

WYRMBLADE SKULL FIREFIGHT PLOY

SLINK INTO DARKNESS

As swiftly as their ambush is launched, Wyrmblade operatives fade away once more, scrambling into access tunnels and shadowy hiding places in preparation for the next wave.

Use this firefight ploy at the end of a friendly **WYRMBLADE SKULL** operative's activation. If that operative has an Engage order, change it to Conceal. You cannot use this ploy for each friendly operative more than once per battle.

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COILED SERPENT

When the ambush occurs, it does so with lightning speed and precise coordination, obliterating its targets in a hail of firepower or slashing blades.

Use this firefight ploy when a friendly **WYRMBLADE** operative is shooting or fighting, after rolling your attack dice. If that friendly operative's order was changed from Conceal to Engage at the start of that activation and this is the first time it's performed either the **Shoot** or **Fight** action during that activation, you can retain one of your normal successes as a critical success instead. Note this ploy cannot come into effect more than once per activation (you cannot use it during both the **Shoot** and **Fight** action in the same activation).

WYRMBLADE SKULL **FIREFIGHT PLOY**

UNQUESTIONING LOYALTY

Neophytes frequently sacrifice themselves for the cause, leaping in front of bullets and blades intended for the Cult's leaders and heroes.

Use this firefight ploy when a friendly **WYRMBLADE** SKULL **CULT AGENT** or **WYRMBLADE** SKULL **LEADER** operative is selected as the valid target of a **Shoot** action or to fight against during the **Fight** action. Select one other friendly **WYRMBLADE** SKULL **NEOPHYTE** operative (excluding **LEADER**) visible to and within 3" of that first friendly operative to become the valid target or to be fought against (as appropriate) instead (even if it wouldn't normally be valid for this). If it's the **Fight** action, treat that other operative as being within the fighting operative's control range for the duration of that action. If it's the **Shoot** action, that other operative is only in cover or obscured if the original target was.

This ploy has no effect if it's the **Shoot** action and the ranged weapon has the Blast or Torrent weapon rule.

WYRMBLADESKULL FIREFIGHT PLOY

A PLAN GENERATIONS IN THE MAKING

The Cult will allow no interference in the execution of their plan. The Day of Ascension must occur. Even the mortally wounded will expend the last of their energy to ensure success.

Use this firefight ploy when a friendly **WYRMBLADESKULL NEOPHYTE** operative is incapacitated. It can perform a free mission action before it's removed from the killzone.