

WULFEN

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

AUFSTELLUNG
5-10x Wulfen w/Auto-launcher oder Wulfen w/Death Totem
Equipped with: Stormfrag auto-launcher, Wulfen Weapons

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
Wulfen Weapons SUSTAINED HITS 1	Melee	3	3+	5	-2	2
Wulfen Weapons SUSTAINED HITS 1	Melee	3	3+	5	-2	2

ABILITIES

RULES - Curse of the Wulfen

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

Savage Frenzy
Each time an enemy unit, (excluding MONSTERS and VEHICLES) within Engagement Range of this unit Falls Back, all that models in that enemy unit must take a Desperate Escape test. When doing so, if that enemy unit is Battle-shocked, subtract 1 from those tests.

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).*

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).*