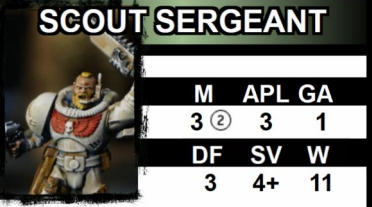
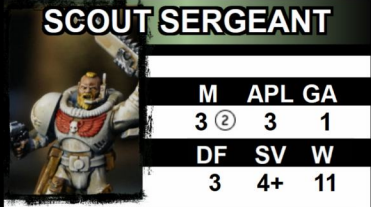


Scout Squad



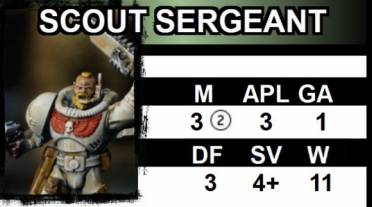
Astartes Shotgun	4	2+	4/4
Rng Balanced			
Fists	4	2+	3/4

Guidance and Experience: Each time this operative is activated, you can select one other friendly SCOUT SQUAD operative visible to it. Add 1 to the selected operative's APL.



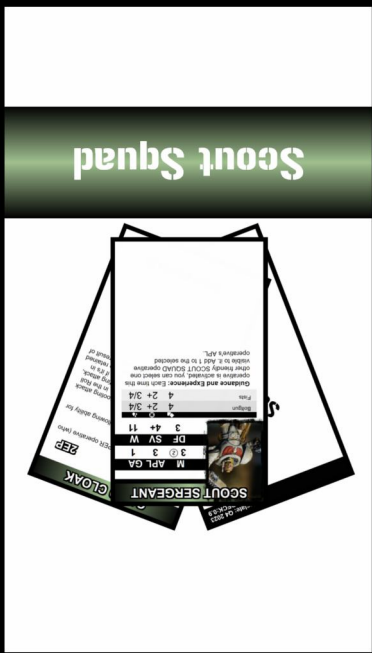
Boltgun	4	2+	3/4
Fists	4	2+	3/4

Guidance and Experience: Each time this operative is activated, you can select one other friendly SCOUT SQUAD operative visible to it. Add 1 to the selected operative's APL.



Bolt Pistol	4	2+	3/4
Chainsword	5	2+	4/5

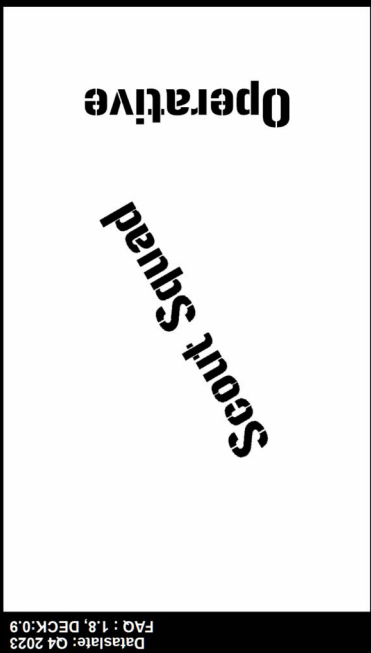
Guidance and Experience: Each time this operative is activated, you can select one other friendly SCOUT SQUAD operative visible to it. Add 1 to the selected operative's APL.



Operative

Scout Squad

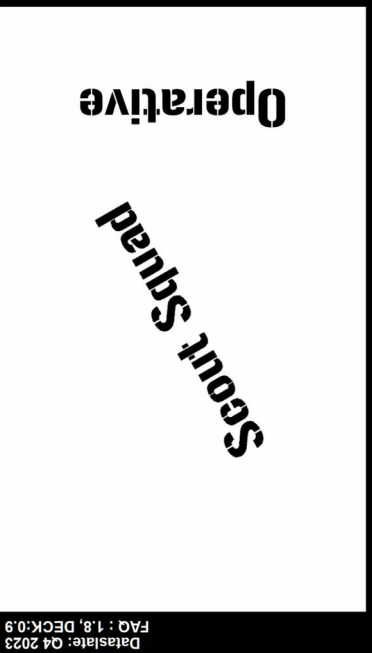
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Operative

