Thunderwolf Cavalry



Creature — Astartes Warrior

First strike

Crushing Teeth — Whenever Thunderwolf Cavalry deals combat damage to a player, put a +1/+1 counter on each other creature you control.

The practice of tracking and training Thunderwolves is a sort of initiation ritual into the upper echelons of the Wolf Guard.

4/4

016/168 U
40K • EN
Oleg Shekhovtsov
© GW
™ & © 2022 Wizards of the Coast

Thunderwolf Cavalry

Creature — Astartes Warrior

First strike

Crushing Teeth — Whenever Thunderwolf Cavalry deals combat damage to a player, put a +1/+1 counter on each other creature you control.

The practice of tracking and training Thunderwolves is a sort of initiation ritual into the upper echelons of the Wolf Guard.

4/4

016/168 U
40K • EN
Oleg Shekhovtsov
© GW
™ & © 2022 Wizards of the Coast

Thunderwolf Cavalry

Creature — Astartes Warrior

First strike

Crushing Teeth — Whenever Thunderwolf Cavalry deals combat damage to a player, put a +1/+1 counter on each other creature you control.

The practice of tracking and training Thunderwolves is a sort of initiation ritual into the upper echelons of the Wolf Guard.

4/4

016/168 U
40K • EN
Oleg Shekhovtsov
© GW
™ & © 2022 Wizards of the Coast

Thunderwolf Cavalry

Creature — Astartes Warrior

First strike

Crushing Teeth — Whenever Thunderwolf Cavalry deals combat damage to a player, put a +1/+1 counter on each other creature you control.

The practice of tracking and training Thunderwolves is a sort of initiation ritual into the upper echelons of the Wolf Guard.

4/4

016/168 U
40K • EN
Oleg Shekhovtsov
© GW
™ & © 2022 Wizards of the Coast

Thunderwolf Cavalry

Creature — Astartes Warrior

First strike

Crushing Teeth — Whenever Thunderwolf Cavalry deals combat damage to a player, put a +1/+1 counter on each other creature you control.

The practice of tracking and training Thunderwolves is a sort of initiation ritual into the upper echelons of the Wolf Guard.

4/4

016/168 U
40K • EN
Oleg Shekhovtsov
© GW
™ & © 2022 Wizards of the Coast

Thunderwolf Cavalry

Creature — Astartes Warrior

First strike

Crushing Teeth — Whenever Thunderwolf Cavalry deals combat damage to a player, put a +1/+1 counter on each other creature you control.

The practice of tracking and training Thunderwolves is a sort of initiation ritual into the upper echelons of the Wolf Guard.

4/4

016/168 U
40K • EN
Oleg Shekhovtsov
© GW
™ & © 2022 Wizards of the Coast

Thunderwolf Cavalry

Creature — Astartes Warrior

First strike

Crushing Teeth — Whenever Thunderwolf Cavalry deals combat damage to a player, put a +1/+1 counter on each other creature you control.

The practice of tracking and training Thunderwolves is a sort of initiation ritual into the upper echelons of the Wolf Guard.

4/4

016/168 U
40K • EN
Oleg Shekhovtsov
© GW
™ & © 2022 Wizards of the Coast

Thunderwolf Cavalry

Creature — Astartes Warrior

First strike

Crushing Teeth — Whenever Thunderwolf Cavalry deals combat damage to a player, put a +1/+1 counter on each other creature you control.

The practice of tracking and training Thunderwolves is a sort of initiation ritual into the upper echelons of the Wolf Guard.

4/4

016/168 U
40K • EN
Oleg Shekhovtsov
© GW
™ & © 2022 Wizards of the Coast

Thunderwolf Cavalry



Creature — Astartes Warrior

First strike

Crushing Teeth — Whenever Thunderwolf Cavalry deals combat damage to a player, put a +1/+1 counter on each other creature you control.

The practice of tracking and training Thunderwolves is a sort of initiation ritual into the upper echelons of the Wolf Guard.

4/4

016/168 U
40K • EN
Oleg Shekhovtsov
© GW
™ & © 2022 Wizards of the Coast

Thunderwolf Cavalry

Creature — Astartes Warrior

First strike

Crushing Teeth — Whenever Thunderwolf Cavalry deals combat damage to a player, put a +1/+1 counter on each other creature you control.

The practice of tracking and training Thunderwolves is a sort of initiation ritual into the upper echelons of the Wolf Guard.

4/4

016/168 U
40K • EN
Oleg Shekhovtsov
© GW
™ & © 2022 Wizards of the Coast

Thunderwolf Cavalry

Creature — Astartes Warrior

First strike

Crushing Teeth — Whenever Thunderwolf Cavalry deals combat damage to a player, put a +1/+1 counter on each other creature you control.

The practice of tracking and training Thunderwolves is a sort of initiation ritual into the upper echelons of the Wolf Guard.

