

SCOUT SQUAD

STRATEGY PLOYS

ADAPTABLE TRAINING

You can change the order of up to D3 friendly **SCOUT SQUAD** operatives that are more than 6" from enemy operatives.

AMBUSH

Whenever a friendly **SCOUT SQUAD** operative is shooting or 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:

- Its weapons have the Balanced weapon rule.
- If the target is expended, its weapons have the Ceaseless weapon rule instead.

GUERRILLA ENGAGEMENT

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.

STEALTH RELOCATION

Up to D3 friendly **SCOUT SQUAD** operatives that have a Conceal order and are more than 6" from enemy operatives can immediately perform a free **Dash** action.

FIREFIGHT PLOYS

ASTARTES TRAINING

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.

COVERT POSITION

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".

EMBOLDENED ASPIRANT

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.

RAW PHYSIOLOGY

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 weapon's stats).

OPERATIVES

ARCHETYPE: INFILTRATION / RECON

1 **SCOUT SERGEANT** operative equipped with one of the following options:

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

8 **SCOUT SQUAD** operatives selected from the following list:

- **SCOUT HEAVY GUNNER** with fists, bolt pistol and heavy bolter
- **SCOUT HEAVY GUNNER** with fists, bolt pistol and missile launcher
- **SCOUT HUNTER**
- **SCOUT SNIPER**
- **SCOUT TRACKER**
- **SCOUT WARRIOR** equipped 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 above once.

FACTION RULES

FORWARD SCOUTING

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 six 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 that has initiative.

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.

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.

DEVISE PLAN (1)

You gain 1CP.

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.

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.

SPY (1)

Approved Ops only. Your opponent must reveal their selected tac op.

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.'

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 that's within 2" of that marker, its range weapons have the Seek weapon rule. In the ready step of the third Strategy phase, remove that marker.

FACTION EQUIPMENT

CAMO CLOAK

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.

COMBAT BLADE

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

	A	HT	D	WR
X Combat blade	3	3+	4/5	-

HEAVY WEAPON BIPOD

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.

TARGETING OCULARS

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, its ranged weapons have the Lethal 5+ and Saturate weapon rules.

SCOUT SQUAD

SERGEANT	APL	3	MV	6"	SV	4+	W	11
	A	HT	D	WR				
⊕ Astartes shotgun	4	2+	4/4	Rng 6"				
⊕ Bolt pistol	4	3+	3/4	Rng 8"				
⊕ Boltgun	4	3+	3/4	-				
X Chainsword	5	3+	4/5	-				
X 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.

HEAVY GUNNER	APL	2	MV	6"	SV	4+	W	10
	A	HT	D	WR				
⊕ Bolt pistol	4	3+	3/4	Rng 8"				
⊕ Heavy bolter								
- Focused	5	3+	4/5	Heavy (Dash Only), Piercing Crits 1				
- Sweep	4	3+	4/5	Heavy (Dash Only), Piercing Crits 1, Torrent 1"				
⊕ Missile Launcher								
- Frag	4	3+	3/5	Blast 2", Heavy (Dash Only)				
- Krak	4	3+	5/7	Heavy (Dash Only), Piercing 1				
X Fists	3	3+	3/4	-				

HUNTER	APL	2	MV	6"	SV	4+	W	10
	A	HT	D	WR				
⊕ Bolt pistol	4	3+	3/4	Rng 8"				
X 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 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.

SNIPER	APL	2	MV	6"	SV	4+	W	10
	A	HT	D	WR				
⊕ Bolt pistol	4	3+	3/4	Rng 8"				
⊕ Sniper rifle								
- Mobile	4	3+	3/4	-				
- Stationary	4	2+	3/3	Devastating 3, Heavy (Dash only), Silent				
X 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.

TRACKER	APL	2	MV	6"	SV	4+	W	10
	A	HT	D	WR				
⊕ Boltgun	4	3+	3/4	-				
X Fists	3	3+	3/4	-				

- TRACK ENEMY** 1AP **AUSPEX SCAN** 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, its ranged weapons have the Seek Light weapon rule.
 - This operative cannot perform this action while within control range of an enemy operative.
 - This operative cannot perform this action while within control range of an enemy operative.

WARRIOR	APL	2	MV	6"	SV	4+	W	10
	A	HT	D	WR				
⊕ Astartes shotgun	4	2+	4/4	Rng 6"				
⊕ Bolt pistol	4	3+	3/4	Rng 8"				
⊕ Boltgun	4	3+	3/4	-				
X Combat blade	4	3+	4/5	-				
X Fists	3	3+	3/4	-				

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

- One SCOUT SQUAD WARRIOR can perform the Smoke Grenade action.
 - One SCOUT SQUAD WARRIOR 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 select those grenades from equipment).