Scout Squad

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Datafile: Q4 2023




Operative

Scout Squad

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SCOUT HEAVY GUNNER



	M	APL	GA
	3 ②	2	1
DF	SV	W	
3	4+	10	

	⚔	🔥	🧨
Bolt Pistol	4	3+	3/4
Rng 🗡			
Heavy Bolter	5	3+	4/5
Fusillade Heavy			! P1
Fists	3	3+	3/4


SCOUT HEAVY GUNNER



	M	APL	GA
	3 ②	2	1
DF	SV	W	
3	4+	10	

	⚔	🔥	🧨
Bolt Pistol	4	3+	3/4
Rng 🗡			
Missile Launcher (Frag)	4	3+	3/5
Blast ② Heavy			! P1
Missile Launcher (Krak)	4	3+	5/7
AP1 Heavy			
Fists	3	3+	3/4

SCOUT HUNTER




	M	APL	GA
	3 ②	2	1
DF	SV	W	
3	4+	10	

	⚔	🔥	🧨
Bolt Pistol	4	3+	3/4
Rng 🗡			
Combat Knife	4	3+	3/5

Grapnel Launcher: This operative is equipped with climbing equipment (pg 46) and it does not cost any equipment points for this operative.

Grapnel Assault (1AP): Perform a free Charge action with this operative. If, during that action, this operative climbs, drops, jumps, traverses or its base moves under a vantage point then its melee weapons gain the Lethal 3+ special rule for the duration of the activation.

SCOUT SNIPER



	M	APL	GA
	3 ②	2	1
DF	SV	W	
3	4+	10	

	⚔	🔥	🧨
Bolt Pistol	4	3+	3/4
Rng 🗡			
Sniper Rifle	4	2+	3/3
Heavy Silent			! MW3
Fists	3	3+	3/4

Camo Cloak: Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, before rolling your defence dice, if it's in Cover, one additional dice can be retained as a successful normal save as a result of Cover.

Advanced Scope (1AP): Until the end of the activation, when determining Line of Sight for this operative, enemy operative not Obscured. This operative cannot perform this action within Engagement Range of an enemy operative.

Operative

Scout Squad

Operative

Scout Squad

Operative

Scout Squad

Operative

Scout Squad



SCOUT TRACKER

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	10

Boltgun	4	3+	3/4
Fists	3	3+	3/4

Track Enemy (1 AP): Select one enemy operative with a Conceal order Visible to and within ② of this operative, then select one friendly SCOUT SQUAD operative. Until the end of the Turning Point, the selected friendly SCOUT SQUAD operative treats that enemy operative as if it has an Engage order. This operative cannot perform this action while within Engagement Range of an enemy operative.

Auspex Scan (1 AP)



SCOUT WARRIOR

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	10

Boltgun	4	3+	3/4
Fists	3	3+	3/4



SCOUT WARRIOR

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	10

Boltgun	4	3+	3/4
Fists	3	3+	3/4



SCOUT WARRIOR

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	10

Astartes Shotgun	4	2+	4/4
Rng ⑥			
Fists	3	3+	3/4

Operative

Scout Squad

Operative

Scout Squad


Operative

Scout Squad

Operative

Scout Squad


SCOUT WARRIOR



	M	APL	GA
	3	2	1
DF	SV	W	
3	4+	10	

Astartes Shotgun	4	2+	4/4
Rng			
Fists	3	3+	3/4


SCOUT WARRIOR



	M	APL	GA
	3	2	1
DF	SV	W	
3	4+	10	

Bolt Pistol	4	2+	3/4
Rng			
Combat Knife	4	3+	3/5

SCOUT WARRIOR



	M	APL	GA
	3	2	1
DF	SV	W	
3	4+	10	

Bolt Pistol	4	2+	3/4
Rng			
Combat Knife	4	3+	3/5

(2) FROM ALL ANGLES

Reveal this Tac Op in the Target Reveal step of any Turning Point. Once you do so, divide the table into four quarters by drawing imaginary straight lines 1 mm wide that run from the centre of each killzone edge to the centre of its opposite edge.

► If three friendly SCOUT SQUAD operatives inflict damage on enemy operatives during the same Turning Point, and are wholly within three different table quarters when they do so, you score 1 VP.

► If you achieve the first condition in any subsequent Turning Points, you score IVR

Wound in 3 quarters

Operative

Scout Squad

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Operative

Scout Squad

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Operative

Scout Squad

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Tac Op

Scout Squad

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(3) GATHER RECONNAISSANCE

Reveal this Tac Op in the Target Reveal step of any Turning Point.

