

THUNDERWOLF CAVALRY

M	T	SV	W	LD	OC
12"	6	3+	4	6+	2

AUFSTELLUNG

3-6x Thunderwolf w/ plasma pistol oder Thunderwolf w/ boltgun and storm shield oder Thunderwolf w/ bolt pistol (60mm)

Equipped with: Bolt pistol, Boltgun, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Teeth and claws, Wolf Guard Weapon

Wargear Options:

- This model's Bolt pistol can be replaced with 1x Plasma pistol or 1x Boltgun.

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Boltgun RAPID FIRE 1	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
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ABILITIES

RULES - Close-quarters, Combat Doctrines

Storm Shield

This model has a 4+ InSv.

Thunderous Charge

If this unit made a charge move this turn this units melee attacks have

- +1 S
- +1 D



Teeth and claws EXTRA ATTACKS	Melee	3	4+	5	-1	1
Wolf Guard Weapon	Melee	4	3+	5	-2	2

WEAPON RULES

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).

