



SCOUT SQUAD

SPACE MARINE NEOPHYTES

SCOUT SQUAD OPERATIVES

Most Space Marines begin their service to the Chapter in the Scout Company. Lightly armed in comparison to their elder brothers, Scout Squads wield a range of specialist weapons and equipment to undertake clandestine operations, often deep behind enemy lines.

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SCOUT SERGEANT

Veterans of their Chapter, these highly experienced warriors choose to train the next generation of battle-brothers. They lead by example, commanding the respect of their charges with their courage and tactical acumen.

SCOUT HEAVY GUNNER

These operatives are highly able warriors who use heavy weapons – from missile launchers to heavy bolters – to engage and destroy powerful enemy targets.

SCOUT HUNTER

Armed with grapnel launchers, Hunters can swiftly traverse dangerous terrain and negotiate challenging ground to circumnavigate enemy strongpoints, set up ambushes or evade pursuers.

'BE THE WATER THAT SEEPS THROUGH THE DAM'S CRACKS TO BEGIN ITS CRUMBLING. BE THE WIND THAT FLOWS THROUGH THE CLOAK'S FIBRES TO CHILL BONES. BE THE ROCK WHOSE FALL IS THE BEGINNING OF A LANDSLIDE THAT SWEEPS ALL ASIDE. FINALLY, BE THE SPARK, THE SPARK THAT SETS WORLDS AFLAME.'

- Selmegh Zakhagi, White Scars Scout Sergeant





SCOUT SNIPER

Snipers excel in fulfilling the fundamental elements of assassination and reconnaissance in Scout Squad missions. They carefully observe enemy movements from hidden positions they hold for days, waiting for the precise moment to take a killing shot.

SCOUT TRACKER

Trackers carry highly powerful auspexes – scanners capable of analysing the battlefield. Thanks to the information such devices provide, Scout Squads can identify targets or rapidly plan deadly ambushes.

SCOUT WARRIOR

These operatives are skilled fighters, committed to their squad and determined to ascend to full battle-brother status. No matter what the mission demands of them, they will fight furiously to defeat the enemy and prove themselves.

'THE EMPEROR PROTECTS, THIS IS THE MANTRA PREACHED THROUGHOUT THE IMPERIUM. BUT IN WHAT MANNER DOES HE DO SO? THROUGH HIS ANGELS OF DEATH – US. WE ARE HIS KNIVES IN THE DARK, HIS WARDENS OF THE SHADOWS AND HIS EVER WATCHFUL EYES. WE ARE INSTRUMENTS OF HIS WILL, CREATED BY HIM TO PUNISH HIS FOES.'

- Kyrin Torvaec, Raven Guard Scout Shadow Sergeant

SCOUT SQUAD KILL TEAM



Below you will find a list of the operatives that make up a **SCOUT SQUAD** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

- ▼ 1 **SCOUT SQUAD** SERGEANT operative with one of the following options:
 - Astartes shotgun; fists
 - Boltgun; fists
 - Bolt pistol; chainsword

- ▼ 8 **SCOUT SQUAD** operatives selected from the following list:
 - **HEAVY GUNNER** with fists, bolt pistol and heavy bolter
 - **HEAVY GUNNER** with fists, bolt pistol and missile launcher
 - **HUNTER**
 - **SNIPER**
 - **TRACKER**
 - **WARRIOR** with one of the following options:
 - Astartes shotgun; fists
 - Boltgun; fists
 - Bolt pistol; combat blade

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

ARCHETYPES



INFILTRATION



RECON

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

SERGEANT



'WE CRAWLED THROUGH MUD FOR FOUR DAYS, BITING RAIN POURING DOWN UPON OUR HEADS IN TORRENTS. AT NIGHT, SEVERAL OF OUR NUMBER FROZE TO DEATH. WE LEFT THEIR CORPSES BEHIND. THE SERGEANTS CALLED THEM UNWORTHY – THEY WERE RIGHT. IT WAS ONLY AFTER THIS THAT WE ARRIVED AT OUR DESTINATION, WHERE OUR EXAMINATION WOULD TRULY BEGIN.'

- Bargus Urloch, Battle-brother of the Iron Hands Chapter

HEAVY GUNNER



The newest version of these rules can be found online.
Scan the QR code or visit warhammer-community.com.



HUNTER



SNIPER



TRACKER



WARRIOR



FACTION RULES

FORWARD SCOUTING

Central to the role of Space Marine Scouts is ranging ahead of the strike force they are attached to, spending extensive periods laying traps for the foe, harassing enemy patrols, gathering intelligence and reconnoitring the ground in preparation for the Chapter's assault force.

