



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.

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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.

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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.

