

WOLF LORD ON THUNDERWOLF [LEGENDS]

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.

✂ 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

RULES - 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 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.

Twin-linked

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

