

WOLF SCOUT PACK LEADER



APL

▼ 3

MOVE

7"

SAVE

3+

WOUNDS

14

NAME	ATK	HIT	DMG	WR
Plasma pistol (standard)	4	3+	3/5	Range 8", Piercing 1
Plasma pistol (supercharge)	4	3+	4/5	Range 8", Hot, Lethal 5+, Piercing 1
Power weapon	5	3+	4/6	Lethal 5+

Lupine Guile: Once per battle, after rolling off to decide initiative, if this operative is in the killzone, you can re-roll your dice.

Grizzled Veteran: The first time this operative would be incapacitated during the battle, it's not incapacitated, has 1 wound remaining and cannot be incapacitated for the remainder of the action. All remaining attack dice are discarded (including yours if this operative is fighting or retaliating).

WOLF SCOUT FANGBEARER



APL

3

MOVE

7"

SAVE

3+

WOUNDS

13

NAME	ATK	HIT	DMG	WR	
☰ Absolvor bolt pistol	4	3+	4/5	Range 9", Piercing Crits 1	
🗡 Combat blade	5	3+	4/5	-	

Spiritual Chirurgy: You can ignore any changes to the stats of friendly **WOLF SCOUT** operatives (excluding **FENRISIAN WOLF**) from being injured (including their weapons' stats).

Friendly **WOLF SCOUT** operatives (excluding **FENRISIAN WOLF**) are not affected by enemy operatives' Shock and Stun weapon rules and you can ignore any changes to their APL stat. Note that friendly operatives have these rules if you select this operative for the battle (even if it's incapacitated later).

HEALING BALMS

1AP

- ▶ Select one friendly **WOLF SCOUT** operative within this operative's control range to regain up to D3+3 lost wounds.
- ◆ This operative cannot perform this action while within control range of an enemy operative.

WOLF SCOUT FROSTEYE



APL

▼ 3

MOVE

7"

SAVE

3+

WOUNDS

13

NAME	ATK	HIT	DMG	WR	
Instigator bolt carbine (heavy)	4	2+	3/4	Heavy (Dash only), Piercing Crits 1, Silent	
Instigator bolt carbine (mobile)	4	3+	3/4	Piercing Crits 1, Silent	
Combat blade	4	3+	4/5	-	

Storm-veiled Execution: Whenever this operative is within your **STORM**:

- It can perform the **Guard** action regardless of the killzone (see close quarters rules, *Kill Team Core Book*).
- It can perform the **Guard** action while it has a Conceal order, but if it does, it cannot perform more than one **Shoot** action for the rest of the turning point (i.e. it cannot **Shoot** both during the interruption and during counteract).

RULES CONTINUE ON OTHER SIDE ►

WOLF SCOUT FROSTEYE



APL

▼ 3

MOVE

↗ 7"

SAVE

🛡 3+

WOUNDS

🔥 13

HUNTER'S SENSES

1AP

► Select one of the following rules for all profiles of this operative's instigator bolt carbine to have until the start of its next activation:

- Severe.
- Saturate, and whenever this operative is shooting with that weapon, enemy operatives cannot be obscured.

◆ This operative cannot perform this action while within control range of an enemy operative.

WOLF SCOUT GUNNER



APL

▼ 3

MOVE

7"

SAVE

3+

WOUNDS

13

NAME	ATK	HIT	DMG	WR
Plasma gun (standard)	4	3+	4/6	Piercing 1
Plasma gun (supercharge)	4	3+	5/6	Hot, Lethal 5+, Piercing 1
Combat blade	4	3+	4/5	-

Tempest's Fury: Whenever this operative is within your **STORM**:

- All profiles of its plasma gun have the Punishing weapon rule.
- Its plasma gun (supercharge) doesn't have the Hot weapon rule.

