

WOLF LORD ON THUNDERWOLF
[LEGENDS] - IMPERIUM - SPACE WOLVES

100 PTS

M	T	Sv	W	LD	OC
10"	6	3+	6	6+	2

AUFSTELLUNG

1x Wolf Lord on Thunderwolf [Legends]

Equipped with: Close combat weapon, Crushing teeth and claws, Twin lightning claws

Wargear Options:

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.

KEYWORDS: Mounted, Character, Grenades, Imperium, Captain, Wolf Lord on Thunderwolf

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	6	3+	4	0	1
Crushing teeth and claws EXTRA ATTACKS	Melee	3	4+	5	-1	1
Twin lightning claws TWIN-LINKED	Melee	7	2+	5	-2	1

ABILITIES

CORE - Leader

- Relic shield

The bearer has a Wounds characteristic of 7.
- Speed of the Hunter

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

This model can be attached to the following units:

Thunderwolf Cavalry

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.
- Twin-linked

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

CORE RULES

- 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.