

WOLF SCOUT W/ HAYWIRE MINE

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

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Combat Blade	Melee	4	3+	4	-1	1

ABILITIES

Haywire Mine

Once per battle, at the start of any phase, you can select one enemy unit within 3" of the bearer and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds, or 2D3 mortal wounds instead if it is a Vehicle unit.

AUFSTELLUNG

1x Wolf Scout w/ haywire mine
Equipped with: Combat Blade

KEYWORDS: -
FACTION KEYWORDS: -