WULFEN

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

AUFSTELLUNG

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

Equipped with: Stormfrag auto-launcher, Wulfen Weapons

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
Wulfen Weapons SUSTAINED HITS 1	Melee	3	3+	6	-2	2

ABILITIES

RULES - Combat Doctrines, Curse of the Wulfen

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

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.

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).*

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).*