

WOLF SCOUT^{SKULL} 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^{SKULL}** operative that's within your **STORM**, you can re-roll one of your defence dice.

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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.

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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 an enemy operative is within your **STORM**, subtract 1 from the Atk stat of its melee weapons (to a minimum of 3).

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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 fighting or retaliating, if it wasn't incapacitated, you can inflict D3+1 damage on the enemy operative in that sequence.