

WULFEN - IMPERIUM - SPACE WOLVES

90–180 PTS

M	T	Sv	W	LD	OC
9"	6	4+	2	7+	0

AUFSTELLUNG 5-10x Wulfen w/Auto-launcher oder Wulfen w/Death Totem (40mm) Equipped with: Stormfrag auto-launcher, Wulfen Weapons	KEYWORDS: Infantry, Imperium, Wulfen FACTION KEYWORDS: Adeptus Astartes, Space Wolves
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🎯 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Stormfrag auto-launcher ASSAULT, BLAST 1	12"	2	4+	4	-1	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wulfen Weapons SUSTAINED HITS 1	Melee	3	3+	6	-2	2

ABILITIES

Death Totem This unit's melee attacks can re-roll hit rolls of 1.
Savage Frenzy When an enemy unit engaged with your unit (excluding Monster/Vehicle units) makes a fall-back move that enemy unit must use the desperate escape mode. If that enemy unit is battle-shocked, -1 from those hazard rolls.

WEAPON ABILITIES

Assault Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).
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. <i>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).</i>
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. <i>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).</i>

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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.

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.