

WOLF SCOUTS
[LEGENDS]

Close-quarters Combat Doctrines Infiltrators Scouts 6"

M

6"

T

4

SV

4+

W

2

LD

6+

OC

1

80–160 PTS
Base —



3

BESCHUSS

Astartes shotgun

ASSAULT

R	A	BS	S	AP	D
18"	2	3+	4	0	1

Bolt pistol

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	5	-1	1

Boltgun

R	A	BS	S	AP	D
24"	2	3+	4	0	1

Combi-weapon

ANTI-INFANTRY 4+

DEVASTATING WOUNDS

RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	3+	4	0	1

Flamer

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	0	1

Grav-gun

ANTI-VEHICLE 2+

R	A	BS	S	AP	D
18"	2	3+	5	-1	2

Grav-pistol

ANTI-VEHICLE 2+

PISTOL

R	A	BS	S	AP	D
12"	1	3+	4	-1	2

Hand flamer

CLOSE-QUARTERS

TORRENT

R	A	BS	S	AP	D
9"	3	-	4	0	1

Heavy Bolter

HEAVY

RAPID FIRE 2

SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	3	4+	5	-1	2

Inferno Pistol

CLOSE-QUARTERS

MELTA 1

R	A	BS	S	AP	D
9"	1	3+	8	-3	D3+2

Meltagun

MELTA 2

R	A	BS	S	AP	D
12"	1	3+	9	-4	D6

Storm Bolter

RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	4	0	1

► Missile Launcher - Frag

BLAST 1

HEAVY

R	A	BS	S	AP	D
48"	4	4+	4	-1	1

► Missile Launcher - Krak

R	A	BS	S	AP	D
48"	1	4+	10	-2	D3+3

► Plasma gun - standard

RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	3+	7	-2	1

► Plasma gun - supercharge

RAPID FIRE 1

HAZARDOUS

R	A	BS	S	AP	D
24"	1	3+	8	-3	2

► Plasma pistol - standard

PISTOL

R	A	BS	S	AP	D
12"	1	3+	7	-2	1

► Plasma pistol - supercharge

HAZARDOUS

PISTOL

R	A	BS	S	AP	D
12"	1	3+	8	-3	2

5

NAHKAMPF

Chainsword

R	A	WS	S	AP	D
Melee	4	3+	5	-1	1

Close combat weapon

R	A	WS	S	AP	D
Melee	2	3+	4	0	1

Combat knife

R	A	WS	S	AP	D
Melee	3	3+	5	-1	1

Power fist

R	A	WS	S	AP	D
Melee	2	3+	8	-2	2

Power weapon

R	A	WS	S	AP	D
Melee	3	3+	5	-2	1

Thunder Hammer

DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	2	4+	8	-2	3

Twin lightning claws

TWIN-LINKED

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1

GEGEN DIESE EINHEIT

W4 · RW 4+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+
S8+

3+
S5–7

4+
S4

5+
S3

6+
S1–2

RETTUNGSWURF JE DS

DS 0
4+

DS –1
5+

DS –2
6+

DS –3
–

DS –4
–

<div>1</div> <div>KOMMANDO</div> <div>—</div>	<div>2 BEWEGUNG</div> <div>Guerrilla Tactics</div> <div>At the end of your opponent's turn, if this unit is more than 6" away from all enemy models, you can remove this unit from the battlefield and place it into Strategic Reserves.</div>	<div>4</div> <div>ANGRIFF</div> <div>—</div>	<div>◆</div> <div>VERTEIDIGUNG</div> <div>—</div>	<div>∞</div> <div>IMMER / EINMALIG</div> <div>—</div>
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REGELN & KEYWORDS KURZ

Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

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 deploym...

Scouts 6" This ability always takes the form Scouts X".

ANTI This ability always takes the form [ANTI-X Y+].

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 (roun...

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

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...

HEAVY In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen...

IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...

MELTA This ability always takes the form [MELTA X].

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

RAPID FIRE This ability always takes the form [RAPID FIRE X].

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Wolf Scout Pack Leader - Equipped with: Close combat weapon, Boltgun, Combi-weapon, Storm Bolter, Bolt pistol, ► Plasma pistol - supercharge, ► Plasma pistol - standard, Hand flamer, Grav-pistol, Inferno Pistol, Chainsword, Power fist, Power weapon, Thunder Hammer, Twin lightning claws

4-9x Wolf Scout w/ boltgun oder Wolf Scout w/ shotgun oder Wolf Scout w/ combat knife oder Wolf Scout w/ special weapon

• Each Wolf Scout Pack Leader can be equipped with one of: Boltgun, Combi-weapon, Storm bolter.

• Each Wolf Scout Pack Leader can be equipped with one of: Bolt pistol, Plasma pistol, Hand flamer, Grav-pistol, Inferno Pistol.

• Each Wolf Scout Pack Leader can be equipped with up to 2 of: Chainsword, Power fist, Power weapon, Thunder Hammer, Twin lightning claws.

• Each Wolf Scout w/ special weapon can replace its Flamer with Plasma gun, Grav-gun, Heavy Bolter, Meltagun or Missile Launcher.

• Up to 1 model can have its Boltgun replaced with 1x Power weapon.