WOLF SCOUT HUNTER



APL

▼ 3

MOVE

7"

SAVE

3+

WOUNDS

13

NAME	ATK	HIT	DMG	WR
Plasma pistol (standard)	4	3+	3/5	Range 8", Piercing 1
Plasma pistol (supercharge)	4	3+	4/5	Range 8", Hot, Lethal 5+, Piercing 1
Combat blade	5	3+	4/5	-

Fierce Temperament: Whenever this operative is within your **STORM**, its weapons have the Severe weapon rule.

WOLF SCOUT RUNE PRIEST SKJALD



APL

▼ 3

MOVE

7"

SAVE

3+

WOUNDS

13

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Jaws of the World Wolf	5	3+	3/5	PSYCHIC, Blast 2", Severe
Thunderclap	5	2+	2/2	PSYCHIC, Range 6", Saturate, Seek Light, Stun, Torrent 2"
Runic stave	5	3+	4/6	PSYCHIC, Shock

Cast the Runes: After selecting this operative, before the battle, roll three D6 and put them to one side. For each result of 1-4, you can use the Command Re-roll firefight ploy for OCP once during the turning point that matches the result. For each result of 5-6, you gain 1CP. For example, if you roll 2, 2 and 5, you gain 1CP and twice during the second turning point you can use Command Re-roll for OCP.

RULES CONTINUE ON OTHER SIDE ►

WOLF SCOUT RUNE PRIEST SKJAELD



APL

▼ 3

MOVE

7"

SAVE

3+

WOUNDS

13

CALL THE STORM

1AP

- ▶ **PSYCHIC.** Remove your Storm marker from the killzone (if any), then place it in the killzone.
 - ▶ **PSYCHIC.** Alternatively, instead of resolving the above effect, select one friendly **WOLF SCOUT** operative. Until the start of this operative's next activation, until it's incapacitated or until it performs this action again (whichever comes first), whenever that friendly operative is within your **STORM** and more than 3" from the active operative, it's obscured.
- ◆ This operative cannot perform this action while within control range of an enemy operative.

WOLF SCOUT TRAPMASTER



APL

▼ 3

MOVE

7"

SAVE

3+

WOUNDS

13

NAME	ATK	HIT	DMG	WR	
Plasma pistol (standard)	4	3+	3/5	Range 8", Piercing 1	
Plasma pistol (supercharge)	4	3+	4/5	Range 8", Hot, Lethal 5+, Piercing 1	
Combat blade	5	3+	4/5	-	

Haywire Mine: This operative is carrying your Haywire Mine marker. It can perform the **Pick Up Marker** action on that marker, but that marker cannot be placed within another operative's control range (if this operative is incapacitated while carrying that marker and that marker cannot be placed, it's removed with this operative).

RULES CONTINUE ON OTHER SIDE ►

WOLF SCOUT TRAPMASTER



APL

▼ 3

MOVE

7"

SAVE

3+

WOUNDS

13

Proximity Mine: The first time your Haywire Mine marker is within another operative's control range, remove that marker, subtract 1 from that operative's APL stat until the end of its next activation, and inflict $2D3+3$ damage on it (or $D3+6$ if that marker is within 6" horizontally of your Storm marker); if it isn't incapacitated, end its action (if any), even if that action's effects aren't fulfilled. If it cannot be placed, move it the minimum amount to do so. Note that this operative is ignored for these effects (i.e. it cannot set it off or take damage from that marker).

WOLF SCOUT FENRISIAN WOLF



APL

▼ 2

MOVE

8"

SAVE

5+

WOUNDS

9

NAME	ATK	HIT	DMG	WR
Fangs	5	3+	4/5	Rending

Instinctive Predator: This operative cannot perform any actions other than **Charge**, **Dash**, **Fall Back**, **Fight** and **Reposition**. It cannot use any weapons that aren't on its datacard. This operative can perform the **Charge** action while it has a Conceal order.

Pounce: Once per battle **STRATEGIC GAMBIT**. If this operative's APL stat is 2 or more, this operative can perform a free **Charge**, **Fall Back** or **Reposition** action. If it does, until the end of its next activation, subtract 1 from its APL stat and it cannot perform any of the aforementioned actions.