



SCOUT SERGEANT



APL ▼3 MOVE ➡6" SAVE ♦4+ WOUNDS ▲11

NAME	ATK	HIT	DMG	WR
Astartes shotgun	4	2+	4/4	Range 6"
Bolt pistol	4	3+	3/4	Range 8"
Boltgun	4	3+	3/4	-
Chainsword	5	3+	4/5	-
Fists	4	3+	3/4	-

Guidance and Experience: Once during each of this operative's activations, you can select one other friendly SCOUT SQUAD-operative visible to it. Until the end of that operative's next activation, add 1 to its APL stat.

Astartes: During this operative's activation, it can perform either two Shoot actions or two Fight actions. If it's two Shoot actions, an Astartes shotgun, bolt pistol or boltgun must be selected for at least one of them. This operative can counteract regardless of its order.

SCOUT SQUAD, IMPERIUM, ADEPTUS ASTARTES, LEADER, SERGEANT

(28)

SCOUT HEAVY GUNNER



APL ▼2 MOVE ➡6" SAVE ♦4+ WOUNDS ▲10

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Heavy bolter (focused)	5	3+	4/5	Heavy (Dash only), Piercing Crits 1
Heavy bolter (sweeping)	4	3+	4/5	Heavy (Dash only), Piercing Crits 1, Torrent 1"
Missile launcher (frag)	4	3+	3/5	Blast 2", Heavy (Dash only)
Missile launcher (krak)	4	3+	5/7	Heavy (Dash only), Piercing 1
Fists	3	3+	3/4	-

SCOUT SQUAD, IMPERIUM, ADEPTUS ASTARTES, HEAVY GUNNER

(28)

SCOUT HUNTER



APL ▼2 MOVE ➡6" SAVE ♦4+ WOUNDS ▲10

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Combat blade	4	3+	4/5	-

Grapnel Launcher: Whenever this operative is climbing up, you can treat the vertical distance as 2" (regardless of how far the operative actually moves vertically).

Grapnel Assault: Whenever this operative performs the Charge action during its activation, if it climbs, drops, jumps or its base moves underneath Vantage terrain during that action, its melee weapons have the Lethal 3+ weapon rule until the end of that activation.

SCOUT SQUAD, IMPERIUM, ADEPTUS ASTARTES, HUNTER

(28)

SCOUT SNIPER



APL ▼2 MOVE ➡6" SAVE ♦4+ WOUNDS ▲10

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Sniper rifle (mobile)	4	3+	3/4	-
Sniper rifle (stationary)	4	2+	3/3	Devastating 3, Heavy, Silent
Fists	3	3+	3/4	-

Camo Cloak: Whenever an operative is shooting this operative:

- Ignore the Saturate weapon rule.
- If you can retain any cover saves, you can retain one additional cover save, or you can retain one cover save as a critical success instead. This isn't cumulative with improved cover saves from Vantage terrain.

OPTICS

1AP

▶ Until the start of this operative's next activation, whenever it's shooting, enemy operatives cannot be obscured.

◆ This operative cannot perform this action while within control range of an enemy operative.

SCOUT SQUAD, IMPERIUM, ADEPTUS ASTARTES, SNIPER

(28)



SCOUT TRACKER



APL ▼2 MOVE 6" SAVE 4+ WOUNDS 10

NAME	ATK	HIT	DMG	WR
Boltgun	4	3+	3/4	-
Fists	3	3+	3/4	-

TRACK ENEMY

1AP

► Select one expended enemy operative within 8" of this operative. Until the end of the turning point, whenever a friendly SCOUT SQUAD-operative is shooting that enemy operative, that friendly operative's ranged weapons have the Seek Light weapon rule.

◆ This operative cannot perform this action while within control range of an enemy operative.

RULES CONTINUE ON OTHER SIDE ►

SCOUT SQUAD, IMPERIUM, ADEPTUS ASTARTES, TRACKER

(28)

SCOUT TRACKER



APL ▼2 MOVE 6" SAVE 4+ WOUNDS 10

AUSPEX SCAN

1AP

► Until the start of this operative's next activation or until it's incapacitated (whichever comes first), whenever a friendly SCOUT SQUAD-operative is shooting an enemy operative within 8" of this operative, that enemy operative cannot be obscured; if that friendly operative is a SNIPER that's currently benefitting from the effects of its Optics action, its ranged weapons also have the Seek Light weapon rule.

