

# WOLF SCOUT👹

## FIREFIGHT PLOY

### ACUTE SENSES


The heightened acuity of the sons of Russ coupled with the keen hunter's instincts of an experienced Wolf Scout enable these operatives to pick out their prey no matter where they hide.

Use this firefight ploy when a friendly **WOLF SCOUT👹** operative performs the **Shoot** action and you're selecting a valid target. Until the end of that action, that friendly operative's ranged weapons have the Range 6" and Seek Light weapon rules and enemy operatives cannot be obscured.

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## COUNTERATTACK


The greatest hunters know never to waste the chance to make an unexpected lunge, their prey at its most vulnerable just as they strike.

Use this firefight ploy at the end of an enemy operative's activation, or after an enemy operative performs the **Fight** action. One friendly **WOLF SCOUT**  operative can immediately perform a free **Fight** action, but you cannot select any other enemy operative to fight against during that action.

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## TOUCHED BY LOKYAR

Independence of spirit is exceptionally strong amongst Wolf Scouts. Enemies who believe them vulnerably isolated soon regret tackling these vicious survivalists.

Use this firefight ploy after rolling your attack dice for a friendly **WOLF SCOUT**  operative (excluding **FENRISIAN WOLF**), if it's fighting more than 5" from other friendly operatives. You can re-roll any of your attack dice.



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## TRANSHUMAN PHYSIOLOGY

The genetically modified physiology of the Space Wolves is capable of resisting wounds that would kill a lesser being.

Use this firefight ploy when an operative is shooting a friendly **WOLF SCOUT🐾** operative (excluding **FENRISIAN WOLF**), in the Roll Defence Dice step. You can retain one of your normal successes as a critical success instead.