

BLOOD CLAWS - IMPERIUM - SPACE WOLVES

150–290 PTS

M	T	Sv	W	LD	OC
7"	5	3+	2	6+	2

AUFSTELLUNG

10-20x Blood Claw oder Blood Claw Pack Leader (32mm)

Equipped with: Bolt pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Power weapon

Wargear Options:

- Each Blood Claw Pack Leader can replace its Bolt pistol with Plasma pistol.
- Each Blood Claw Pack Leader can replace its Chainsword with Power weapon.

KEYWORDS: Infantry, Battleline, Imperium, Blood Claws, Tacticus, Explosives

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

🎯 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS, CLOSE-QUARTERS	12"	1	3+	8	-3	2

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	5	-1	1
Power weapon	Melee	4	3+	5	-2	1

ABILITIES

Berserk Charge

When this unit is selected to make an advance move, that advance move does not prevent this unit from being eligible to declare a charge.

WEAPON ABILITIES

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

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FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.