

WULFEN

Combat Doctrines

Curse of the Wulfen

M

9"

T

6

SV

4+

W

2

LD

7+

OC

0

90–180 PTS

Base 40mm



1 KOMMANDO

Savage Frenzy
When an enemy unit engaged with your unit (excluding Monster/Vehicle units) makes a fall-back move that enemy unit must use the desperate escape mode. If that enemy unit is battle-shocked, -1 from those hazard rolls.

2 BEWEGUNG

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3 BESCHUSS

Stormfrag auto-launcher **ASSAULT** **BLAST 1**

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

VERWUNDET

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

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5 NAHKAMPF

Wulfen Weapons **SUSTAINED HITS 1**

R	A	WS	S	AP	D
Melee	3	3+	6	-2	2

VERWUNDET

2+ T1–3	3+ T4–5	4+ T6	5+ T7–11	6+ T12+
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Death Totem
This unit's melee attacks can re-roll hit rolls of 1.

VERTEIDIGUNG

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∞ IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W6 · RW 4+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+ S12+	3+ S7–11	4+ S6	5+ S4–5	6+ S1–3
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RETTUNGSWURF JE DS

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

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

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

Ausrüstung: Stormfrag auto-launcher, Wulfen Weapons