

IRON PRIEST ON THUNDERWOLF

[LEGENDS]

95 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol	12"	1	3+	5	-1	1
CLOSE-QUARTERS						
Boltgun	24"	2	3+	4	0	1
► Helfrost pistol - dispersed PISTOL TORRENT	12"	D3	N/A	3	-1	1
► Helfrost pistol - focused PISTOL	12"	1	2+	6	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Iron Priest hammer	Melee	3	4+	8	-2	3
Servo-arm EXTRA ATTACKS	Melee	1	3+	8	-2	3
Teeth and claws EXTRA ATTACKS	Melee	3	4+	5	-1	1

AUFSTELLUNG

1x Iron Priest on Thunderwolf [Legends]

Equipped with: Bolt pistol, Boltgun, ► Helfrost pistol - dispersed, ► Helfrost pistol - focused, Iron Priest hammer, Servo-arm, Teeth and claws

Wargear Options:

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

ABILITIES

CORE - Leader

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.

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.

Leader

This model can be attached to the following units:

- Thunderwolf Cavalry



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.

PISTOL

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

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.

TORRENT

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

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.

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.

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.