

IMPERIUM - SPACE WOLVES

BLOOD CLAWS

Close-quarters

Combat Doctrines

M7"

T5

SV3+

W2

LD6+

OC2

150–290 PTS

Base 32mm



1KOMMANDO

Berserk Charge

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.

2BEWEGUNG

3BESCHUSS

Bolt pistolCLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	5	-1	1

VERWUNDET

2+T1–2

3+T3–4

4+T5

5+T6–9

6+T10+

►Plasma pistol - standardCLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	7	-2	1

VERWUNDET

2+T1–3

3+T4–6

4+T7

5+T8–13

6+T14+

►Plasma pistol - superchargeHAZARDOUS

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	8	-3	2

VERWUNDET

2+T1–4

3+T5–7

4+T8

5+T9–15

6+T16+

4ANGRIFF

5NAHKAMPF

Chainsword

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

VERWUNDET

2+T1–2

3+T3–4

4+T5

5+T6–9

6+T10+

Power weapon

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1

VERWUNDET

2+T1–2

3+T3–4

4+T5

5+T6–9

6+T10+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W5 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+ S10+	3+ S6–9	4+ S5	5+ S3–4	6+ S1–2
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RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 –
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REGELN & KEYWORDS KURZ

Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).
Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.
HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...

AUFSTELLUNG

10-20x Blood Claw oder Blood Claw Pack Leader

Ausrüstung: Bolt pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Power weapon

• Each Blood Claw Pack Leader can replace its Bolt pistol with Plasma pistol.

• Each Blood Claw Pack Leader can replace its Chainsword with Power weapon.

KEYWORDS Infantry, Battline, Imperium, Blood Claws, Tacticus, Explosives · FRAKTION Adeptus Astartes, Space Wolves