


SCOUT SQUAD

FIREFIGHT PLOY

ASTARTES TRAINING

Space Marine Chapters are amongst the galaxy's most elite fighting forces. Even their Neophytes wield their weapons with peerless skill.


Use this firefight ploy during a friendly **SCOUT SQUAD ** operative's activation. Until the end of that activation, that operative can either perform two **Fight** actions, or two **Shoot** actions if an Astartes shotgun, bolt pistol or boltgun is selected for at least one of them.

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RAW PHYSIOLOGY

Though their training may not yet be complete, Space Marine Scouts possess the same genetically augmented resilience as their fully fledged battle-brothers.



Use this firefight ploy during a friendly **SCOUT SQUAD ** operative's activation, before or after it performs an action. Until the start of its next activation, you can ignore any changes to that operative's stats from being injured (including its weapons' stats).

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EMBOLDENED ASPIRANT

Surgical enhancement, indoctrination and brutal training instil within a Space Marine Neophyte the confidence and determination to battle powerful foes.


Use this firefight ploy when a friendly **SCOUT SQUAD ** operative performs the **Shoot** or **Fight** action, after any re-rolls. If it's the first friendly operative to perform either of those actions during this turning point, or if the enemy operative in that action (primary target, if relevant) has a higher Wounds stat than that friendly **SCOUT SQUAD ** operative, you can retain one of your normal successes as a critical success instead.

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COVERT POSITION

Space Marine Scouts excel at camouflaging themselves, laying in wait for hours or even days at a time until they identify the perfect moment to strike.

Use this firefight ploy during a friendly **SCOUT SQUAD ** operative's activation. Until the start of its next activation, while that operative has a Conceal order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. Seek, Vantage terrain) except being within 2".