



## 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 Guild:** 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). You cannot use the Counterattack firefight ploy or inflict damage as a result of the Savage Fighters strategy ploy at the end of that action.

WOLF SCOUT, IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES, PACK, LEADER

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## 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, IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES, FANGBEARER

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## 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.

RULES CONTINUE ON OTHER SIDE ►

WOLF SCOUT, IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES, FROSTEYE

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## 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  
▼ 3MOVE  
➔ 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®, IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES, GUNNER

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## WOLF SCOUT HUNTER

APL  
▼ 3MOVE  
➔ 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®, IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES, HUNTER

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## WOLF SCOUT RUNE PRIEST SKJALD

APL  
▼ 3MOVE  
➔ 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®, IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES, PSYKER, RUNE PRIEST SKJALD

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## WOLF SCOUT RUNE PRIEST SKJALD

APL  
▼ 3MOVE  
➔ 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 SCOUTS, IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES, TRAPMASTER

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## 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**, **Guard** 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.

WOLF SCOUTS, IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES, FENRISIAN WOLF

60x35

### NOTES:

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## WOLF SCOUTS KILL TEAM

ARCHETYPES: RECON, SEEK & DESTROY

### OPERATIVES

- 1 **WOLF SCOUT** FENRISIAN WOLF
- 5 **WOLF SCOUT** operatives selected from the following list:
  - PACK LEADER
  - FANGBEARER
  - FROSTEYE
  - GUNNER
  - TRAPMASTER
  - RUNE PRIEST SKJALD
  - HUNTER

Other than **HUNTER** operatives, your kill team can only include each operative on this list once.

## WOLF SCOUT FACTION RULE

### ELEMENTAL STORM

It is said by some battle-brothers that their Chapter's Wolf Scouts take the storm with them. In many cases, these tempestuous upheavals truly are supernatural, called into being by accompanying Rune Priest Skjalds. At other times, Wolf Scouts skillfully time their hunts to coincide with local atmospheric phenomena or instigate them with arcane technologies. Wolf Scouts can operate for extended periods hidden by such storms; using the cover to mask their movements and confuse the senses of their prey, their enemies feel they are fighting the very elements themselves.

**STRATEGIC GAMBIT.** Remove your Storm marker from the killzone (if any), then place it in the killzone. Whenever an operative is within 6" horizontally of your Storm marker, it's within your **STORM**.

Each friendly **WOLF SCOUT** operative can perform the **Charge** action while it has a Conceal order if it starts and/or ends that action within your **STORM**.

## WOLF SCOUT FACTION RULE

### HUNTING ASTARTES

Wolf Scouts are experienced Space Marines who are utterly lethal on the hunt. These genetically modified superhumans are merciless warriors capable of exploiting strange climatic events to conceal their approach.

During each friendly **WOLF SCOUT** operative's activation, it can perform either two **Shoot** actions or two **Fight** actions. If it's two **Shoot** actions:

- 1 additional AP must be spent for the second action if both actions are using a plasma gun or plasma pistol.
- You cannot select two **PSYCHIC** ranged weapons.

Each friendly **WOLF SCOUT** operative can counteract regardless of its order. Whenever it does so within your **STORM**, you can change its order first, or change its order instead of performing an action (for the latter, still treat it as having counteracted this turning point).

## WOLF SCOUT MARKER/TOKEN GUIDE





## WOLF SCOUT STRATEGY PLOY

### CLOAKED BY THE STORM

Wolf Scouts are expert in using the uncanny tempests around them to their advantage, ensuring their desperate prey rarely get a clean shot.

Whenever an operative is shooting a friendly **WOLF SCOUT** operative that's within your **STORM**, you can re-roll one of your defence dice.

## WOLF SCOUT STRATEGY PLOY

### TEMPESTUOUS WRATH

When roused, the elemental fury of Wolf Scouts is as ferocious as that of Fenris' winter storms or the crackling lightning of its Season of Fire.

Whenever a friendly **WOLF SCOUT** operative is fighting or retaliating, if it's within your **STORM** or was within your **STORM** at the start of the activation, its melee weapons have the Balanced weapon rule.

## WOLF SCOUT STRATEGY PLOY

### STORM'S BITE

Subjected to numbing temperatures, flying debris or the empyric lash of a Rune Priest Skjald, the Wolf Scouts' enemies struggle to focus their wrath and skill.

Whenever a friendly **WOLF SCOUT** operative is fighting against an enemy operative that's within your **STORM**, subtract 1 from the Atk stat of that enemy operative's melee weapons (to a minimum of 3).

