

IMPERIUM - SPACE WOLVES

CANIS WOLFBORN

[LEGENDS]

M10"

T6

SV3+

W6

LD6+

OC2

75 PTS

Base —



Leader

Combat Doctrines

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Bolt pistol **PISTOL**

R	A	BS	S	AP	D
12"	1	5+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

4ANGRIFF

Alpha Predator

Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy units suffers D3+3 mortal wounds.

5NAHKAMPF

Teeth and claws **EXTRA ATTACKS**

R	A	WS	S	AP	D
Melee	3	4+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Wolf claws **TWIN-LINKED**

R	A	WS	S	AP	D
Melee	8	2+	5	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

VERTEIDIGUNG

IMMER / EINMALIG

Born of Wolves

While this model is leading a unit, melee weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

GEGEN DIESE EINHEIT

W6 · RW 3+ · 6 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S12+	S7-11	S6	S4-5	S1-3

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	6+	-

REGELN & KEYWORDS KURZ

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below.

Leader

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.

EXTRA ATTACKS

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others.

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

TWIN-LINKED

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

AUFSTELLUNG

1x Canis Wolfborn [Legends]

Ausrüstung:

Bolt pistol, Teeth and claws, Wolf claws

Anführer

This model can be attached to the following units:

- Fenrisian Wolves
- Thunderwolf Cavalry