IMPERIUM - SPACE WOLVES

# HOUNDS OF MORKAI [LEGENDS]

Combat Doctrines | Scouts 6"

| M | T | SV | W | LD | OC | RW |
|---|---|---|---|---|---|---|
| 6" | 4 | 3+ | 2 | 6+ | 1 | 6+* |

**95–190 PTS**
Base —

## 1 KOMMANDO

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## 2 BEWEGUNG

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## 3 BESCHUSS

### Morkai bolt pistol [ANTI-PSYKER 4+] [DEVASTATING WOUNDS] [PISTOL] [PRECISION]

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 12" | 1 | 3+ | 4 | -1 | 1 |

VERWUNDET

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

### Morkai's Howl

In your Shooting phase, you can select one enemy unit within 12" of this unit (if a LIEUTENANT IN REIVER ARMOUR is leading this unit, you can select one enemy unit within 18" instead). That unit must take a Battle-shock test, subtracting 1 from the result if it is a PSYKER unit. If that test is failed, in addition to being Battle-shocked, that unit is Stunned until the start of your next Shooting phase. While a unit is Stunned, each time a model in that unit makes a Psychic Attack, subtract 1 from the Hit roll.

## 4 ANGRIFF

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## 5 NAHKAMPF

### Morkai combat knife [ANTI-PSYKER 4+] [DEVASTATING WOUNDS] [PRECISION]

| R | A | WS | S | AP | D |
|---|---|---|---|---|---|
| Melee | 4 | 3+ | 4 | 0 | 1 |

VERWUNDET

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

## VERTEIDIGUNG

### Invulnerable Save

Models in this unit have a 6+ invulnerable save. This invulnerable save is improved to 4+ against Psychic Attacks.

## IMMER / EINMALIG

### Attached Unit

If a CHARACTER unit from your army with the Leader ability can be attached to a REIVER SQUAD, it can instead be attached to this unit.

## GEGEN DIESE EINHEIT

W4 · RW 3+ · 6+*++ · 2 LP je Modell

WIRD VERWUNDET MIT

| 2+ | 3+ | 4+ | 5+ | 6+ |
|---|---|---|---|---|
| S8+ | S5–7 | S4 | S3 | S1–2 |

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.

**Scouts 6"** This ability always takes the form Scouts X".

**ANTI** This ability always takes the form [ANTI-X Y+].

**DEVASTATING WOUNDS** Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of…

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

**PRECISION** While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m…

## AUFSTELLUNG

5-10x Hound of Morkai

**Ausrüstung:** Morkai bolt pistol, Morkai combat knife

**KEYWORDS** Infantry, Grenades, Smoke, Imperium, Phobos, Hounds of Morkai · **FRAKTION** Adeptus Astartes, Space Wolves