## WOLF SCOUT STRATEGY PLOY

### SAVAGE FIGHTERS

Once their prey have been cornered, the Wolf Scouts savagely sustain the pressure, ensuring no opportunity is missed to weaken their quarry.

Whenever a friendly **WOLF SCOUT** operative finishes retaliating, if it wasn't incapacitated, you can inflict D3+1 damage on the enemy operative in that sequence.



## WOLF SCOUT FIREFIGHT PLOY

### ACUTE SENSES

The heightened acuity of the sons of Russ coupled with the keen hunter's instincts of an experienced Wolf Scout enable these operatives to pick out their prey no matter where they hide.

Use this firefight ploy when a friendly **WOLF SCOUT** operative performs the **Shoot** action and you're selecting a valid target. Until the end of that action, that friendly operative's ranged weapons have the Range 6" and Seek Light weapon rules and enemy operatives cannot be obscured.

## WOLF SCOUT FIREFIGHT PLOY

### COUNTERATTACK

The greatest hunters know never to waste the chance to make an unexpected lunge, their prey at its most vulnerable just as they strike.

Use this firefight ploy at the end of an enemy operative's activation, or after an enemy operative performs the **Fight** action. One friendly **WOLF SCOUT** operative can immediately perform a free **Fight** action, but you cannot select any other enemy operative to fight against during that action.

## WOLF SCOUT FIREFIGHT PLOY

### TOUCHED BY LOKYAR

Independence of spirit is exceptionally strong amongst Wolf Scouts. Enemies who believe them vulnerably isolated soon regret tackling these vicious survivalists.

Use this firefight ploy after rolling your attack dice for a friendly **WOLF SCOUT** operative (excluding **FENRISIAN WOLF**), if it's fighting more than 5" from other friendly operatives. You can re-roll any of your attack dice.

## WOLF SCOUT FIREFIGHT PLOY

### TRANSHUMAN PHYSIOLOGY

The genetically modified physiology of the Space Wolves is capable of resisting wounds that would kill a lesser being.

Use this firefight ploy when an operative is shooting a friendly **WOLF SCOUT** operative (excluding **FENRISIAN WOLF**), in the Roll Defence Dice step. You can retain one of your normal successes as a critical success instead.



## WOLF SCOUT FACTION EQUIPMENT

### FROST WEAPONS

These blisteringly cold weapons are crafted by a master Iron Priest and boast lethal edges. Some incorporate ice kraken fangs while others are shards of energised diamond, appearing as if forged from purest ice.

Friendly **WOLF SCOUT** operatives' combat blades have the Lethal 5+ weapon rule, and one friendly **WOLF SCOUT** **PACK LEADER** operative's power weapon has the Lethal 4+ weapon rule (if any).

## WOLF SCOUT FACTION EQUIPMENT

### RUNIC CHARMS

Many pieces of a warrior's wargear are artfully inscribed with runes, but only the enigmatic Rune Priests know the secrets of etching these more potent charms, which the Space Wolves believe can ward their very souls.

Once per turning point, when an operative is shooting a friendly **WOLF SCOUT** operative (excluding **FENRISIAN WOLF**), at the start of the Roll Defence Dice step, you can use this rule. If you do, worsen the x of the Piercing weapon rule by 1 (if any) until the end of that sequence. Note that Piercing 1 would therefore be ignored.

## WOLF SCOUT FACTION EQUIPMENT

### WOLFTEETH NECKLACES

The right to wear one of these fetishes may be earned in the contests of might held in the Chapter's fortress monastery: the Fang. They recognise the bearer's martial skill, and their capacity to draw upon great reserves of genetically augmented strength and perseverance.

Once per turning point, when a friendly **WOLF SCOUT** operative (excluding **FENRISIAN WOLF**) is shooting, fighting or retaliating, if you roll two or more fails, you can discard one of them to retain another as a normal success instead.

## WOLF SCOUT FACTION EQUIPMENT

### TALISMANIC TROPHIES

Thick pelts, skulls and tails adorn these sons of Russ. These trophies – taken from huge lupine beasts they have tracked and killed on Fenris – are seen as potent tokens of luck and protection against malign attacks.

Whenever a friendly **WOLF SCOUT** operative (excluding **FENRISIAN WOLF**) is fighting or retaliating, in the Resolve Attack Dice step, you can subtract 1 from the damage inflicted on it from one success.



# WOLF SCOUTS: UPDATE LOG

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Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

## RULES COMMENTARY

FEBRUARY '26

This section provides clarification on ambiguous and complex rules interactions.

**Q:** Can my **STORM** be measured through Wall Terrain in Close Quarters?

**A:** No.

**Q:** If the free **Fight** action from the Counterattack firefight ploy causes a **FELGOR RAVAGER** operative to Frenzy at the end of its activation, are they incapacitated immediately, or at the end of their next activation?