At the end of the Set Up Operatives step, you can select and resolve up to six Forward Scouting options. Each option has a number in brackets, which is the maximum number of times you can select and resolve it for the battle. For example, your five selections could be Reposition (2), Trip Alarm (1), Booby Trap (1) and Diversion (1). If both players have this rule, alternate resolving selection by selection, starting with the player with initiative.

Redeploy (1)

Change the set up of one third of your operatives (rounding up).

Reposition (2)

Perform a free Reposition action with one friendly operative that's wholly within your drop zone. It must end that move wholly within 3" of your drop zone.

Trip Alarm (2)

Place one of your Trip Alarm markers more than 6" from your opponent's drop zone. During the first and second turning point, whenever a friendly SCOUT SQUAD operative is shooting an enemy operative that's within 2" of that marker, that friendly operative's ranged weapons have the Seek weapon rule. In the Ready step of the third Strategy phase, remove that marker.

Booby Trap (1)

Place one of your Booby Trap markers more than 6" from your opponent's drop zone and more than 2" from other markers, access points and Accessible terrain. The first time your Booby Trap marker is within an enemy operative's control range, remove that marker and inflict 2D3 damage on that operative; 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.

Diversion (1)

Once per battle STRATEGIC GAMBIT. Select one enemy operative within 6" of a killzone edge. Until the end of that operative's next activation, subtract 1 from its APL stat.

Devise Plan (1)

You gain 1CP.

Designate Target (1)

Select one enemy operative to gain one of your Target tokens. Whenever a friendly SCOUT SQUAD operative is shooting against, fighting against or retaliating against an enemy operative that has one of your Target tokens, you can re-roll one of your attack dice.

Spy (1)

Approved Ops only. Your opponent must reveal their selected tac op.

Tactical Manoeuvre (1)

Once per battle STRATEGIC GAMBIT. Select one friendly operative. Until the end of that operative's next activation, add 1 to its APL stat.



STRATEGY PLOYS

GUERRILLA ENGAGEMENT

Space Marine Scouts learn to use terrain to their advantage, preventing the enemy from getting a bead on them as they move within killing range.

Whenever an enemy operative is shooting a friendly **SCOUT SQUAD** operative, if that friendly operative is in cover and more than 6" from enemy operatives it's visible to, you can re-roll one of your defence dice.

GUNFIRE AMBUSH

Scout Squads utilise stealth to close within range of their foes, carefully select their targets and unleash a devastating barrage of bolt rounds and shotgun slugs.

Whenever a friendly **SCOUT SQUAD** operative is shooting during its activation, if its order was changed from Conceal to Engage at the start of that activation, or it wasn't visible to enemy operatives at the start of that activation:

- That friendly operative's ranged weapons have the Balanced weapon rule.
- If the target is expended, that friendly operative's ranged weapons have the Ceaseless weapon rule instead.

BLADE AMBUSH

At times when stealth is of the utmost importance, the blade is preferable to the bolter, and just as deadly.

Whenever a friendly **SCOUT SQUAD** operative is fighting during its activation, if its order was changed from Conceal to Engage at the start of that activation, or it wasn't visible to enemy operatives at the start of that activation:

- That friendly operative's melee weapons have the Ceaseless weapon rule.
- If the target is expended, that friendly operative's melee weapons also have the Rending weapon rule.

STEALTH RELOCATION

Space Marine Scout Squads are highly mobile units, shifting swiftly from cover to cover in order to outmanoeuvre the foe.

Select one friendly **SCOUT SQUAD** operative more than 6" from enemy operatives. That friendly operative can immediately perform a free **Dash** action and/or you can change its order. You cannot use this ploy during the first turning point.

FIREFIGHT PLOYS

ASTARTES TRAINING

Space Marine Chapters are amongst the galaxy's most elite fighting forces. Even their Neophytes wield their weapons with peerless skill.

Use this firefight ploy during a friendly **SCOUT SQUAD** operative's activation. Until the end of that activation, that operative can either perform two **Fight** actions, or two **Shoot** actions if an Astartes shotgun, bolt pistol or boltgun is selected for at least one of them.

RAW PHYSIOLOGY

Though their training may not yet be complete, Space Marine Scouts possess the same genetically augmented resilience as their fully fledged battle-brothers.

Use this firefight ploy during a friendly **SCOUT SQUAD** operative's activation. Until the start of its next activation, you can ignore any changes to that operative's stats from being injured (including its weapons' stats).

EMBOLDENED ASPIRANT

Surgical enhancement, indoctrination and brutal training instil within a Space Marine Neophyte the confidence and determination to battle powerful foes.

Use this firefight ploy when a friendly **SCOUT SQUAD** operative performs the **Shoot** or **Fight** action, at the end of the Roll Attack Dice step. If it's the first friendly operative to perform either of those actions during this turning point, or if the enemy operative in that action (primary target, if relevant) has a higher Wounds stat than it, that friendly operative's weapons have the Severe weapon rule until the end of that action.

