

# RATLINGSKULL FACTION RULE

## SCARPER

---

Despite their small stature, Ratlings are fleet of foot, using their speed and agility to outpace and evade their foes.

After each enemy operative's activation, before the next operative is activated, one friendly **RATLINGSKULL** operative (excluding **BULLGRYN**, **OGRYN** and **SNEAK**) can perform a free Dash action, but it cannot end that move within 3" of an enemy operative unless it's not visible to every enemy operative when it ends that move.

Each friendly operative can only do this once per turning point, and cannot do so after the final activation of the turning point.

# RATLING®

# MARKER/TOKEN GUIDE



Target  
Designation  
token



Early Warning  
token



Optics token



Spot token



Explosive  
Arsenal token



Tripwire  
marker



Scarper token



Evade token



Lucky Round  
token



Purloined Rations token