**A:** At the end of their next activation.

## PREVIOUS ERRATAS

This section collects amendments to the rules. Amended text for clarification and edits are shown in **blue**, while amended text for balance updates are shown in **magenta**.

### STRATEGY PLOYS, SAVAGE FIGHTERS

Relevant part deleted:

'Whenever a **WOLF SCOUT** operative finishes ~~fighting or retaliating~~, [...]'

### STRATEGY PLOYS, STORM'S BITE

Changed to read:

'Whenever a friendly **WOLF SCOUT** operative is fighting against an enemy operative that's within your **STORM**, subtract 1 from the Atk stat of that enemy operative's melee weapons (to a minimum of 3).'

### FENRISIAN WOLF OPERATIVE, INSTINCTIVE PREDATOR RULE

First sentence changed to read:

'This operative cannot perform any actions other than **Charge**, **Dash**, **Fall Back**, **Fight**, **Guard** and **Reposition**.'

### PACK LEADER OPERATIVE, GRIZZLED VETERAN RULE

Additional text added to end of paragraph:

'You cannot use the Counterattack firefight ploy or inflict damage as a result of the Savage Fighters strategy ploy at the end of that action.'

### PACK LEADER OPERATIVE, LUPINE GUILF RULE

Changed to read:

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

## PREVIOUS RULES COMMENTARIES

**Q:** How should movement for the **FENRISIAN WOLF** (60x35mm base) be measured if that operative rotates during a movement?

**A:** No part of its base can move more than the permitted distance, so if it rotates, include the distance it rotates while measuring. For example, if the operative can move 8" and the front of its base has done so, but the back of the base has rotated 90° in the process, this will have caused the back of the base to move more than 8", which is more than the permitted distance.

# WOLF SCOUT OPERATIVES

## PACK LEADER



Pack Leaders are supreme hunters, capable of stalking the greatest horrors alone and returning with their bloody pelts. These commanders lead through example rather than inspirational rhetoric, their long years of experience and instinctive guile granting them the status of apex predators.

## FENRISIAN WOLF



Many lupine beasts hail from the Space Wolves home world. Those bonded to Wolf Scout packs are keen hunters and vicious killers. They are swift predators, loping effortlessly amongst dense terrain before pouncing and sinking iron-hard fangs into the flesh of their prey.

## FANGBEARER



Fangbearers are experts in many of the unique genetics of their Chapter. Before battle, they employ shamanistic rites to strengthen their kill team in body and spirit against the dangers to come. They stand ready to heal injuries with biochemical balms and rough surgery, and carry a Fang of Morkai for when a warrior's saga is over and only death awaits.

## FROSTEYE



The sagas of some Frosteyes have attributed them with the power to see into an enemy's heart and freeze it with a glance. Supreme marksmen, they use instigator bolt carbines to strike from long range, and are so expert at exploiting ideal firing positions – often from within obscuring miasmas – that few of their victims even realise they are being hunted.

Wolf Scout kill teams are their Great Company's most feared and accomplished hunters, roving far ahead of the Space Wolves' strike forces on solitary, unsupported missions. They cause death and anarchy behind enemy lines through assassination, sabotage and more besides, often while cloaked in strange mists or furious storms.

## GUNNER



Gunners are weapons specialists who use powerful plasma guns. These dangerous weapons enable a hunting pack of Wolf Scouts to eradicate the most resilient of enemies at greater range. They may also burn through the foe's defences with a single burst of the weapon's fiery star-matter bolts.

## TRAPMASTER



Saboteurs and ordnance specialists, Trapmasters excel in the placement of their esoteric haywire mines, which can burn out sensitive mechanisms as easily as a target's nervous systems. They lay these heavy-duty devices in prime positions to disrupt incursions or ambush likely escape routes.

## RUNE PRIEST SKJALD



Like the Librarians of other Chapters, Rune Priest Skjalds are battle psykers who can draw upon the power of the Warp to destroy their enemies. Elemental seers who prophesise using empowered rune stones, they can rouse psychic blizzards and ear-bursting thunders, or even implore cold rock to yawn open in a chasm to swallow the foe.

## HUNTER



The Hunters of Wolf Scout packs are hard-bitten and experienced warriors, rarely content unless stalking their quarry. Few enemies who are hunted by them see anything more than vague, storm-wreathed shapes that doggedly trail them no matter how far they flee. When the Hunters strike, it is as if the elements themselves have borne them.