COVERT POSITION

Space Marine Scouts excel at camouflaging themselves, laying in wait for hours or even days at a time until they identify the perfect moment to strike.

Use this firefight ploy during a friendly **SCOUT SQUAD** operative's activation. Until the start of its next activation, while that operative has a **Conceal** order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. Seek, Vantage terrain) except being within 2".

SCOUT SERGEANT



APL	MOVE	SAVE	WOUNDS
3	6"	4+	11

NAME	ATK	HIT	DMG	WR
Astartes shotgun	4	2+	4/4	Range 6"
Bolt pistol	4	3+	3/4	Range 8"
Boltgun	4	3+	3/4	-
Chainsword	5	3+	4/5	-
Fists	4	3+	3/4	-

Guidance and Experience: Once during each of this operative's activations, you can select one other friendly SCOUT SQUAD operative visible to it. Until the end of that operative's next activation, add 1 to its APL stat.

Astartes: During this operative's activation, it can perform either two Shoot actions or two Fight actions. If it's two Shoot actions, an Astartes shotgun, bolt pistol or boltgun must be selected for at least one of them. This operative can counteract regardless of its order.

SCOUT SQUAD, IMPERIUM, ADEPTUS ASTARTES, LEADER, SERGEANT

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SCOUT HEAVY GUNNER



APL	MOVE	SAVE	WOUNDS
2	6"	4+	10

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Heavy bolter (focused)	5	3+	4/5	Heavy (Dash only), Piercing Crits 1
Heavy bolter (sweeping)	4	3+	4/5	Heavy (Dash only), Piercing Crits 1, Torrent 1"
Missile launcher (frag)	4	3+	3/5	Blast 2", Heavy (Dash only)
Missile launcher (krak)	4	3+	5/7	Heavy (Dash only), Piercing 1
Fists	3	3+	3/4	-

SCOUT SQUAD, IMPERIUM, ADEPTUS ASTARTES, HEAVY GUNNER

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SCOUT HUNTER



APL	MOVE	SAVE	WOUNDS
2	6"	4+	10

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Combat blade	4	3+	3/5	-

Grapnel Launcher: Whenever this operative is climbing, treat the vertical distance as 2" (regardless of how far the operative actually moves vertically).

Grapnel Assault: Whenever this operative performs the Charge action during its activation, if it climbs, drops, jumps or its base moves underneath Vantage terrain during that action, its melee weapons have the Lethal 3+ weapon rule until the end of that activation.

SCOUT SQUAD®, IMPERIUM, ADEPTUS ASTARTES, HUNTER

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SCOUT SNIPER



APL	MOVE	SAVE	WOUNDS
2	6"	4+	10

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Sniper rifle (mobile)	4	3+	3/4	-
Sniper rifle (stationary)	4	2+	3/3	Devastating 3, Heavy, Silent
Fists	3	3+	3/4	-

Camo Cloak: Whenever an operative is shooting this operative:

- Ignore the Saturate weapon rule.
- If you can retain any cover saves, you can retain one additional cover save, or you can retain one cover save as a critical success instead. This isn't cumulative with improved cover saves from Vantage terrain.

OPTICS

1AP

▶ Until the start of this operative's next activation, whenever it's shooting, enemy operatives cannot be obscured.

◆ This operative cannot perform this action while within control range of an enemy operative.

SCOUT SQUAD®, IMPERIUM, ADEPTUS ASTARTES, SNIPER

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SCOUT TRACKER



APL
2

MOVE
6"

SAVE
4+

WOUNDS
10

NAME	ATK	HIT	DMG	WR
💣 Boltgun	4	3+	3/4	-
➡ Fists	3	3+	3/4	-

TRACK ENEMY

1AP

- ▶ Select one expended enemy operative within 8" of this operative. Until the end of the turning point, whenever a friendly SCOUT SQUAD-operative is shooting that enemy operative, that friendly operative's ranged weapons have the Seek Light weapon rule.
- ◆ This operative cannot perform this action while within control range of an enemy operative.

AUSPEX SCAN

1AP

- ▶ Until the start of this operative's next activation or until it's incapacitated (whichever comes first), whenever a friendly SCOUT SQUAD-operative is shooting an enemy operative within 8" of this operative, that enemy operative cannot be obscured; if that friendly operative is a SNIPER that's currently benefitting from the effects of its Optics action, its ranged weapons also have the Seek Light weapon rule.
- ◆ This operative cannot perform this action while within control range of an enemy operative.

