

WULFEN DREADNOUGHT

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.

⦿ 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

RULES - Curse of the Wulfen, Deadly Demise 1, Feel No Pain 6+

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 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).