

# WOLF SCOUT W/ RUNIC STAVE AND THUNDERCLAP - IMPERIUM - SPACE WOLVES

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

|                                                                                                               |                                                  |
|---------------------------------------------------------------------------------------------------------------|--------------------------------------------------|
| <b>AUFSTELLUNG</b><br>1x Wolf Scout w/ runic stave and Thunderclap<br>Equipped with: Thunderclap, Runic Stave | <b>KEYWORDS:</b> -<br><b>FACTION KEYWORDS:</b> - |
|---------------------------------------------------------------------------------------------------------------|--------------------------------------------------|

## ⚙️ RANGED WEAPONS

| WEAPON                        | RANGE | A  | BS | S | AP | D |
|-------------------------------|-------|----|----|---|----|---|
| Thunderclap<br>BLAST, PSYCHIC | 12"   | D3 | 3+ | 5 | -1 | 2 |

## ⚔️ MELEE WEAPONS

| WEAPON                 | RANGE | A | WS | S | AP | D  |
|------------------------|-------|---|----|---|----|----|
| Runic Stave<br>PSYCHIC | Melee | 3 | 3+ | 6 | -1 | D3 |

## WEAPON ABILITIES

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
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| <b>Blast</b><br>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.<br><i>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).</i> |
| <b>Psychic</b><br>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 <b>psychic</b> attacks (this can be important for the triggering of other rules).                                                                                                                                                                                                                                                                                                                        |