4/4

016/168 U
40K • EN
Oleg Shekhovtsov
© GW
™ & © 2022 Wizards of the Coast

Thunderwolf Cavalry

Creature — Astartes Warrior

First strike

Crushing Teeth — Whenever Thunderwolf Cavalry deals combat damage to a player, put a +1/+1 counter on each other creature you control.

The practice of tracking and training Thunderwolves is a sort of initiation ritual into the upper echelons of the Wolf Guard.

4/4

016/168 U
40K • EN
Oleg Shekhovtsov
© GW
™ & © 2022 Wizards of the Coast

Thunderwolf Cavalry

Creature — Astartes Warrior

First strike

Crushing Teeth — Whenever Thunderwolf Cavalry deals combat damage to a player, put a +1/+1 counter on each other creature you control.

The practice of tracking and training Thunderwolves is a sort of initiation ritual into the upper echelons of the Wolf Guard.

4/4

016/168 U
40K • EN
Oleg Shekhovtsov
© GW
™ & © 2022 Wizards of the Coast

Thunderwolf Cavalry

Creature — Astartes Warrior

First strike

Crushing Teeth — Whenever Thunderwolf Cavalry deals combat damage to a player, put a +1/+1 counter on each other creature you control.

The practice of tracking and training Thunderwolves is a sort of initiation ritual into the upper echelons of the Wolf Guard.

4/4

016/168 U
40K • EN
Oleg Shekhovtsov
© GW
™ & © 2022 Wizards of the Coast

Thunderwolf Cavalry

Creature — Astartes Warrior

First strike

Crushing Teeth — Whenever Thunderwolf Cavalry deals combat damage to a player, put a +1/+1 counter on each other creature you control.

The practice of tracking and training Thunderwolves is a sort of initiation ritual into the upper echelons of the Wolf Guard.

4/4

016/168 U
40K • EN
Oleg Shekhovtsov
© GW
™ & © 2022 Wizards of the Coast

Thunderwolf Cavalry

Creature — Astartes Warrior

First strike

Crushing Teeth — Whenever Thunderwolf Cavalry deals combat damage to a player, put a +1/+1 counter on each other creature you control.

The practice of tracking and training Thunderwolves is a sort of initiation ritual into the upper echelons of the Wolf Guard.

4/4

016/168 U
40K • EN
Oleg Shekhovtsov
© GW
™ & © 2022 Wizards of the Coast

Thunderwolf Cavalry



Creature — Astartes Warrior

First strike

Crushing Teeth — Whenever Thunderwolf Cavalry deals combat damage to a player, put a +1/+1 counter on each other creature you control.

The practice of tracking and training Thunderwolves is a sort of initiation ritual into the upper echelons of the Wolf Guard.

4/4

016/168 U
40K • EN
Oleg Shekhovtsov
© GW
™ & © 2022 Wizards of the Coast

Thunderwolf Cavalry

Creature — Astartes Warrior

First strike

Crushing Teeth — Whenever Thunderwolf Cavalry deals combat damage to a player, put a +1/+1 counter on each other creature you control.

The practice of tracking and training Thunderwolves is a sort of initiation ritual into the upper echelons of the Wolf Guard.

4/4

016/168 U
40K • EN
Oleg Shekhovtsov
© GW
™ & © 2022 Wizards of the Coast

Thunderwolf Cavalry

Creature — Astartes Warrior

First strike

Crushing Teeth — Whenever Thunderwolf Cavalry deals combat damage to a player, put a +1/+1 counter on each other creature you control.

The practice of tracking and training Thunderwolves is a sort of initiation ritual into the upper echelons of the Wolf Guard.

4/4

016/168 U
40K • EN
Oleg Shekhovtsov
© GW
™ & © 2022 Wizards of the Coast

Thunderwolf Cavalry

Creature — Astartes Warrior

First strike

Crushing Teeth — Whenever Thunderwolf Cavalry deals combat damage to a player, put a +1/+1 counter on each other creature you control.

The practice of tracking and training Thunderwolves is a sort of initiation ritual into the upper echelons of the Wolf Guard.

4/4

016/168 U
40K • EN
Oleg Shekhovtsov
© GW
™ & © 2022 Wizards of the Coast

Thunderwolf Cavalry

Creature — Astartes Warrior

First strike

Crushing Teeth — Whenever Thunderwolf Cavalry deals combat damage to a player, put a +1/+1 counter on each other creature you control.

The practice of tracking and training Thunderwolves is a sort of initiation ritual into the upper echelons of the Wolf Guard.

4/4

016/168 U
40K • EN
Oleg Shekhovtsov
© GW
™ & © 2022 Wizards of the Coast

Thunderwolf Cavalry

Creature — Astartes Warrior

First strike

Crushing Teeth — Whenever Thunderwolf Cavalry deals combat damage to a player, put a +1/+1 counter on each other creature you control.

