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

Φ	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Bolt pistol [PISTOL]	12"	1	3+	4	0	1
	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

<u>۰</u>	MELEE WEAPONS	RANGE	A	WS	S	AP	D	
	Crushing teeth and claws [EXTRA ATTACKS]	Melee	3	4+	5	-1	1	١
	Iron Priest hammer	Melee	3	4+	8	-2	3	
	Servo arm [EXTRA ATTACKS]	Melee	1	3+	8	-2	3	

## **ABILITIES**

CORF: Leader

FACTION: Oath of Moment

Iron Priest: While this model is within 3" of one or more friendly ADEPTUS ASTARTES VEHICLE units, this model has the Lone Operative ability

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.

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.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: Mounted, Character, Grenades, Imperium, Iron Priest



FACTION KEYWORDS:
ADEPTUS ASTARTES, SPACE WOLVES

## **WARGEAR OPTIONS**

- This model's boltgun can be replaced with one of the following:
  - · 1 bolt pistol
  - · 1 helfrost pistol

## **UNIT COMPOSITION**

= 1 Iron Priest on Thunderwolf

This model is equipped with: boltgun; crushing teeth and claws; Iron Priest hammer; servo-arm.

## LEADER

This model can be attached to the following unit:

■ THUNDERWOLF CAVALRY