

WULFEN WITH STORM SHIELDS

M	T	SV	W	LD	OC	
9"	6	4+	2	7+	0	4+

AUFSTELLUNG

5-10x Wulfen w/Death Totem oder Wulfen w/Auto-launcher (40mm)

Equipped with: Stormfrag auto-launcher, ► Thunder Hammer, ► Thunder Hammer (Hunter: Monster/Vehicle)

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Stormfrag auto-launcher ASSAULT, BLAST 1	12"	2	4+	4	-1	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Thunder Hammer DEVASTATING WOUNDS	Melee	2	3+	8	-2	3
► Thunder Hammer (Hunter: Monster/Vehicle) DEVASTATING WOUNDS	Melee	3	3+	10	-3	3

ABILITIES

RULES - Combat Doctrines, Curse of the Wulfen

Death Totem

This unit's melee attacks can re-roll hit rolls of 1.

Hammer Blow

In the Fight phase, when this unit has fought, select up to one enemy Monster/Vehicle unit hit by those attacks. If you do, that enemy unit is suppressed until the start of your next turn:

-While a unit is suppressed, that unit's attacks have -1 to hit rolls.

Storm Shield

This model has a 4+ InSv.

WEAPON RULES

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 (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).*

Devastating Wounds

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*