- If a friendly operative performs the Gather Reconnaissance action, you score 1 VP.
- At the end of the battle, if a friendly operative that performed the Gather Reconnaissance action hasn't been incapacitated, you score 1 VP Note that it doesn't have to be the operative that achieved the first condition

Friendly SCOUT SQUAD operatives can perform the following mission action during the battle:

GATHER RECONNAISSANCE (1 AP) An operative can perform this action while within of your opponent's drop zone and not within Engagement Range an enemy operative.

Action and Live

(1) SUDDEN STRIKE

Reveal this Tac Op at the end of the first Turning Point.

- If more enemy operatives than friendly operatives were incapacitated during the first Turning Point, you score 1 VP
- If more enemy operatives than friendly operatives were incapacitated during any subsequent Turning Points, you score 1 VP

Operatives with a Wounds characteristic of 12 or more are treated as two operatives for this Tac Op.

Kill More

AUSPEX SCAN

Ability

Auspex Scan (1 AP): Select one enemy operative Visible to or within 1 of this operative. Until the end of the Turning Point:

- That enemy operative is not Obscured.
- Defence dice cannot be automatically retained as a result of cover for that enemy operative.

This operative cannot perform this action while within Engagement Range of an enemy operative.

Tracker

REDEPLOY (MAX 5)

Forward Scouting

Change the set up of one of your operatives that is wholly within your drop zone and/or change its order.

Redeploy 1

Tac Op

Scout Squad

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Tac Op

Scout Squad

FAQ : 1.8, DECK:0.9
Date: Q4 2023

Ability

Scout Squad

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Forward
Scouting

Scout Squad

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RECON (MAX 2)

Forward Scouting

Resolve a Recon option as specified by the Scouting step of the mission sequence.

Extra Recon

INFILTRATE (MAX 2)

Forward Scouting

Resolve an Infiltrate option as specified by the Scouting step of the mission sequence.

Extra Infiltrate

TRIP ALARM (MAX 2)

Forward Scouting

Place one of your Trip Alarm tokens anywhere in the killzone that is more than ① from your opponent's drop zone. During the Firefight phase, the first time an enemy operative with a Conceal order moves within ② of one of your Trip Alarm tokens:

- ▶ Remove that token,
- ▶ Until the start of that enemy operative's next activation, friendly operatives treat it as if it has an Engage order.

Area Reveal

BOOBY TRAP (MAX 1)

Forward Scouting

Place one of your Booby Trap tokens more than ① from your opponent's drop zone and more than ② from each objective marker. Each time an enemy operative moves within ② of one of your BoobyTrap tokens, interrupt that action to roll one D6, adding 1 to the result if the enemy operative's move is from Charge or Dash action. Only roll once per action for each a relevant token.

- ▶ On a 1-3, nothing happens and that enemy operative continues its action (the token is not removed).
- ▶ On a 4+ that enemy operative suffers a number of mortal wounds equal to the result of the D6, its move action ends and the token is removed.

Area MW

Scout Squad
Forward
Scouting

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Scout Squad
Forward
Scouting

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Date/late: Q4 2023

Scout Squad
Forward
Scouting

FAQ : 1.8, DECK:0.9
Date/late: Q4 2023

Scout Squad
Forward
Scouting

FAQ : 1.8, DECK:0.9
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DIVERSION (MAX 1)

Forward Scouting

Select one enemy operative. Subtract 1 from its APL.

-1 APL

DEVISE PLAN (MAX 1)

Forward Scouting

You gain 1 CP

1 CP

DESIGNATE TARGET (MAX 1)

Forward Scouting

Select one enemy operative to gain your Target token. Each time a friendly SCOUT SQUAD operative fights in combat or makes a shooting attack against the enemy operative with your Target token, in the Roll Attack Dice step of that combat or shooting attack, you can reroll one of your attack dice.

Balanced vs Target

GUERRILLA ENGAGEMENT

Strategic

1CP

Until the end Of the Turning Point, each time a shooting attack is made against a friendly SCOUT SQUAD operative that's in Cover and more than 1 from enemy operatives, in the Roll Defence Dice step of that shooting attack, you can reroll one of your defence dice.

