

THUNDERWOLF CAVALRY - IMPERIUM -
SPACE WOLVES

100–200 PTS

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

AUFSTELLUNG

3-6x Thunderwolf w/ plasma pistol oder Thunderwolf w/ boltgun oder Thunderwolf w/ storm shield oder Thunderwolf w/ bolt pistol

Equipped with: ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Crushing teeth and claws, Wolf Guard Weapon

Wargear Options:

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

KEYWORDS: Mounted, Grenades, Imperium, Thunderwolf Cavalry

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

🎯 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS, PISTOL	12"	1	3+	8	-3	2

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crushing teeth and claws EXTRA ATTACKS	Melee	3	4+	5	-1	1
Wolf Guard Weapon	Melee	4	3+	5	-2	2

ABILITIES

Storm Shield

The bearer has a 4+ invulnerable save.

Thunderous Charge

Each time a model in this unit makes a melee attack with its Wolf Guard weapon, if it made a Charge move this turn, add 1 to the Damage characteristic of that attack

WEAPON ABILITIES

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.

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.