

WULFEN WITH STORM SHIELDS

125–250 PTS



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

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

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)

ABILITIES

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.



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.