERS

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

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

5 NAHKAMPF

Close combat weapon

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

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Teeth and claws

EXTRA ATTACKS

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

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Power fist

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

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Thunder Hammer

DEVASTATING WOUNDS

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

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Relic Weapon

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

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Twin lightning claws

TWIN-LINKED

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

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

GEGEN DIESE EINHEIT

W6 · RW 3+ · 4++ · 6 LP je Modell

WIRD VERWUNDET MIT

2+

S12+

RETTUNGSWURF JE DS

DS 0

3+

3+

S7-11

DS -1

4+

4+

S6

DS -2

4++

5+

S4-5

DS -3

4++

6+

S1-3

DS -4

4++

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.

4ANGRIFF

VERTEIDIGUNG

∞IMMER / EINMALIG

Relic shield
 The bearer has a Wounds characteristic of 7.

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 [EXTRAATTACKS] 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