FENRISIAN WOLVES - IMPERIUM - SPACE WOLVES

45–75 PTS

M	T	Sv	W	LD	OC
10"	4	6+	1	8+	0

AUFSTELLUNG

5-10x Fenrisian Wolf (40mm)

Equipped with: Teeth and claws

KEYWORDS: Beast, Imperium, Fenrisian Wolves

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Teeth and claws	Melee	3	4+	4	0	1

ABILITIES

Hunting Hounds
While this unit is within 6" of a friendly Space Wolves Character model (excluding Wulfen), if this unit is not battle-shocked, Hunting Wolf models have +1 OC.

Predatory Instinct
In your opponent's Movement phase, when an enemy unit ends a move within 8" of this unit, if this unit is unengaged, this unit can make a normal move of up to D6".

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 If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.