

WOLF SCOUT^{SKULL} 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 skilfully 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^{SKULL}** operative can perform the **Charge** action while it has a Conceal order if it starts and/or ends that action within your **STORM**.

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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



Runic Charms
token



Wolfteeth
Necklaces
token



Storm
marker



Cast the Runes
token



Haywire Mine
marker



Call the Storm
token



Hunter's
Senses token



Pounce
token



Lupine Guile
token



Guard
token