

WULFEN WITH STORM SHIELDS

100–200 PTS

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

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Stormfrag auto-launcher ASSAULT BLAST	12"	D3	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Thunder Hammer ANTI-MONSTER 3+ ANTI-VEHICLE 3+	Melee	2	3+	5	-2	3
Thunder Hammer ANTI-MONSTER 3+ ANTI-VEHICLE 3+	Melee	2	3+	5	-2	3

ABILITIES

Death Totem

Each time the bearer makes a melee attack, re-roll a hit roll of 1.

Hammer Blow

In the Fight phase, after this unit has fought, select one enemy MONSTER or VEHICLE unit hit by one or more of those attacks. Until the end of the next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

Storm Shield

The bearer has a 4+ invulnerable save.

WEAPON ABILITIES

Anti

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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).*

FACTION RULES

Curse of the Wulfen

While this unit is within 6" of one or more friendly SPACE WOLVES CHARACTER models (Excluding WULFEN models) or within 12" of one or more friendly WOLF PRIEST models, if it is not Battle-shocked, add 1 to the Objective Control characteristic of INFANTRY models in it and add 3 to the Objective Control characteristic of VEHICLE models in it.



AUFSTELLUNG

5-10x Wulfen w/Death Totem oder Wulfen w/Auto-launcher

Equipped with: Stormfrag auto-launcher, Thunder Hammer



KEYWORDS: Infantry, Imperium, Wulfen, Wulfen with Storm Shields
FACTION KEYWORDS: Adeptus Astartes, Space Wolves