◆ This operative cannot perform this action while within control range of an enemy operative.

SCOUT WARRIOR



APL ▼2 MOVE 6" SAVE 4+ WOUNDS 10

NAME	ATK	HIT	DMG	WR
Astartes shotgun	4	2+	4/4	Range 6"
Bolt pistol	4	3+	3/4	Range 8"
Boltgun	4	3+	3/4	-
Combat blade	4	3+	4/5	-
Fists	3	3+	3/4	-

Adaptive Equipment: You can do each of the following once per turning point:

- One friendly SCOUT SQUAD-WARRIOR operative can perform the Smoke Grenade action.
- One friendly SCOUT SQUAD-WARRIOR operative can perform the Stun Grenade action.

The rules for these actions are found in universal equipment. Performing these actions using this rule doesn't count towards their action limits (i.e. if you also select those grenades from equipment).

SCOUT SQUAD, IMPERIUM, ADEPTUS ASTARTES, WARRIOR

(28)

NOTES:



SCOUT SQUAD KILL TEAM

ARCHETYPES: INFILTRATION, RECON

OPERATIVES

↳ 1 SCOUT SQUAD SERGEANT operative with one of the following options:

- Astartes shotgun; fists
- Boltgun; fists
- Bolt pistol; chainsword

↳ 8 SCOUT SQUAD operatives selected from the following list:

- | | |
|---|--|
| • HEAVY GUNNER
with fists, bolt
pistol and heavy
bolter | • TRACKER |
| • HEAVY GUNNER
with fists, bolt
pistol and missile
launcher | • WARRIOR
with one of the
following options: <ul style="list-style-type: none">○ Astartes
shotgun; fists○ Boltgun; fists○ Bolt pistol;
combat blade |
| • HUNTER | |
| • SNIPER | |

Other than **WARRIOR** operatives, your kill team can only include each operative on this list once.

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 five 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

SCOUT SQUAD FACTION RULE

FORWARD SCOUTING

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 SQUAD 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.

SCOUT SQUAD FACTION RULE

FORWARD SCOUTING

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.



SCOUT SQUAD FACTION RULE

FORWARD SCOUTING

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 SQUAD** 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 STRATEGY PLOY

GUERRILLA ENGAGEMENT

Space Marine Scouts learn to use terrain to their advantage, preventing the enemy from getting a bead on them as they move within killing range.

Whenever an enemy operative is shooting a friendly **SCOUT SQUAD** operative, if that friendly operative is in cover and more than 6" from enemy operatives it's visible to, you can re-roll one of your defence dice.

SCOUT SQUAD MARKER/TOKEN GUIDE



SCOUT SQUAD STRATEGY PLOY

GUNFIRE AMBUSH

Scout Squads utilise stealth to close within range of their foes, carefully select their targets and unleash a devastating barrage of bolt rounds and shotgun slugs.

Whenever a friendly **SCOUT SQUAD** operative is shooting during its activation, if its order was changed from Conceal to Engage at the start of that activation, or it wasn't visible to enemy operatives at the start of that activation:

- That friendly operative's ranged weapons have the Balanced weapon rule.
- If the target is expended, that friendly operative's ranged weapons have the Ceaseless weapon rule instead.



SCOUT SQUAD STRATEGY PLOY

BLADE AMBUSH

At times when stealth is of the utmost importance, the blade is preferable to the bolter, and just as deadly.

Whenever a friendly SCOUT SQUAD operative is fighting during its activation, if its order was changed from Conceal to Engage at the start of that activation, or it wasn't visible to enemy operatives at the start of that activation:

- That friendly operative's melee weapons have the Ceaseless weapon rule.
- If the target is expended, that friendly operative's melee weapons also have the Rending weapon rule.

