

WYRMBLADE SKULL **STRATEGY PLOY**

THE DAY IS AT HAND

When the moment is right, the Cult strikes. Swift and brutal ambushes allow for high lethality, even with improvised weapons.

Whenever a friendly **WYRMBLADE** operative is activated, if its order is changed from Conceal to Engage, until the end of that activation:

- Its ranged weapons have the Rending weapon rule.
- Add 1 to the Atk stat of its melee weapons (to a maximum of 5).

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CROSSFIRE

The Cult's operatives surround their foes before opening fire and catching their targets in a lethal crossfire.

Whenever a friendly **WYRMBLADE** operative is shooting an operative that another friendly **WYRMBLADE** operative has already shot during this turning point, that first friendly operative's ranged weapons have the Accurate 1 weapon rule.

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ONE WITH THE SHADOWS

Wyrmblade operatives know the battlefield like the backs of their clawed hands, stalking the shadows and using terrain to their own advantage.

Whenever an operative is shooting a friendly **WYRMBLADE** operative that has a Conceal order, if Light terrain is intervening, that friendly operative is obscured (unless the intervening Light terrain is within 1" of either operative).

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DIVERT AND DISAPPEAR

The Cult's agents direct their zealous underlings with great cunning by throwing them into the fray or drawing them back, using the resultant chaos to place themselves in advantageous positions.

Up to three friendly **WYRMBLADE** SKULL operatives can immediately perform a free **Dash** or **Charge** action in an order of your choice (choose separately for each, and for the latter, it cannot move more than 3"). If a **WYRMBLADE** CULT **AGENT** operative is selected for this ploy, it counts as two operatives, and it can perform a free **Fall Back** action instead (it cannot move more than 3"); if it does, subtract 1 from its APL stat until the end of its next activation.