

THUNDER WARRIORS

HORUS

COLLECTED WORKS, THE HORUS HERESY

This team list based on the collected visions, stories, and works of the FW and Black Library Teams. All rules are contained here, unless it is a standard weapon in the 30k/40k realm.

FACTION KEYWORDS

All models in this list have the Imperium, Thunder Warriors, Loyalist/Traitor, keywords.

GENEWROUGHT OF THE EMPEROR

The Thunder Warriors were made for a specific purpose, the re-taking of Terra. Unbeknownst to them, they were made unwhole. Genewrought to enormous potential, stronger and faster than even a Legiones Astartes, this would be the undoing of the Thunder Warriors.

Before each mission, refer to the table below and roll separately for each Thunder Warrior

MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-15 Core models
- 0-3 Special models



GENEWROUGHT TABLE

Before each misión you will roll individually for each Thunder Warrior on your team. You will roll 2D6 on Table 1, and then 1D6 on Table 2. Any doubles you roll on Table 1 are not discarded, this can be a bonus (or detriment!) and causes your Table 2 result to be doubled as well!

Genewrought Warriors	
Table 1	
D6	Result
1	-1S
2	-1T
3	-1A
4	+1S
5	+1T
6	+1A
Table 2	
D6	Result
1-2	Pass Armour Save or lose 1 W for the Battle
3-4	+1 To your Table 1 Result
5-6	+2 S. At the end of the controlling players turn, roll 2D6, on a 2 the Thunder Warrior is removed as a casualty

Example Rolls:

Lightning Bearer rolls 2D6 on Table 1, and gets a 2 and a 4. Then rolls 1D6 on Table 2 getting 1. The Save roll is failed. Your Lightning Bearer now has these stats for the game:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
T Warrior	4"	2+	4+	6	4	3	3	10	3+

Or.....

Lightning Bearer rolls 2D6 on Table 1, and gets a 6 and a 6. Then rolls 1D6 on Table 2 getting a 5. The casualty roll is passed. Your Lightning Bearer now has these stats for the game:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
T Warrior	4"	2+	4+	7	5	4	5	10	3+

This chart enables the player to have a team that is very narrative and fluff based, showing the Emperor's genius in the Thunder Warrior template. They are incredible warriors, but can burn out at a moment's notice. Will it be your teams time to triumph, or are they at the end of their existence...?

TEAM LEADERS

LIGHTNING BEARER									
									55
NAME	M	WS	BS	S	T	W	A	Ld	Sv
T Warrior	4"	2+	4+	5	5	4	3	10	3+
EQUIPMENT	<ul style="list-style-type: none"> - Bolter - CCW - Frag and Krak Grenades 								
RULES	- Inspiring Presence								
OPTIONS	<ul style="list-style-type: none"> - May replace his CCW with any item from the Melee Weapons List - May replace his Proto Bolter with any item from the Combi-Weapon, Pistol, or Special Weapons List - May take any items from the Wargear List 								
KEYWORDS	Imperium, Thunder Warrior, Loyalist/Traitor, Infantry								

CORE

THUNDER WARRIOR									
									40
NAME	M	WS	BS	S	T	W	A	Ld	Sv
T Warrior	4"	2+	4+	5	5	2	2	8	3+
EQUIPMENT	<ul style="list-style-type: none"> - Bolter - CCW - Frag and Krak Grenades 								
RULES	-								
OPTIONS	- Can replace its Proto Bolter with a Volkite Charger								
KEYWORDS	Imperium, Thunder Warrior, Loyalist/Traitor, Infantry								

SPECIAL

THE IMMORTAL

(You may only take one Immortal in your Kill Team)

