

WOLF SCOUT W/ RUNIC STAVE AND THUNDERCLAP

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Thunderclap BLAST PSYCHIC	12"	D3	3+	5	-1	2

MELEE WEAPONS

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

AUFSTELLUNG

1x Wolf Scout w/ runic stave and Thunderclap

Equipped with: Thunderclap, Runic Stave

ABILITIES

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).

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).