Balanced Df

Forward Scouting
Scout Squad

Forward Scouting
Scout Squad

Forward Scouting
Scout Squad

Strategic
Scout Squad

GUNFIRE AMBUSH

Strategic

1CP

Until the end of the Turning Point, each time a friendly SCOUT SQUAD operative makes a shooting attack in an activation in which its order was changed from Conceal to Engage, in the Roll Attack Dice step of that shooting attack, you can reroll one of your attack dice; if the target isn't ready, you can re-roll any or all of your attack dice results of one result (e.g. results of 2) instead.

Balanced+ Shoot

Strategic

Scout Squad

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BLADE AMBUSH

Strategic

1CP

Until the end of the Turning Point, each time a friendly SCOUT SQUAD operative fights in combat in an activation in which its order was changed from Conceal to Engage, in the Roll Attack Dice step of that combat, you can reroll any or all of your attack dice results of one result (e.g. results of 2); if the target isn't ready, the friendly operative's melee weapons also gain the Rending critical hit rule for that combat.

Balanced+ Melee

Strategic

Scout Squad

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STEALTH RELOCATION

Strategic

1CP

Select one friendly SCOUT SQUAD operative more than 10' from enemy operatives. You can immediately perform a free Dash action with that operative and/or change its order. You cannot use this Strategic Play in the first Turning Point.

Dash

Strategic

Scout Squad

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ASTARTES TRAINING

Tactical

1CP

Use this Tactical Play during a friendly SCOUT SQUAD operative's activation. Until the end of its activation, that operative can either perform two Fight actions, or two Shoot actions if an Astartes shotgun, bolt pistol, boltgun or bolter is selected for at least one of those shooting attacks

Shoot or Fight Twice

Tactical

Scout Squad

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RAW PHYSIOLOGY

Tactical

1CP

Use this Tactical Ploy during a friendly SCOUT SQUAD operative's activation. Until the start of its next activation, that operative isn't injured and you can ignore any or all modifies to its APL.

Not Injured

EMBOLDENED ASPIRANT

Tactical

1CP

Use this Tactical Ploy after rolling dice in the Roll Attack Dice step of a Fight or Shoot action made by a friendly SCOUT SQUAD operative, if it's the first friendly operative to do either during this Turning Point, or if the target had more wounds remaining than that friendly SCOUT SQUAD operative at the start of the step. You can retain one successful normal hit as a critical hit instead.

Hit to Crit

COVERT POSITION

Tactical

1 CP

Use this Tactical Ploy during a friendly SCOUT SQUAD operative's activation. Until the start of its next activation, while that operative has a Conceal order, it's always treated as having a Conceal order, regardless of any other rules (e.g. Vantage Point).

Super Conceal

EXTRA BLADE

2EP

Select a combat blade the operative is equipped with. That weapon gains the Balanced special rule for the battle.

Balanced Melee

Tactical

Scout Squad

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Tactical

Scout Squad

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Tactical

Scout Squad

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Equipment

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HEAVY WEAPON BIPOD

2EP

Select a heavy bolter the operative is equipped with. That weapon gains the following special rule for the battle:
Heavy Weapon Bipod: Each time this operative makes a shooting attack with this weapon, in the Roll Attack Dice step of that shooting attack, if the operative has not moved during this activation, you can reroll any or all of your attack dice

Relentless H Bolter

FRAG GRENADE

Max: 1

2EP

The operative is equipped with the following ranged weapon for the battle:

Frag grenade	4	3+	2/3
Rng	Blast	Indirect	Limited

KRAK GRENADE

Max: 1

3EP

The operative is equipped with the following ranged weapon for the battle. It cannot make a shooting attack with this weapon by performing an Overwatch action:

Krak grenade	4	3+	4/5
Rng	AP1	Indirect	Limited

SMOKE GRENADE

3EP

The operative can perform the following action during the battle:
SMOKE GRENADE 1AP:Place the centre of one Smoke token on a point within 1 of this operative. That token creates an area of smoke with a 2 radius and unlimited upward height (but not below) measured from the centre of that token. Until the end of the Turning Point, an operative is Obscured if every Cover line drawn to it crosses an area of smoke. This operative can only perform this action once, and cannot perform this action while within Engagement Range of an enemy operative.

Area Obscure

Equipment

Scout Squad

Equipment

Scout Squad

Equipment

Scout Squad

Equipment

Scout Squad

CLIMBING EQUIPMENT

1EP

Climbing Equipment:

- Each time this operative ascends or descends a terrain feature while climbing, the first vertical distance of up to 3 ② it travels are counted as ② for that climb.
- This operative does not need to be within ▲ of a physical and climbable part of a terrain feature in order to climb it.
- Each time this operative drops, the intended location can be any vertical distance from the level it occupies.
- Each time this operative drops, it counts any vertical distance it travels as half for that drop.