SCOUT SQUAD, IMPERIUM, ADEPTUS ASTARTES, TRACKER

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SCOUT WARRIOR



APL
2

MOVE
6"

SAVE
4+

WOUNDS
10

NAME	ATK	HIT	DMG	WR
💣 Astartes shotgun	4	2+	4/4	Range 6"
💣 Bolt pistol	4	3+	3/4	Range 8"
💣 Boltgun	4	3+	3/4	-
➡ Combat blade	4	3+	3/5	-
➡ Fists	3	3+	3/4	-

Adaptive Equipment: You can do each of the following once per turning point:

- One friendly SCOUT SQUAD-WARRIOR operative can perform the Smoke Grenade action.
- One friendly SCOUT SQUAD-WARRIOR operative can perform the Stun Grenade action.

The rules for these actions are found in universal equipment. Performing these actions using this rule doesn't count towards their action limits (i.e. if you also select those grenades from equipment).

SCOUT SQUAD, IMPERIUM, ADEPTUS ASTARTES, WARRIOR

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FACTION EQUIPMENT

The following equipment options are available to **SCOUT SQUAD** kill teams, alongside the universal equipment online. You cannot select each option more than once per battle.

CAMO CLOAK

Crafted from light-manipulating materials such as cameleoline, camo cloaks help the bearer blend into surrounding terrain.

Whenever an operative is shooting a friendly **SCOUT SQUAD** operative (excluding **SNIPER**), if you can retain any cover saves, you can retain one additional cover save. This isn't cumulative with improved cover saves from Vantage terrain.

COMBAT BLADES AND KNIVES

Space Marine Neophytes wield a variety of short-bladed melee weapons, demonstrating lethal proficiency with them all.

Friendly **SCOUT SQUAD** operatives have the following melee weapon:

NAME	ATK	HIT	DMG
— Combat blade	3	3+	3/5

Friendly **SCOUT SQUAD** **HUNTER** and **SCOUT SQUAD** **WARRIOR** operatives that already have a combat blade (but with different stats) have the following melee weapon instead:

NAME	ATK	HIT	DMG
— Combat knife	4	3+	4/5

HEAVY WEAPON BIPOD

Deploying a heavy weapon bipod allows the bearer to lay down a hail of suppressing fire.

Whenever a friendly **SCOUT SQUAD** **HEAVY GUNNER** operative is shooting with a heavy bolter or missile launcher, if it hasn't moved during the activation, or if it's a counteraction, that weapon has the Ceaseless weapon rule; if the weapon already has that weapon rule, it has the Relentless weapon rule. Note that operative isn't restricted from moving after shooting.

TARGETING OCULARS

These highly sensitive multispectral targeting visors serve to aid the bearer's aim, rendering their weapons even more lethal.

Up to twice per turning point, when a friendly **SCOUT SQUAD** operative is performing the **Shoot** action and you're selecting a valid target, you can use this rule. If you do, until the end of that action, that friendly operative's ranged weapons have the Lethal 5+ and Saturate weapon rules.



MARKER/TOKEN GUIDE

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SCOUT SQUAD ▶ MARKER/TOKEN GUIDE



DESIGNATE
TARGET TOKEN



AUSPEX SCAN
TOKEN



OPTICS TOKEN



TRACK ENEMY
TOKEN



TRIP ALARM
MARKER



BOOBY TRAP
MARKER



SMOKE GRENADE
TOKEN



STUN GRENADE
TOKEN





SCOUT SQUAD: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

This document has a version number; when this document is revised, the version number will be incremented and new updates can be found under that version's subtitle. Where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction.

ERRATA

This section collects amendments to the rules. Amended text for clarification and edits are shown in blue, while amended text for balance updates are shown in magenta.

FACTION RULES, FORWARD SCOUTING

First sentence of first paragraph changed to read:
'At the end of the Set Up Operatives step, you can select and resolve up to six Forward Scouting options.'

Forward Scouting option added:

'Tactical Manoeuvre (1)

Once per battle **STRATEGIC GAMBIT**. Select one friendly operative. Until the end of that operative's next activation, add 1 to its APL stat.'

UPDATE 1.1

FACTION EQUIPMENT, TARGETING OCULARS

Changed to read:

'Up to twice per turning point, when a friendly **SCOUT SQUAD** operative is performing the **Shoot** action and you're selecting a valid target, you can use this rule. If you do, until the end of that action, that friendly operative's ranged weapons have the **Lethal 5+** and **Saturate** weapon rules.'

UPDATE 1.0

FACTION RULES, FORWARD SCOUTING, BOOBY TRAP

First sentence changed to read:
'Place one of your Booby Trap markers more than 6" from your opponent's drop zone and more than 2" from other markers, access points and Accessible terrain.'

FIREFIGHT PLOYS, COVERT POSITION

Second sentence changed to read:

'Until the start of its next activation, while that operative has a Conceal order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. **Seek**, Vantage terrain) except being within 2".'