The practice of tracking and training Thunderwolves is a sort of initiation ritual into the upper echelons of the Wolf Guard.

4/4

016/168 U
40K • EN
Oleg Shekhovtsov
© GW
™ & © 2022 Wizards of the Coast

Thunderwolf Cavalry

Creature — Astartes Warrior

First strike

Crushing Teeth — Whenever Thunderwolf Cavalry deals combat damage to a player, put a +1/+1 counter on each other creature you control.

The practice of tracking and training Thunderwolves is a sort of initiation ritual into the upper echelons of the Wolf Guard.

4/4

016/168 U
40K • EN
Oleg Shekhovtsov
© GW
™ & © 2022 Wizards of the Coast

Thunderwolf Cavalry

Creature — Astartes Warrior

First strike

Crushing Teeth — Whenever Thunderwolf Cavalry deals combat damage to a player, put a +1/+1 counter on each other creature you control.

The practice of tracking and training Thunderwolves is a sort of initiation ritual into the upper echelons of the Wolf Guard.

4/4

016/168 U
40K • EN
Oleg Shekhovtsov
© GW
™ & © 2022 Wizards of the Coast

Thunderwolf Cavalry



Creature — Astartes Warrior

First strike

Crushing Teeth — Whenever Thunderwolf Cavalry deals combat damage to a player, put a +1/+1 counter on each other creature you control.

The practice of tracking and training Thunderwolves is a sort of initiation ritual into the upper echelons of the Wolf Guard.

4/4

016/168 U
40K • EN
Oleg Shekhovtsov
© GW
™ & © 2022 Wizards of the Coast

Thunderwolf Cavalry

Creature — Astartes Warrior

First strike

Crushing Teeth — Whenever Thunderwolf Cavalry deals combat damage to a player, put a +1/+1 counter on each other creature you control.

The practice of tracking and training Thunderwolves is a sort of initiation ritual into the upper echelons of the Wolf Guard.

4/4

016/168 U
40K • EN
Oleg Shekhovtsov
© GW
™ & © 2022 Wizards of the Coast

Thunderwolf Cavalry

Creature — Astartes Warrior

First strike

Crushing Teeth — Whenever Thunderwolf Cavalry deals combat damage to a player, put a +1/+1 counter on each other creature you control.

The practice of tracking and training Thunderwolves is a sort of initiation ritual into the upper echelons of the Wolf Guard.

4/4

016/168 U
40K • EN
Oleg Shekhovtsov
© GW
™ & © 2022 Wizards of the Coast

Thunderwolf Cavalry

Creature — Astartes Warrior

First strike

Crushing Teeth — Whenever Thunderwolf Cavalry deals combat damage to a player, put a +1/+1 counter on each other creature you control.

The practice of tracking and training Thunderwolves is a sort of initiation ritual into the upper echelons of the Wolf Guard.

4/4

016/168 U
40K • EN
Oleg Shekhovtsov
© GW
™ & © 2022 Wizards of the Coast

Thunderwolf Cavalry

Creature — Astartes Warrior

First strike

Crushing Teeth — Whenever Thunderwolf Cavalry deals combat damage to a player, put a +1/+1 counter on each other creature you control.

The practice of tracking and training Thunderwolves is a sort of initiation ritual into the upper echelons of the Wolf Guard.

4/4

016/168 U
40K • EN
Oleg Shekhovtsov
© GW
™ & © 2022 Wizards of the Coast

Thunderwolf Cavalry

Creature — Astartes Warrior

First strike

Crushing Teeth — Whenever Thunderwolf Cavalry deals combat damage to a player, put a +1/+1 counter on each other creature you control.

The practice of tracking and training Thunderwolves is a sort of initiation ritual into the upper echelons of the Wolf Guard.

4/4

016/168 U
40K • EN
Oleg Shekhovtsov
© GW
™ & © 2022 Wizards of the Coast

Thunderwolf Cavalry

Creature — Astartes Warrior

First strike

Crushing Teeth — Whenever Thunderwolf Cavalry deals combat damage to a player, put a +1/+1 counter on each other creature you control.

The practice of tracking and training Thunderwolves is a sort of initiation ritual into the upper echelons of the Wolf Guard.

4/4

016/168 U
40K • EN
Oleg Shekhovtsov
© GW
™ & © 2022 Wizards of the Coast

Thunderwolf Cavalry

Creature — Astartes Warrior

First strike

Crushing Teeth — Whenever Thunderwolf Cavalry deals combat damage to a player, put a +1/+1 counter on each other creature you control.

The practice of tracking and training Thunderwolves is a sort of initiation ritual into the upper echelons of the Wolf Guard.

4/4

016/168 U
40K • EN
Oleg Shekhovtsov
© GW
™ & © 2022 Wizards of the Coast