


RATLING

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 **RATLING**  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.

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