

## WOLF SCOUTS

### STRATEGY PLOYS

#### CLOAKED BY THE STORM

Whenever an operative is shooting a friendly **WOLF SCOUT** operative that's within your **STORM**, you can re-roll one of your defence dice.

#### TEMPESTUOUS WRATH

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.

#### STORM'S BITE

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

#### SAVAGE FIGHTERS

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.

### FIREFIGHT PLOYS

#### ACUTE SENSES

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.

#### COUNTERATTACK

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.

#### TOUCHED BY LOKYAR

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.

#### TRANSHUMAN PHYSIOLOGY

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.

### OPERATIVES

#### ARCHETYPE: RECON / SEEK AND DESTROY

1 **WOLF SCOUT FENRISIAN WOLF**

5 **WOLF SCOUT** operatives selected from the following list:

- **PACK LEADER**
- **FANGBEARER**
- **FROSTEYE**
- **GUNNER**
- **TRAPMASTER**
- **RUNE PRIEST SKJALD**
- **HUNTER**

Other than **HUNTER** operatives, your kill team can only include each operative on this list once.

### FACTION RULES

#### ELEMENTAL STORM

**STRATEGIC GAMBIT.** Remove your Storm marker from the killzone (if any), then place it in the killzone. Whenever an operative is within 6" horizontally of your Storm marker, it's within your **STORM**.

Each friendly **WOLF SCOUT** operative can perform the **Charge** action while it has a Conceal order if it starts and/or ends that action within your **STORM**.

#### HUNTING ASTARTES

During each friendly **WOLF SCOUT** operative's activation, it can perform either two **Shoot** actions or two **Fight** actions. If it's two **Shoot** actions:

- 1 additional AP must be spent for the second action if both actions are using a plasma gun or plasma pistol.
- You cannot select two **PSYCHIC** ranged weapons.

Each friendly **WOLF SCOUT** operative can counteract regardless of its order. Whenever it does so within your **STORM**, you can change its order first, or change its order instead of performing an action (for the latter, still treat it as having counteracted this turning point).

### FACTION EQUIPMENT

#### FROST WEAPONS

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).

#### RUNIC CHARMS

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.

#### WOLFTEETH NECKLACES

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.

#### TALISMANIC TROPHIES

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..

## WOLF SCOUTS

PACK LEADER	APL 3	MV 7"	SV 3+	W 14
A HT D WR				
⊕ Plasma pistol				
- Standard	4	3+	3/5	Rng 8", Piercing 1
- Supercharge	4	3+	4/5	Rng 8", Hot, Lethal 5+, Piercing 1
X Power weapon	5	3+	4/6	Lethal 5+

**Lupine Guile:** Once per battle, after rolling off to decide initiative, if this operative is in the Killzone, you can re-roll your dice.

**Grizzled Veteran:** The first time this operative would be incapacitated during the battle, it's not incapacitated, has 1 wound remaining and cannot be incapacitated for the remainder of the action. All remaining attack dice are discarded (including yours if this operative is fighting or retaliating).

FANGBEARER	APL 3	MV 7"	SV 3+	W 13
A HT D WR				
⊕ Absolver bolt pistol	4	3+	4/5	Rng 9", Piercing Crits 1
X Combat blade	5	3+	4/5	-

**Spiritual Chirurgy:** You can ignore any changes to the stats of friendly **WOLF SCOUT** operatives (excluding **FENRISIAN WOLF**) from being injured (including their weapons' stats). Friendly **WOLF SCOUT** operatives (excluding **FENRISIAN WOLF**) are not affected by enemy operatives' Shock and Stun weapon rules and you can ignore any changes to their APL stat. Note that friendly operatives have these rules if you select this operative for the battle (even if it's incapacitated later).

### HEALING BALMS 1AP

- Select one friendly **WOLF SCOUT** operative within this operative's control range to regain up to D3+3 lost wounds.
- This operative cannot perform this action while within control range of an enemy operative.

FENRISIAN WOLF	APL 2	MV 8"	SV 5+	W 9
A HT D WR				
X Fangs	5	3+	4/5	Rending

**Instinctive Predator:** This operative cannot perform any actions other than **Charge**, **Dash**, **Fall Back**, **Fight** and **Reposition**. It cannot use any weapons that aren't on its datacard. This operative can perform the **Charge** action while it has a Conceal order.

**Pounce:** Once per battle **STRATEGIC GAMBIT**. If this operative's APL stat is 2 or more, this operative can perform a free **Charge**, **Fall Back** or **Reposition** action. If it does, until the end of its next activation, subtract 1 from its APL stat and it cannot perform any of the aforementioned actions.