SCOUT SQUAD STRATEGY PLOY

STEALTH RELOCATION

Space Marine Scout Squads are highly mobile units, shifting swiftly from cover to cover in order to outmanoeuvre the foe.

Select one friendly SCOUT SQUAD operative more than 6" from enemy operatives. That friendly operative can immediately perform a free Dash action and/or you can change its order. You cannot use this ploy during the first turning point.

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 bolter is selected for at least one of them.

SCOUT SQUAD FIREFIGHT PLOY

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).



SCOUT SQUAD[•] FIREFIGHT PLOY

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.

SCOUT SQUAD[•] FIREFIGHT PLOY

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".

SCOUT SQUAD[•] FACTION EQUIPMENT

CAMO CLOAK

Crafted from light-manipulating materials such as cameleoline, camo cloaks help the bearer blend into surrounding terrain.

Whenever an operative is shooting a friendly **SCOUT SQUAD[•]** operative (excluding **SNIPER**), if you can retain any cover saves, you can retain one additional cover save. This isn't cumulative with improved cover saves from Vantage terrain.

SCOUT SQUAD[•] FACTION EQUIPMENT

TARGETING OCULARS

These highly sensitive multispectral targeting visors serve to aid the bearer's aim, rendering their weapons even more lethal.

Up to twice per turning point, when a friendly **SCOUT SQUAD[•]** operative is performing the **Shoot** action and you're selecting a valid target, you can use this rule. If you do, until the end of that action, that friendly operative's ranged weapons have the Lethal 5+ and Saturate weapon rules.



SCOUT SQUAD FACTION EQUIPMENT

COMBAT BLADES

Space Marine Neophytes wield a variety of short-bladed melee weapons, demonstrating lethal proficiency with them all.

Friendly SCOUT SQUAD operative have the following melee weapon. Note that some operatives already have this weapon but with better stats; in that instance, use the better version.

NAME	ATK	HIT	DMG
Combat blade	3	3+	4/5

SCOUT SQUAD FACTION EQUIPMENT

HEAVY WEAPON BIPOD

Deploying a heavy weapon bipod allows the bearer to lay down a hail of suppressing fire.

Whenever a friendly SCOUT SQUAD HEAVY GUNNER operative is shooting with a heavy bolter or missile launcher, if it hasn't moved during the activation, or if it's a counteraction, that weapon has the Ceaseless weapon rule; if the weapon already has that weapon rule, it has the Relentless weapon rule. Note that operative isn't restricted from moving after shooting.

UNIVERSAL EQUIPMENT

1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle.

AMMO RESUPPLY OAP

- One of your Ammo Cache markers the active operative controls is used during this turning point.
- Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.

UNIVERSAL EQUIPMENT

1X RAZOR WIRE

Spoiled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Obstructing: Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".



UNIVERSAL EQUIPMENT

1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.

UNIVERSAL EQUIPMENT

1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snare and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.

UNIVERSAL EQUIPMENT

2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain, except the feet, which are Insignificant and Exposed. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

1X HEAVY BARRICADE

A redoubtable slab of plasteel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

A heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 4" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

UNIVERSAL EQUIPMENT

2X LADDERS

Carried into battle in their compacted forms, these ladders provide a rapid route of ingress to strongholds, or access to vital vantage points.

Ladders are Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

In addition, an operative can either move through ladders as if they aren't there (but cannot finish on them), or climb them. Once per action, whenever an operative is climbing this terrain feature, treat the vertical distance as 1". Note that if an operative then continues climbing another terrain feature during that action (including another ladder), that distance is determined as normal.



UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

STUN GRENADE

1AP

- Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

UNIVERSAL EQUIPMENT

EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

NAME

ATK HIT DMG

■■■ Frag grenade

4 4+ 2/4

WR

Range 6", Blast 2", Saturate

NAME

ATK HIT DMG

■■■ Krak grenade

4 4+ 4/5

WR

Range 6", Piercing 1, Saturate

UNIVERSAL EQUIPMENT

1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Protective: While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE ►

Portable: This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform the following unique action during the battle.

MOVE WITH BARRICADE 1AP

► The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop, jump or use any kill team's rules that remove it and set it back up again (e.g.

