

# WULFEN DREADNOUGHT

140 PTS



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

## RANGED WEAPONS

| WEAPON                                     | RANGE | A | BS | S | AP | D |
|--------------------------------------------|-------|---|----|---|----|---|
| Heavy Flamer <b>BLAST 2</b> <b>TORRENT</b> | 12"   | 3 | -  | 5 | -1 | 1 |
| Storm bolter <b>RAPID FIRE 2</b>           | 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    |

### 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.

### ABILITIES

#### 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.



## CORE RULES

### ◆ **Combat Doctrines**

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

#### Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

#### Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

#### Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

### ◆ **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 battle-shocked:

- If this unit has Infantry, this unit has +1 OC.
- If this unit has Vehicle, this unit has +3 OC.

Bestial Forms: For the purposes of transport capacity, each Wulfen model takes up the space of 2 models.

### ◆ **Deadly Demise 1**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").