

MURDERFANG - IMPERIUM - SPACE WOLVES

150 PTS

M	T	Sv	W	LD	OC
9"	9	2+	8	6+	0

AUFSTELLUNG
1x Murderfang (60mm)
Equipped with: Heavy Flamer, Storm bolter, Murderclaws

KEYWORDS: Vehicle, Walker, Character, Epic Hero, Imperium, Murderfang, Wulfen, Dreadnought
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

🎯 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Flamer BLAST 2, TORRENT	12"	3	-	5	-1	1
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Murderclaws SUSTAINED HITS 1, TWIN-LINKED	Melee	8	3+	14	-2	3

ABILITIES

Bestial Fury
This unit:
-Can re-roll advance rolls.
-Can re-roll charge rolls.

Force of Untamed Destruction
This model cannot be your WARLORD.

Murder-maker
In the Fight phase, each time an attack targets a friendly WULFEN unit within 6" of In the Fight phase, when a friendly Wulfen model within 6" of this unit is destroyed, if that model's unit has not been selected to fight this phase, roll one D6:
- On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Rapid Fire
This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

Torrent
Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

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Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

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.

Curse of the Wulfen

While this unit is within 6" of a friendly Space Wolves Character model (excluding Wulfen models) or within 12" of a friendly Wolf Priest model, if this unit is not battle-shocked:

- If this unit has Infantry, this unit has +1 OC.

- If this unit has Vehicle, this unit has +3 OC.

Bestial Forms: For the purposes of transport capacity, each Wulfen model takes up the space of 2 models.

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.