

WOLF SCOUTS - IMPERIUM - SPACE WOLVES

90–180 PTS

M	T	Sv	W	LD	OC
7"	4	3+	2	6+	1

AUFSTELLUNG
1x Wolf Scouts
Equipped with: Instigator Bolt Carbine, Thunderclap, Combat Blade, Runic Stave, Teeth and Claws
Wargear Options:
■ This model can replace its 12 Models with 6 Models.

KEYWORDS: Infantry, Grenades, Smoke, Imperium, Phobos, Wolf Scouts
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Instigator Bolt Carbine PRECISION	24"	1	3+	4	-2	2
Thunderclap BLAST, PSYCHIC	12"	D3	3+	5	-1	2

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Combat Blade	Melee	4	3+	4	-1	1
Runic Stave PSYCHIC	Melee	3	3+	6	-1	D3
Teeth and Claws	Melee	2	4+	4	0	1
Teeth and Claws	Melee	2	4+	4	0	1

ABILITIES

CORE - Deadly Stalkers

- Deadly Stalkers**
Each time a model in this unit makes an attack that targets an enemy unit, if there are no other units from your opponent's army within 6" of that target, add 1 to the Wound roll.
- 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.
- Hunting Hounds**
While this unit is within 6" of one or more friendly Space Wolves Character models (excluding Wulfen models), if this unit is not Battle-shocked, Hunting Wolves models in this unit have an Objective Control characteristic of 1.

WEAPON ABILITIES

- 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).*
- 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.

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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).

CORE RULES

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 deployment zone and all enemy units.

Scouts 7"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.