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
T Warrior	6"	2+	5+	5	5	2	2	8	3+
EQUIPMENT	- Thunder Hammer - Frag and Krak Grenades								
RULES	- Hunger for Battle , Superhuman Resilience Hunger for Battle: The Immortals strive to be in combat as soon as battle is joined. On a charge they may always add 2" to their charge distance Superhuman Resilience: Roll a D6 each time this model loses a wound. On a 5 or 6, the wound is not lost								
OPTIONS	-								
KEYWORDS	Imperium, Thunder Warrior, Loyalist/Traitor, Infantry								

FUSILIER

(You may only take one Fusilier in your Kill Team)

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
T Warrior	4"	5+	2+	5	5	2	2	8	2+
EQUIPMENT	- Assault Cannon - Frag and Krak Grenades								
RULES	-								
OPTIONS	- Can replace its Autocannon with an item from the Heavy Weapons list								
KEYWORDS	Imperium, Thunder Warrior, Loyalist/Traitor, Infantry								

DRAGOON

(You may only take one Dragoon in your Kill Team)

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
T Warrior	10"	3+	4+	5	6	3	2	8	3+
EQUIPMENT	- CCW - Frag and Krak Grenades - Howler Pattern Assault Bike								
RULES	- Howler Pattern Assault Bike is armed with two Bolters								
OPTIONS	-								
KEYWORDS	Imperium, Thunder Warrior, Loyalist/Traitor, Infantry, Bike								

ARMOURY

COMBI WEAPONS

Combi-flamer
Combi-melta
Combi-plasma

MELEE WEAPONS

Heavy chainsword
Chainfist
Power Weapons

PISTOLS

Volkite Serpenta

POWER WEAPONS

Power axe
Power lance
Power maul
Power sword

HEAVY WEAPONS

Heavy Bolter
Plasma Cannon

WARGEAR

Phosphex Bombs
Rad Grenades
Melta Bombs
Refractor Field
Cyber Familiar

SPECIAL WEAPONS

Volkite Charger
Meltagun
Plasmagun



WEAPON	POINTS	RANGE	TYPE	S	AP	D	ABILITIES
Chainfist	14	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Combi-bolter	2	24"	Rapid Fire 2	4	0	1	-
Combi-flamer	11	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	-	24"	Rapid Fire 1	4	0	1	-
- Flamer	-	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-melta	19	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	-	24"	Rapid Fire 1	4	0	1	-
- Meltagun	-	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Combi-plasma	15	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	-	24"	Rapid Fire 1	4	0	1	-
- Plasma gun	13	When attacking with this weapon, choose one of the profiles below.					
- Standard	-	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	-	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Combi-volkite	8	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	-	24"	Rapid Fire 1	4	0	1	-
- Volkite charger	-	15"	Assault 2	5	0	2	-
Frag grenade	0	6"	Grenade D6	3	0	1	-
Heavy bolter	10	36"	Heavy 3	5	-1	1	-
Heavy chainsword	2	Melee	Melee	+2	0	1	-
Melta bomb	5	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a Vehicle .
Meltagun	17	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Phosphex bomb	8	6"	Grenade D3+1	5	-3	1	You can re-roll failed wound rolls against Infantry and Biker units. This weapon can only be used once per battle.
Plasma gun	13	When attacking with this weapon, choose one of the profiles below.					
- Standard	-	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	-	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Power axe	5	Melee	Melee	+1	-2	1	-
Power lance	4	Melee	Melee	+2	-1	1	-
Power maul	4	Melee	Melee	+2	-1	1	-
Power sword	4	Melee	Melee	User	-3	1	-
Rad grenade	2	6"	Grenade D3	-	-	-	Does not inflict any damage. Your opponent must subtract 1 from the Toughness characteristic of any Infantry or Biker model that have suffered hits from rad grenades until the end of the turn.
Volkite charger	6	15"	Assault 2	5	0	2	Each time you make a wound roll of 6+ for this weapon, the target suffers a mortal wound in addition to any other damage
Volkite serpenta	4	10"	Pistol 1	5	0	2	Each time you make a wound roll of 6+ for this weapon, the target suffers a mortal wound in addition to any other damage