IMPERIUM - SPACE WOLVES

WOLF SCOUTS

Deadly Stalkers | Close-quarters | Combat Doctrines | Infiltrators

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

95–190 PTS

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

3 BESCHUSS

Bolt pistol — CLOSE-QUARTERS

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Instigator Bolt Carbine — LETHAL HITS: NON-MONSTER/VEHICLE — PRECISION

R	A	BS	S	AP	D
24"	2	3+	5	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Thunderclap — BLAST 1 — PSYCHIC

R	A	BS	S	AP	D
12"	2	3+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

➤ Plasma gun - standard — RAPID FIRE 1

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

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

➤ Plasma gun - supercharge — RAPID FIRE 1 — HAZARDOUS

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

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

➤ Plasma pistol - standard — CLOSE-QUARTERS

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

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

➤ Plasma pistol - supercharge — HAZARDOUS — CLOSE-QUARTERS

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

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

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.

5 NAHKAMPF

Combat Knife

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Power weapon

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Runic Stave — PSYCHIC

R	A	WS	S	AP	D
Melee	3	3+	6	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

Teeth and Claws

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

GEGEN DIESE EINHEIT

W4 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5–7	S4	S3	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	5+	6+	–

KEYWORDS Infantry, Smoke, Imperium, Phobos, Wolf Scouts, Explosives · **FRAKTION** Adeptus Astartes, Space Wolves

1 KOMMANDO	2 BEWEGUNG	4 ANGRIFF	VERTEIDIGUNG	∞ IMMER / EINMALIG
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.	—	—	**Deadly Stalkers** This unit's attacks that target an enemy unit more than 6" from any other enemy units have +1 to wound rolls.	—

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…

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…

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…

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.

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 m…

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 rol…

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

AUFSTELLUNG

1x Wolf Scouts

Ausrüstung: 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

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

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