

# CYBERWOLF [LEGENDS]

M10"

T4

SV6+

W2

LD7+

OC0

RW6+

20 PTS

Base —



- Support
- Combat Doctrines

1KOMMANDO

2BEWEGUNG

3BESCHUSS

4ANGRIFF

5NAHKAMPF

VERTEIDIGUNG

Alpha Hunter

While this model is leading a unit, models in that unit have the Scouts 6" ability.

Teeth and claws

RMelee

A4

WS4+

S4

AP0

D1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Close In for the Kill

Each time this model makes an attack that targets an enemy unit that is Below Half-strength, add 1 to the Hit roll and add 1 to the Wound roll.

Wolfkin

This model cannot be your WARLORD and cannot be given Enhancements.

GEGEN DIESE EINHEIT

W4 · RW 6+ · 6++ · 2 LP je Modell

WIRD VERWUNDET MIT

2+S8+

3+S5-7

4+S4

5+S3

6+S1-2

RETTUNGSWURF JE DS

DS 06+

DS -16++

DS -26++

DS -36++

DS -46++

REGELN & KEYWORDS KURZ

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

Support 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.

AUFSTELLUNG

1x Cyberwolf [Legends]

Ausrüstung: Teeth and claws

Anführer

This model can be attached to the following unit:

Fenrisian Wolves