

SCOUT SERGEANT



APL

▼ 3

MOVE

6"

SAVE

4+

WOUNDS

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 HEAVY GUNNER



APL

▼ 2

MOVE

6"

SAVE

4+

WOUNDS

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 HUNTER



APL

▼ 2

MOVE

6"

SAVE

4+

WOUNDS

10

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

Grapnel Launcher: Whenever this operative is climbing up, you can 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 SNIPER



APL

▼ 2

MOVE

6"

SAVE

4+

WOUNDS

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 (Dash only), 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 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.

RULES CONTINUE ON OTHER SIDE ►

SCOUT TRACKER



APL

▼ 2

MOVE

► 6"

SAVE

4+

WOUNDS

10

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 WARRIOR



APL

▼ 2

MOVE

6"

SAVE

4+

WOUNDS

10

NAME	ATK	HIT	DMG	WR
新三 Astartes shotgun	4	2+	4/4	Range 6"
新三 Bolt pistol	4	3+	3/4	Range 8"
新三 Boltgun	4	3+	3/4	-
双刃 Combat blade	4	3+	4/5	-
双刃 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).