



WOLF SCOUTS: UPDATE LOG

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.

ERRATA

NOVEMBER '25

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**.

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.'

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.

