

# SCOUT SQUADSKULL 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 SQUADSKULL** 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 bolter 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 SQUADSKULL** 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 SQUADSKULL** 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 SQUADSKULL** 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 SQUADSKULL** 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".