

SCOUT SQUAD FACTION RULE

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 six 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.

FORWARD SCOUTING OPTIONS ARE PRESENTED ON THEIR OWN CARDS

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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 SQUADSKULL** 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.

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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.

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.

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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 SQUADSKULL** 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.

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