

MURDERFANG

M	T	SV	W	LD	OC
9"	9	2+	8	6+	0

AUFSTELLUNG

1x Murderfang (60mm)

Equipped with: Heavy Flamer, Storm bolter, Murderclaws

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Flamer BLAST 2, TORRENT	12"	3	-	5	-1	1
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Murderclaws SUSTAINED HITS 1, TWIN-LINKED	Melee	8	3+	14	-2	3

ABILITIES

RULES - Combat Doctrines, Curse of the Wulfen, Deadly Demise 1

Bestial Fury

This unit:

- Can re-roll advance rolls.
- Can re-roll charge rolls.

Force of Untamed Destruction

This model cannot be your WARLORD.

Murder-maker

In the Fight phase, each time an attack targets a friendly WULFEN unit within 6" of In the Fight phase, when a friendly Wulfen model within 6" of this unit is destroyed, if that model's unit has not been selected to fight this phase, roll one D6:

- On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.



WEAPON RULES

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 (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

Torrent

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.



Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