# WOLF SCOUTS KILL TEAM



Below you will find a list of the operatives that make up a **WOLF SCOUT** kill team, including, where relevant, any weapons specified for that operative.

## OPERATIVES

- 1 **WOLF SCOUT** FENRISIAN WOLF
- 5 **WOLF SCOUT** operatives selected from the following list:
  - **PACK LEADER**
  - **FANGBEARER**
  - **FROSTEYE**
  - **GUNNER**
  - **TRAPMASTER**
  - **RUNE PRIEST SKJALD**
  - **HUNTER**

Other than **HUNTER** operatives, your kill team can only include each operative on this list once.

## ARCHETYPES



RECON



SEEK &  
DESTROY

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

## PACK LEADER

Power weapon



Plasma pistol



## FENRISIAN WOLF



## FANGBEARER

Combat blade



Absolvor bolt pistol

## FROSTEYE

Instigator bolt carbine



Combat blade

## GUNNER

Plasma gun



## TRAPMASTER

Haywire mine



Plasma pistol

## RUNE PRIEST SKJALD

Runic stave



Bolt pistol

## HUNTER

Plasma pistol



Combat blade

# DESIGNER'S COMMENTARY

The Wolf Scouts are a tactical elite team with powerful weapons and stats, who are heavily defined by the unique traits of their Chapter. In this kill team you have a group of potent fighters, but they require a skilled execution of game plan.

Wolf Scouts are experienced veterans well-versed in war. You'll find in their kill team a familiar Phobos stat line, but with an even stronger Wounds stat and weapons list. Much like the Deathwatch, this team is amongst the elite of the already powerful Adeptus Astartes, but where that kill team rely on formidable weapons and equipment, the Wolf Scouts depend upon unique rules to perform at their best.

The most important of these is the Elemental Storm faction rule. By calling forth a supernatural tempest, you place a Storm marker within the killzone that creates a large area of effect. Within this area, the Wolf Scouts become more powerful while the enemy is weakened, so its placement is key. Sometimes you'll want it further into the killzone, allowing you to move up and gain the benefits, while at other times you'll want it further back to play more defensively. On occasion you can have both, by using the Rune Priest Skjald's Call the Storm action to move it during the turning point.

Once your storm is in place the Wolf Scouts can go on the hunt, and being sons of Russ they like nothing more than fighting up close! When within the storm they can Charge on Conceal, and have Balanced melee weapons thanks to the Tempestuous Wrath strategy ploy, giving them plenty of opportunity to assassinate weaker operatives. Wolf Scouts shouldn't shy away from tougher melee opponents either. The Storm's Bite and Savage Fighters strategy ploys combined with Talismanic Trophies equipment gives them the tools to 'punch up' in a melee brawl, and Frost Weapons equipment affords them the lethal edge (literally!) the Chapter is famous for.

While this team has a melee focus, it can be pretty potent if you need to do some shooting too. The Gunner and Frosteye operatives are some of the best marksmen in the game when within your storm. The former is perfect for taking out tough and prized targets, while the latter is a great control piece with Silent and Guard combined. What's more, the team

has an abundance of plasma weaponry and the capacity to double-shoot with them. Even though it's 3AP to do so, your opponent will be forced to respect the threat, preventing them from being lax or overly aggressive with their operatives' positioning.

The different operatives in this kill team have some great unique rules to really make the group shine. The Pack Leader gives you an initiative re-roll, and the Grizzled Veteran rule means it'll gladly take on the toughest fights. The Trapmaster will give some great board control with their haywire mine, and the Fangbearer is the ideal support operative with their emboldening Spiritual Chirurgy rule.

The Rune Priest Skjald gives you some extra protection with its Call the Storm action by allowing an operative to be obscured. Note that the operative doesn't have to be on Conceal for this, so obscuring a double-shooting Gunner within your storm is a great trick.

This kill team is just five Space Marines, but it's backed up by a Fenrisian Wolf – a great tactical asset when used right. This operative can't go toe-to-toe with tougher operatives like the Wolf Scouts can, but it has permanent Charge on Conceal and great Attacks. It also has the excellent Pounce rule, a strategic gambit that allows you to get an early Charge in to tie up a key enemy operative (or operatives if it multi-charges with its big base). This is an excellent tactic to deny an opponent's initiative gambit: this is when they set up aggressively in the previous turning point in order to be offensive at the start of the next. The Pounce rule can hinder this entirely – a game-winning play when you pull it off.

Overall, the Wolf Scouts are an elite team with all the innate strengths of the Adeptus Astartes. However, with slightly less durability they can be more unforgiving. Therefore, they will reward players that utilise their storm and the unique tricks within their rules to elevate their operatives into becoming the apex predators of Kill Team.

