

SCOUT SQUAD - IMPERIUM - SPACE MARINES

65–120 PTS

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

AUFSTELLUNG

5-10x Scouts w/ Boltgun oder Scout Sergeant oder Scouts w/ Shotgun oder Scout w/ Heavy Weapon oder Scout w/ Sniper Rifle (28.5mm)

Equipped with: Bolt pistol, Boltgun, Heavy Bolter, Shotgun, Sniper Rifle, ► Missile Launcher - Frag, ► Missile Launcher - Krak, Chainsword, Combat Knife

Wargear Options:

- This model's Boltgun can be replaced with 1x Shotgun.
- Each Scout Sergeant can replace its Boltgun with Shotgun.
- Each Scout Sergeant can replace its Combat Knife with Chainsword.
- Each Scout w/ Heavy Weapon can replace its Heavy Bolter with Missile Launcher.

KEYWORDS: Infantry, Imperium, Smoke, Scout Squad, Explosives

FACTION KEYWORDS: Adeptus Astartes

🎯 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol <small>CLOSE-QUARTERS</small>	12"	1	3+	5	-1	1
Boltgun <small>RAPID FIRE 1</small>	24"	1	3+	5	-1	1
Heavy Bolter <small>HEAVY, RAPID FIRE 2, SUSTAINED HITS 1</small>	36"	3	4+	5	-1	2
Shotgun <small>ASSAULT, BLAST 1</small>	18"	2	3+	4	-1	1
Sniper Rifle <small>HEAVY, PRECISION</small>	36"	1	3+	5	-2	2
► Missile Launcher - Frag <small>BLAST 1, HEAVY</small>	48"	4	4+	4	-1	1
► Missile Launcher - Krak	48"	1	4+	10	-2	D3+3

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	4	-1	1
Combat Knife	Melee	3	3+	4	-1	1

ABILITIES

Flexible Asset

When this unit is selected to make an advance/fall-back move, that advance/fall-back move does not prevent this unit from being eligible to start an action.

WEAPON ABILITIES

Assault

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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Heavy

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

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CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.