CYBERWOLF [LEGENDS] - IMPERIUM - SPACE WOLVES

20 PTS

M	T	Sv	W	LD	OC
10"	4	6+	2	7+	0

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x Cyberwolf [Legends]

Equipped with: Teeth and claws

KEYWORDS: Beast, Character, Imperium, Cyberwolf, Support

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Teeth and claws	Melee	4	4+	4	0	1

ABILITIES

CORE - Support

Alpha Hunter
While this model is leading a unit, models in that unit have the Scouts 6" ability.

Close In for the Kill
Each time this model makes an attack that targets an enemy unit that is Below Half-strength, add 1 to the Hit roll and add 1 to the Wound roll.

Wolfkin
This model cannot be your WARLORD and cannot be given Enhancements.

Leader
This model can be attached to the following unit:

- Fenrisian Wolves

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 If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.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

Support
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.