

WULFEN DREADNOUGHT - IMPERIUM -
SPACE WOLVES

135 PTS

M	T	Sv	W	LD	OC
9"	9	2+	8	6+	0

AUFSTELLUNG
1x Wulfen Dreadnought
Equipped with: Storm Bolter, Great wolf claw, ➤ Fenrisian great axe - strike, ➤ Fenrisian great axe - sweep
Wargear Options:
■ This model must be equipped with 2 of: Great wolf claw, Blizzard shield, Fenrisian great axe.

KEYWORDS: Vehicle, Walker, Imperium, Wulfen, Dreadnought
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

⚙️ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm Bolter RAPID FIRE 2	24"	2	3+	4	0	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	D6+1
➤ Fenrisian great axe - sweep	Melee	12	3+	6	-2	1

ABILITIES

Bestial Rage
Each time an enemy unit is selected to shoot, after that unit has shot, if this model lost one or more wounds as a result of those attacks, this model can make a Bestial Rage move. To do so, roll one D6, adding 2 to the result: this model can be moved a number of inches up to the result, but must finish that move as close as possible to the closest enemy unit(excluding AIRCRAFT). When doing so, this model can be moved within Engagement Range of that enemy unit. Each model can only make one Bestial Rage move per phase.

Blizzard shield
The bearer has a 4+ invulnerable save.

Violent Fury
If this model is equipped with two melee weapons, those weapon profiles have the TWIN-LINKED ability.

WEAPON ABILITIES

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).

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.

CORE RULES

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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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.