HEARTKYN SALVAGER® FLY, MANDRAKE® SHADOW PASSAGE).

► Before this operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again, but the portable barricade cannot be set up within 2" of other equipment terrain features, access points or Accessible terrain. If this is not possible, the portable barricade is not set up again.

◆ This action is treated as a **Reposition** action. An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the **Fall Back** or **Charge** action.



UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

RULE CONTINUES ON OTHER SIDE

SMOKE GRENADE

1AP

- ▶ Place one of your Smoke Grenade markers within 6" of this operative. It must be visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. The marker creates an area of smoke 1" horizontally and unlimited height vertically from (but not below) it.
 - ▶ While an operative is wholly within an area of smoke, it's obscured to operatives more than 2" from it, and vice versa. In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, ignore the Piercing weapon rule unless they are within 2" of each other.
 - ▶ In the Ready step of the next Strategy phase, roll one D3. Remove that Smoke Grenade marker after a number of activations equal to that D3 have been completed or at the end of the turning point (whichever comes first).
 - ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

NOTES:

NOTES:



SCOUT SQUAD: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

ERRATA

JULY '25

This section collects amendments to the rules. Amended text for clarification and edits are shown in blue, while amended text for balance updates are shown in magenta.

FIREFIGHT PLOYS, EMBOLDENED ASPIRANT

Changed to read:

'Use this firefight ploy when a friendly SCOUT SQUAD operative performs the Shoot or Fight action, at the end of the Roll Attack Dice step 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.'

PREVIOUS ERRATAS

FIREFIGHT PLOYS, EMBOLDENED ASPIRANT

Relevant part of last sentence changed to read:
‘[...] has a higher Wounds stat than that friendly **SCOUT SQUAD** operative, you can change one of your retained normal successes to a critical success instead. Any rules that take effect as a result of retaining a critical success (e.g. Devastating, Piercing Crits, etc.) still do.’

FIREFIGHT PLOYS, COVERT POSITION

Second sentence changed to read:

‘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”.

FIREFIGHT PLOYS, RAW PHYSIOLOGY

First sentence changed to read:

‘Use this firefight ploy during a friendly **SCOUT SQUAD** operative’s activation, before or after it performs an action.’

HUNTER & WARRIOR OPERATIVES, COMBAT BLADE WEAPON

Dmg stats changed to ‘4/5’

HUNTER OPERATIVE, GRAPNEL LAUNCHER RULE

Relevant part changed to read:

‘Whenever this operative is climbing up, you can treat the vertical distance as [...]’

FACTION RULES, FORWARD SCOUTING, BOOBY TRAP

First sentence changed to read:

‘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.’

FACTION RULES, FORWARD SCOUTING

First sentence of first paragraph changed to read:
‘At the end of the Set Up Operatives step, you can select and resolve up to six Forward Scouting options.’

Forward Scouting option added:

‘**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.’

FACTION EQUIPMENT, COMBAT BLADES AND KNIVES

Name changed to ‘Combat Blade’

Changed to read:

Friendly **SCOUT SQUAD** operatives have the following melee weapon. Note that some operatives already have this weapon but with better stats; in that instance, use the better version.

NAME	ATK	HIT	DMG
— Combat blade	3	3+	4/5

Friendly **SCOUT SQUAD** **HUNTER** and **SCOUT SQUAD** **WARRIOR** operatives that already have a combat blade (but with different stats) have the following melee weapon instead:

NAME	ATK	HIT	DMG
— Combat knife	4	3+	4/5

FACTION EQUIPMENT, TARGETING OCULARS

Changed to read:

‘Up to twice per turning point, when a friendly **SCOUT SQUAD** operative is performing the **Shoot** action and you’re selecting a valid target, you can use this rule. If you do, until the end of that action, that friendly operative’s ranged weapons have the **Lethal 5+** and **Saturate** weapon rules.’

SCOUT SQUAD OPERATIVES

Most Space Marines begin their service to the Chapter in the Scout Company. Lightly armed in comparison to their elder brothers, Scout Squads wield a range of specialist weapons and equipment to undertake clandestine operations, often deep behind enemy lines.

