

SCOUT SQUAD

M	T	SV	W	LD	OC
6"	4	4+	2	6+	1



⚡	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Astartes shotgun [ASSAULT]	18"	2	3+	4	0	1
	Bolt pistol [PISTOL]	12"	1	3+	4	0	1
	Boltgun	24"	2	3+	4	0	1
	Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
➡	Missile launcher – frag [BLAST, HEAVY]	48"	D6	4+	4	0	1
➡	Missile launcher – krak [HEAVY]	48"	1	4+	9	-2	D6

⚔	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Astartes chainsword	Melee	4	3+	4	-1	1
	Close combat weapon	Melee	2	3+	4	0	1
	Combat knife	Melee	3	3+	4	0	1
	Power fist	Melee	2	3+	8	-2	2
	Power weapon	Melee	3	3+	4	-2	1
	Thunder hammer [DEVASTATING WOUNDS]	Melee	2	4+	8	-2	2

➡ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, SCOUT SQUAD

ABILITIES

CORE: Infiltrators, Scouts 6"

FACTION: Oath of Moment

Guerrilla Tactics: At the end of your opponent's turn, if this unit is more than 6" away from all enemy models, you can remove this unit from the battlefield and place it into Strategic Reserves.



FACTION KEYWORDS:
ADEPTUS ASTARTES

SCOUT SQUAD

Space Marine neophytes, Scouts learn their deadly craft in daring missions independent of the main force. Led by seasoned Veteran Sergeants, they infiltrate enemy positions, clear potential drop zones, set ambushes, sabotage supply lines and complete all manner of other objectives to weaken the foe.



WARGEAR OPTIONS

- Any number of models can each have their boltgun replaced with one of the following:
 - 1 Astartes shotgun
 - 1 combat knife
- 1 Scout's boltgun can be replaced with one of the following:
 - 1 heavy bolter
 - 1 missile launcher
- The Scout Sergeant's bolt pistol and boltgun can be replaced with two different weapons from the following list:**
 - 1 Astartes chainsword
 - 1 bolt pistol
 - 1 boltgun
 - 1 combi-weapon*
 - 1 grav-pistol*
 - 1 hand flamer*
 - 1 inferno pistol*
 - 1 plasma pistol*
 - 1 storm bolter*
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer

* The profile for this weapon can be found on the Adeptus Astartes Armoury card.

** This model can only be equipped with two ranged weapons if one of them is a Pistol (and it can only have one Pistol).

UNIT COMPOSITION

- 1 Scout Sergeant
- 4-9 Scouts

Every model is equipped with: bolt pistol; boltgun; close combat weapon.

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