


SCOUT SQUAD FACTION EQUIPMENT

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.

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FACTION EQUIPMENT

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.

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FACTION EQUIPMENT

COMBAT BLADES

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. Note that some operatives already have this weapon but with better stats; in that instance, use the better version.


NAME	ATK	HIT	DMG
 Combat blade	3	3+	4/5

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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.