

WOLF SCOUTS

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.

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

ABILITIES

CORE - Deadly Stalkers

RULES - Close-quarters, Combat Doctrines, Infiltrators

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.



► 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

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.



WEAPON RULES

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).*

