

WOLF SCOUT PACK LEADER

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

WOLF SCOUTS [LEGENDS]

⚔ RANGED WEAPONS							
WEAPON	RANGE	A	BS	S	AP	D	
Astartes shotgun ASSAULT	18"	2	3+	4	0	1	
Combi-weapon ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1	24"	1	3+	4	0	1	
Storm Bolter RAPID FIRE 2	24"	2	3+	4	0	1	
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1	
► Plasma pistol - supercharge HAZARDOUS, PISTOL	12"	1	3+	8	-3	2	

⚔ MELEE WEAPONS							
WEAPON	RANGE	A	WS	S	AP	D	
Combat knife	Melee	3	3+	5	-1	1	

ABILITIES

Guerrilla Tactics
At the end of your opponent's turn, if this unit is more than 6" away from all enemy models, you can remove this unit from the battlefield and place it into Strategic Reserves.

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AUFSTELLUNG

1x Wolf Scout Pack Leader - Equipped with: Combi-weapon, Storm Bolter, ► Plasma pistol - supercharge, ► Plasma pistol - standard
 4-9x Wolf Scout w/ boltgun oder Wolf Scout w/ shotgun oder Wolf Scout w/ combat knife oder Wolf Scout w/ special weapon

Wargear Options:

- Each Wolf Scout Pack Leader can be equipped with one of: Boltgun, Combi-weapon, Storm bolter.
- Each Wolf Scout Pack Leader can be equipped with one of: Bolt pistol, Plasma pistol, Hand flamer, Grav-pistol, Inferno Pistol.
- Each Wolf Scout Pack Leader can be equipped with up to 2 of: Astartes Chainsword, Power fist, Power weapon, Thunder Hammer, Twin lightning claws.
- Each Wolf Scout w/ special weapon can replace its Flamer with Plasma gun, Grav-gun, Heavy Bolter, Meltagun or Missile Launcher.
- Up to 1 model can have its Boltgun replaced with 1x Power weapon.

WEAPON RULES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Assault

Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

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Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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.

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Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

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).

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.

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Scouts 6"

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.