

FENRISIAN WOLVES (ø40mm)

M

T

Sv

W

Ld

OC

10"

4

6+

1

8+

0

MELEE WEAPONS

RANGE

A

WS

S

AP

D

Teeth and claws

Melee

3

4+

4

0

1

ABILITIES

FACTION: 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

10 models

KEYWORDS: BEASTS, IMPERIUM, FENRISIAN WOLVES

FACTION KEYWORDS: ADEPTUS ASTARTES, SPACE 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

PINNING FIRE 1CP

SAGA OF THE BEASTSLAYER – STRATEGIC PLOY

UNBRIDLED FEROCITY 1CP

SAGA OF THE BEASTSLAYER – BATTLE TACTIC

COORDINATED STRIKE 1CP

SAGA OF THE BEASTSLAYER – STRATEGIC PLOY

LED BY

This unit can be led by the following units:

DETACHMENT ABILITY

Legendary Slayers

ENHANCEMENTS