

# WULFEN WITH STORM SHIELDS

M9"

T6

SV4+

W2

LD7+

OC0

RW4+

125–250 PTS

Base 40mm



- Combat Doctrines
- Curse of the Wulfen

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Stormfrag auto-launcher

ASSAULTBLAST 1

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 12" | 2 | 4+ | 4 | -1 | 1 |

VERWUNDET

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

4ANGRIFF

5NAHKAMPF

Thunder Hammer

DEVASTATING WOUNDS

|       |   |    |   |    |   |
|-------|---|----|---|----|---|
| R     | A | WS | S | AP | D |
| Melee | 2 | 3+ | 8 | -2 | 3 |

VERWUNDET

|            |            |          |             |            |
|------------|------------|----------|-------------|------------|
| 2+<br>T1–4 | 3+<br>T5–7 | 4+<br>T8 | 5+<br>T9–15 | 6+<br>T16+ |
|------------|------------|----------|-------------|------------|

Thunder Hammer (Hunter: Monster/Vehicle)

DEVASTATING WOUNDS

|       |   |    |    |    |   |
|-------|---|----|----|----|---|
| R     | A | WS | S  | AP | D |
| Melee | 3 | 3+ | 10 | -3 | 3 |

VERWUNDET

|            |            |           |              |            |
|------------|------------|-----------|--------------|------------|
| 2+<br>T1–5 | 3+<br>T6–9 | 4+<br>T10 | 5+<br>T11–19 | 6+<br>T20+ |
|------------|------------|-----------|--------------|------------|

Death Totem

This unit's melee attacks can re-roll hit rolls of 1.

Hammer Blow

In the Fight phase, when this unit has fought, select up to one enemy Monster/Vehicle unit hit by those attacks. If you do, that enemy unit is suppressed until the start of your next turn:  
-While a unit is suppressed, that unit's attacks have -1 to hit rolls.

VERTEIDIGUNG

IMMER / EINMALIG

Storm Shield

This model has a 4+ InSv.

GEGEN DIESE EINHEIT

W6 · RW 4+ · 4++ · 2 LP je Modell

WIRD VERWUNDET MIT

|            |             |          |            |            |
|------------|-------------|----------|------------|------------|
| 2+<br>S12+ | 3+<br>S7–11 | 4+<br>S6 | 5+<br>S4–5 | 6+<br>S1–3 |
|------------|-------------|----------|------------|------------|

RETTUNGSWURF JE DS

|            |              |              |              |              |
|------------|--------------|--------------|--------------|--------------|
| DS 0<br>4+ | DS -1<br>4++ | DS -2<br>4++ | DS -3<br>4++ | DS -4<br>4++ |
|------------|--------------|--------------|--------------|--------------|

REGELN & KEYWORDS KURZ

Combat Doctrines

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

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 batt...

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 (roun...

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...

AUFSTELLUNG

5-10x Wulfen w/Death Totem oder Wulfen w/Auto-launcher

Ausrüstung:

Stormfrag auto-launcher, Thunder Hammer, Thunder Hammer (Hunter: Monster/Vehicle)