

FENRISIAN WOLVES (ø40mm)  

M	T	Sv	W	Ld	OC
10"	4	6+	1	8+	0

MELEE WEAPONS

Teeth and claws RANGE A WS S AP D

Melee 3 4+ 4 0 1

KEYWORDS: BEASTS, IMPERIUM, FENRISIAN WOLVES

STRATAGEMS

 **COMMAND RE-ROLL** 1CP
CORE – BATTLE TACTIC

C

 **INSANE BRAVERY** 1CP
CORE – EPIC DEED

C

 **RAPID INGRESS** 1CP
CORE – STRATEGIC PLOY

C

 **HEROIC INTERVENTION** 1CP
CORE – STRATEGIC PLOY

C

 **COUNTER-OFFENSIVE** 2CP
CORE – STRATEGIC PLOY

C

 **THUNDEROUS PURSUIT** 1CP
SAGA OF THE BEASTSLAYER – STRATEGIC PLOY

C

 **PINNING FIRE** 1CP
SAGA OF THE BEASTSLAYER – STRATEGIC PLOY

C

 **UNBRIDLED FEROCITY** 1CP
SAGA OF THE BEASTSLAYER – BATTLE TACTIC

C

 **COORDINATED STRIKE** 1CP
SAGA OF THE BEASTSLAYER – STRATEGIC PLOY

C

ABILITIESFACTION: **Oath of Moment**

Predatory Instinct: Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, it can make a Normal move of up to D6".

Hunting Hounds: While this unit is within 6" of one or more friendly **SPACE WOLVES CHARACTER** models (excluding **WULFEN** models), if this unit is not Battle-shocked, models in it have an Objective Control characteristic of 1.

UNIT COMPOSITION

- **5-10 Fenrisian Wolves**

Every model is equipped with: teeth and claws.

5 models

40

10 models

80

FACTION KEYWORDS:

ADEPTUS ASTARTES, SPACE WOLVES**LED BY**

This unit can be led by the following units:

DETACHMENT ABILITY**Legendary Slayers****ENHANCEMENTS**