



MURDERFANG

150 PTS

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

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
Murderclaws SUSTAINED HITS 1, TWIN-LINKED	Melee	8	3+	14	-2	3

AUFSTELLUNG
1x Murderfang
Equipped with: Storm Bolter, Murderclaws

ABILITIES

- Beastial Fury**
You can re-roll Advance and Charge rolls made for this model.
- Force of Untamed Destruction**
This model cannot be your WARLORD.

Murder-maker [Aura]
In the Fight phase, each time an attack targets a friendly WULFEN unit within 6" of this model, if a model in that unit is destroyed as a result of that attack, if that model has not fought this phase, roll one D6: on a 4+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.

WEAPON RULES

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).



MURDERFANG

150 PTS

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

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).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

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.



MURDERFANG

150 PTS

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

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").

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.

KEYWORDS: Vehicle, Walker, Character, Epic Hero, Imperium, Murderfang, Wulfen, Dreadnought

FACTION: Adeptus Astartes, Space Wolves