WOLF SCOUTS - IMPERIUM - SPACE WOLVES

95–190 PTS

M	T	Sv	W	LD	OC
8"	4	3+	2	6+	1

AUFSTELLUNG

1x Wolf Scouts

Basegrößen: 32mm, Hunting Wolves 60x35.5mm Oval Base

Equipped with: Bolt pistol, Instigator Bolt Carbine, Thunderclap, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Combat Knife, Power weapon, Runic Stave, Teeth and Claws

Wargear Options:

■ This model can replace its 12 Models with 6 Models.

KEYWORDS: Infantry, Smoke, Imperium, Phobos, Wolf Scouts, Explosives

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Instigator Bolt Carbine LETHAL HITS: NON-MONSTER/VEHICLE, PRECISION	24"	2	3+	5	-2	2
Thunderclap BLAST 1, PSYCHIC	12"	2	3+	5	-1	2
➤ Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
➤ Plasma gun - supercharge RAPID FIRE 1, HAZARDOUS	24"	1	3+	8	-3	2
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS, CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Combat Knife	Melee	4	3+	4	-1	1
Power weapon	Melee	4	3+	5	-2	1
Runic Stave PSYCHIC	Melee	3	3+	6	-1	2
Teeth and Claws	Melee	2	4+	4	0	1

ABILITIES

CORE - Deadly Stalkers

Deadly Stalkers
This unit's attacks that target an enemy unit more than 6" from any other enemy units have +1 to wound rolls.

Haywire Mine
Haywire Mine (Once per battle, per unit)

In your Shooting phase, select up to one visible enemy unit within 6" of this unit and roll one D6. On a 2+:

- That enemy unit suffers D3 mortal wounds.

- Or: If that enemy unit is a Vehicle unit, that enemy unit suffers 2D3 mortal wounds.

Hunting Hounds
While this unit is within 6" of a friendly Space Wolves Character model (excluding Wulfen), if this unit is not battle-shocked, Hunting Wolf models have +1 OC.

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WEAPON ABILITIES

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).*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other 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).*

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FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent’s deployment zone and all enemy units.