2

SCOUT SERGEANT

Veterans of their Chapter, these highly experienced warriors choose to train the next generation of battle-brothers. They lead by example, commanding the respect of their charges with their courage and tactical acumen.

SCOUT HEAVY GUNNER

These operatives are highly able warriors who use heavy weapons – from missile launchers to heavy bolters – to engage and destroy powerful enemy targets.

SCOUT HUNTER

Armed with grapnel launchers, Hunters can swiftly traverse dangerous terrain and negotiate challenging ground to circumnavigate enemy strongpoints, set up ambushes or evade pursuers.

'BE THE WATER THAT SEEPS THROUGH THE DAM'S CRACKS TO BEGIN ITS CRUMBLING. BE THE WIND THAT FLOWS THROUGH THE CLOAK'S FIBRES TO CHILL BONES. BE THE ROCK WHOSE FALL IS THE BEGINNING OF A LANDSLIDE THAT SWEEPS ALL ASIDE. FINALLY, BE THE SPARK, THE SPARK THAT SETS WORLDS AFLAME.'

- Selmegh Zakhagi, White Scars Scout Sergeant





SCOUT SNIPER

Snipers excel in fulfilling the fundamental elements of assassination and reconnaissance in Scout Squad missions. They carefully observe enemy movements from hidden positions they hold for days, waiting for the precise moment to take a killing shot.

SCOUT TRACKER

Trackers carry highly powerful auspexes – scanners capable of analysing the battlefield. Thanks to the information such devices provide, Scout Squads can identify targets or rapidly plan deadly ambushes.

SCOUT WARRIOR

These operatives are skilled fighters, committed to their squad and determined to ascend to full battle-brother status. No matter what the mission demands of them, they will fight furiously to defeat the enemy and prove themselves.

'THE EMPEROR PROTECTS, THIS IS THE MANTRA PREACHED THROUGHOUT THE IMPERIUM. BUT IN WHAT MANNER DOES HE DO SO? THROUGH HIS ANGELS OF DEATH – US. WE ARE HIS KNIVES IN THE DARK, HIS WARDENS OF THE SHADOWS AND HIS EVER WATCHFUL EYES. WE ARE INSTRUMENTS OF HIS WILL, CREATED BY HIM TO PUNISH HIS FOES.'

- Kyrin Torvaec, Raven Guard Scout Shadow Sergeant

SCOUT SQUAD KILL TEAM



Below you will find a list of the operatives that make up a **SCOUT SQUAD** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

- ▼ 1 **SCOUT SQUAD** SERGEANT operative with one of the following options:
 - Astartes shotgun; fists
 - Boltgun; fists
 - Bolt pistol; chainsword

- ▼ 8 **SCOUT SQUAD** operatives selected from the following list:
 - **HEAVY GUNNER** with fists, bolt pistol and heavy bolter
 - **HEAVY GUNNER** with fists, bolt pistol and missile launcher
 - **HUNTER**
 - **SNIPER**
 - **TRACKER**
 - **WARRIOR** with one of the following options:
 - Astartes shotgun; fists
 - Boltgun; fists
 - Bolt pistol; combat blade

Other than **WARRIOR** operatives, your kill team can only include each operative on this list once.

ARCHETYPES



INFILTRATION



RECON

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

SERGEANT



'WE CRAWLED THROUGH MUD FOR FOUR DAYS, BITING RAIN POURING DOWN UPON OUR HEADS IN TORRENTS. AT NIGHT, SEVERAL OF OUR NUMBER FROZE TO DEATH. WE LEFT THEIR CORPSES BEHIND. THE SERGEANTS CALLED THEM UNWORTHY – THEY WERE RIGHT. IT WAS ONLY AFTER THIS THAT WE ARRIVED AT OUR DESTINATION, WHERE OUR EXAMINATION WOULD TRULY BEGIN.'

- Bargus Urloch, Battle-brother of the Iron Hands Chapter

HEAVY GUNNER



The newest version of these rules can be found online.
Scan the QR code or visit warhammer-community.com.



HUNTER



SNIPER



TRACKER



WARRIOR

