

WULFEN DREADNOUGHT

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

AUFSTELLUNG

1x Wulfen Dreadnought (60mm)

Equipped with: Heavy Flamer, Storm bolter, Great wolf claw, ➤ Fenrisian great axe - strike, ➤ Fenrisian great axe - sweep

Wargear Options:

- This model can replace its Storm bolter with Heavy Flamer.
- This model can replace its Fenrisian great axe with Blizzard shield.

⦿ 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
Great wolf claw	Melee	6	3+	10	-3	3
➤ Fenrisian great axe - strike	Melee	6	3+	10	-2	D3+3
➤ Fenrisian great axe - sweep	Melee	12	3+	6	-2	1

ABILITIES

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

Bestial Rage

In your opponent's Shooting phase, when an enemy unit has shot, if this unit lost a wound as a result of those attacks, this unit can make a surge move of up to D6+1".

Blizzard shield

The bearer has a 4+ invulnerable save.

Violent Fury

If this model is equipped with two melee weapons, melee attacks made by this unit have [TWIN-LINKED].



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).*

Torrent

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