FROSTEYE	APL 3	MV 7"	SV 3+	W 13
A HT D WR				
⊕ Instigator bolt carbine				
⊕ - Heavy	4	2+	3/4	Heavy (Dash only), Piercing Crits 1, Silent
⊕ - Mobile	4	3+	3/4	Piercing Crits 1, Silent
X Combat blade	4	3+	4/5	-

**Storm-veiled Execution:** Whenever this operative is within your **STORM**:

- It can perform the **Guard** action regardless of the killzone (see close quarters rules, Kill Team Core Book).
- It can perform the **Guard** action while it has a Conceal order, but if it does, it cannot perform more than one **Shoot** action for the rest of the turning point (i.e. it cannot **Shoot** both during the interruption and during counteract).

### HUNTER'S SENSES 1AP

- Select one of the following rules for all profiles of this operative's instigator bolt carbine to have until the start of its next activation:
  - Severe.
  - Saturate, and whenever this operative is shooting with that weapon, enemy operatives cannot be obscured.
  - This operative cannot perform this action while within control range of an enemy operative

GUNNER	APL 3	MV 7"	SV 3+	W 13
A HT D WR				
⊕ Plasma gun				
- Standard	4	3+	4/6	Piercing 1
- Supercharge	4	3+	5/6	Hot, Lethal 5+, Piercing 1
X Combat blade	4	3+	4/5	-

Tempest's Fury: Whenever this operative is within your **STORM**:

- All profiles of its plasma gun have the Punishing weapon rule.
- Its plasma gun (supercharge) doesn't have the Hot weapon rule.

RUNE PRIEST SKJALD	APL 3	MV 7"	SV 3+	W 13
A HT D WR				
⊕ Bolt pistol	4	3+	3/4	Rng 8"
⊕ Jaws of the World Wolf	5	3+	3/5	PSYCHIC, Blast 2", Severe
⊕ Thunderclap	5	2+	2/2	PSYCHIC, Rng 6", Saturate, Seek Light, Stun, Torrent 2"
X Runic Stave	5	3+	4/6	PSYCHIC, Shock

**Cast the Runes:** After selecting this operative, before the battle, roll three D6 and put them to one side. For each result of 1-4, you can use the Command Re-roll firefight play for 0CP once during the turning point that matches the result. For each result of 5-6, you gain 1CP. For example, if you roll 2, 2 and 5, you gain 1CP and twice during the second turning point you can use Command Re-roll for 0CP.

### CALL THE STORM 1AP

- **PSYCHIC.** Remove your Storm marker from the killzone (if any), then place it in the killzone.
- **PSYCHIC.** Alternatively, instead of resolving the above effect, select one friendly **WOLF SCOUT** operative. Until the start of this operative's next activation, until it's incapacitated or until it performs this action again (whichever comes first), whenever that friendly operative is within your **STORM** and more than 3" from the active operative, it's obscured.
- This operative cannot perform this action while within control range of an enemy operative.

TRAPMASTER	APL 3	MV 7"	SV 3+	W 13
A HT D WR				
⊕ Plasma pistol				
- Standard	4	3+	3/5	Rng 8", Piercing 1
- Supercharge	4	3+	4/5	Rng 8", Hot, Lethal 5+, Piercing 1
X Combat blade	5	3+	4/5	-

**Haywire Mine:** This operative is carrying your Haywire Mine marker. It can perform the **Pick Up Marker** action on that marker, but that marker cannot be placed within another operative's control range (if this operative is incapacitated while carrying that marker and that marker cannot be placed, it's removed with this operative).

**Proximity Mine:** The first time your Haywire Mine marker is within another operative's control range, remove that marker, subtract 1 from that operative's APL stat until the end of its next activation, and inflict 2D3+3 damage on it (or D3+6 if that marker is within 6" horizontally of your Storm marker); if it isn't incapacitated, end its action (if any), even if that action's effects aren't fulfilled. If it cannot be placed, move it the minimum amount to do so. Note that this operative is ignored for these effects (i.e. it cannot set it off or take damage from that marker).

HUNTER	APL 3	MV 7"	SV 3+	W 13
A HT D WR				
⊕ Plasma pistol				
- Standard	4	3+	3/5	Rng 8", Piercing 1
- Supercharge	4	3+	4/5	Rng 8", Hot, Lethal 5+, Piercing 1
X Combat blade	5	3+	4/5	-

**Fierce Temperament:** Whenever this operative is within your **STORM**, its weapons have the Severe weapon rule.