Easy Climb

CAMO CLOAK

2EP

Not available for a SNIPER operative (who already has this ability).

The operative gains the following ability for the battle:

Camo Cloak: Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, before rolling your defence dice, if it's in Cover, one additional dice can be retained as a successful normal save as a result of Cover.

Extra Retain Df

SCOUT SQUAD

Infiltration//Recon

1 leader and 8 operatives

SCOUT SERGEANT
EITHER Shotgun;Fists OR Boltgun;Fists OR Bolt Pistol;Ch

SCOUT HEAVY GUNNER
Heavy Bolter; Bolt Pistol; Fists

SCOUT HEAVY GUNNER
Missile Launcher; Bolt Pistol; Fists

SCOUT HUNTER

SCOUT SNIPER

SCOUT TRACKER

SCOUT WARRIOR
EITHER Boltgun;Fists OR Shotgun;Fists
OR Bolt Pistol;Combat Blade

FORWARD SCOUTING

Faction Ability

At the end of the Set Up Operatives step, you can select and resolve up to five 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 Recon x2, Trip Alarm, Booby Trap and Diversion. If both players have this ability, alternate resolving starting with the Defender

Equipment

Scout Squad

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Equipment

Scout Squad

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Team

Scout Squad

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Abilities

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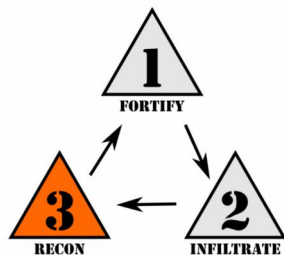
RECON

Matched Play

Perform a free Dash action with one operative that is wholly within your drop zone

Critical Ops

Perform a free Dash action with one friendly operative that is wholly within your drop zone as if it can FLY



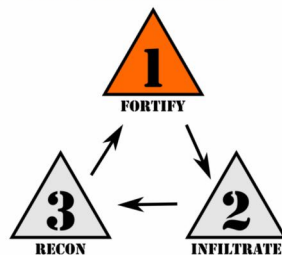
FORTIFY

Matched Play

Set up one additional barricade within 🏠 of your drop zone

Critical Ops

Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.



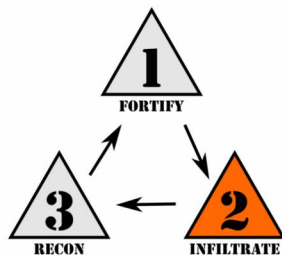
INFILTRATE

Matched Play

Once during the first turning point, when you select an operative to activate, you can change its order

Critical Ops

Once during the first turning point, when you select an operative to activate, you can change its order



MATCHED PLAY

- DETERMINE MISSION
- READ MISSION BRIEFING
- DETERMINE KILLZONE
- SET UP OBJECTIVE MARKERS
- SET UP THE KILLZONE
- SELECT DROP ZONE
- SELECT A KILL TEAM
- SELECT TAC OPS
- SELECT EQUIPMENT
- SET UP BARRICADES
- SET UP OPERATIVES
- SCOUTING
- BEGIN THE BATTLE

Scouting

Scout Squad

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Scouting

Scout Squad

FAQ : 1.8, DECK:0.9
Date: 04 2023

Scouting

Scout Squad

FAQ : 1.8, DECK:0.9
Date: 04 2023

Matched

Scout Squad

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TURN SEQUENCE

- INITIATIVE PHASE
READY OPERATIVES
DETERMINE
INITIATIVE
- STRATEGY PHASE
GENERATE
COMMAND POINTS
PLAY STRATEGIC
PLOYS
TARGET REVEAL
- FIREFIGHT PHASE
PERFORM ACTIONS

SCORE CARD

COMMAND POINTS	SECONDARY	PRIMARY			
				1	
			1	2	
				3	
				2	
			3	4	

PHIL TEAM

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Matched

Scout Squad

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Scorecard

Scout Squad

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Date: 1.8, DECK: 0.9

Credits

Scout Squad

Date: 1.8, DECK: 0.9
Date: 1.8, DECK: 0.9

Credits

Scout Squad

Date: 1.8, DECK: 0.9
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