


SCOUT SQUAD

STRATEGY PLOY

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.

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AMBUSH

Scout Squads utilise stealth to close within range of their foes, carefully selecting their targets before unleashing a devastating assault.

Whenever a friendly **SCOUT SQUAD**  operative is shooting or 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 weapons have the Balanced weapon rule.
- If the target is expended, that friendly operative's weapons have the Ceaseless weapon rule instead.

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ADAPTABLE TRAINING


Space Marine Neophytes and their experienced Sergeants draw upon a host of versatile tactics embedded through hypno-indoctrination. Coupled with their stealth training, this enables them to outmanoeuvre their foes while remaining out of reach.

You can change the order of up to D3 friendly **SCOUT SQUAD**  operatives that are more than 6" from enemy operatives.

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STEALTH RELOCATION

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

Up to D3 friendly **SCOUT SQUAD** operatives that have a Conceal order and are more than 6" from enemy operatives can immediately perform a free **Dash** action. You cannot use this ploy during the first turning point.