

## ARCHETYPE: INFILTRATION / RECON

# 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 wargear those operatives must be equipped with.

## OPERATIVES

- 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** equipped with fists, a bolt pistol and a heavy bolter
  - **SCOUT HEAVY GUNNER** equipped with fists, a bolt pistol and a 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.



# TAC OPS

If your faction is **SCOUT SQUAD**, you can use the Scout Squad Tac Ops listed below, as specified in the mission sequence.

## SUDDEN STRIKE

### Scout Squad – Faction Tac Op 1

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

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

## FROM ALL ANGLES

### Scout Squad – Faction Tac Op 2

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 1mm 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 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

## GATHER RECONNAISSANCE


### Scout Squad – Faction Tac Op 3

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

- If a friendly operative performs the **Gather Reconnaissance** action, you score 1VP.
- At the end of the battle, if a friendly operative that performed the **Gather Reconnaissance** action hasn't been incapacitated, you score 1VP. 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 1AP

An operative can perform this action while within  of your opponent's drop zone and not within Engagement Range of an enemy operative.



# ABILITY

Below, you will find a common ability of the **SCOUT SQUAD** kill team.

## 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. By the time their battle-brothers arrive, all that remains is to win the day.

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.

### REDEPLOY (5)

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



### RECON (2)

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

### INFILTRATE (2)




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

### TRIP ALARM (2)

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

### BOOBY TRAP (1)

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

### DIVERSION (1)

Select one enemy operative. Subtract 1 from its APL.

### DEVISE PLAN (1)

You gain 1CP.

### DESIGNATE TARGET (1)

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 re-roll one of your attack dice.

## STRATEGIC PLOYS

If your faction is **SCOUT SQUAD**, you can use the following Strategic Ploys during a game.

### GUERRILLA ENGAGEMENT 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 **◆** from enemy operatives, in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice.

### GUNFIRE AMBUSH 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 re-roll 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.

### BLADE AMBUSH 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 re-roll 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.

### STEALTH RELOCATION 1CP

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

## TACTICAL PLOYS

If your faction is **SCOUT SQUAD**, you can use the following Tactical Ploys during a game.

### ASTARTES TRAINING 1CP

Use this Tactical Ploy 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 heavy bolter is selected for at least one of those shooting attacks.

### RAW PHYSIOLOGY 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 modifiers to its APL.

### EMBOLDENED ASPIRANT 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.

### COVERT POSITION 1CP

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).

## 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.



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ○	3	1
<b>DF</b>	<b>SV</b>	<b>W</b>
3	4+	11

NAME	A	BS/WS	D	SR	!
✦ Astartes shotgun	4	2+	4/4	Rng <span style="color:red">◆</span> , Balanced	-
✦ Bolt pistol	4	2+	3/4	Rng <span style="color:red">◆</span>	-
✦ Boltgun	4	2+	3/4	-	-
✦ Chainsword	5	2+	4/5	-	-
✦ Fists	4	2+	3/4	-	-

### ABILITIES

**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.

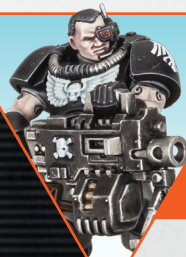
### UNIQUE ACTIONS

**SCOUT SQUAD**, IMPERIUM, ADEPTUS ASTARTES, LEADER, SCOUT, SERGEANT



## 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.



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ○	2	1
<b>DF</b>	<b>SV</b>	<b>W</b>
3	4+	10

NAME	A	BS/WS	D	SR	!
✦ Bolt pistol	4	3+	3/4	Rng <span style="color:red">◆</span>	-
✦ Heavy bolter	5	3+	4/5	Fusillade, Heavy	P1
✦ Missile launcher	<i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>				
- Frag	4	3+	3/5	Blast ○, Heavy	-
- Krak	4	3+	5/7	AP1, Heavy	-
✦ Fists	3	3+	3/4	-	-

### ABILITIES

### UNIQUE ACTIONS

**SCOUT SQUAD**, IMPERIUM, ADEPTUS ASTARTES, SCOUT, HEAVY GUNNER



## 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.



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ○	2	1
<b>DF</b>	<b>SV</b>	<b>W</b>
3	4+	10

NAME	A	BS/WS	D	SR	!
☠ Bolt pistol	4	3+	3/4	Rng	-
☠ Combat blade	4	3+	3/5	-	-

### ABILITIES

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

### UNIQUE ACTIONS

**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, its melee weapons gain the Lethal 3+ special rule until the end of the activation.

SCOUT SQUAD , IMPERIUM, ADEPTUS ASTARTES, SCOUT, HUNTER



## 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.



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ○	2	1
<b>DF</b>	<b>SV</b>	<b>W</b>
3	4+	10

NAME	A	BS/WS	D	SR	!
☠ Bolt pistol	4	3+	3/4	Rng	-
☠ Sniper rifle	4	2+	3/3	Heavy, Silent	MW3
☠ Fists	3	3+	3/4	-	-

### ABILITIES

**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.

### UNIQUE ACTIONS

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

SCOUT SQUAD , IMPERIUM, ADEPTUS ASTARTES, SCOUT, SNIPER



## 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.



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	10

NAME	A	BS/WS	D	SR	!
☠ Boltgun	4	3+	3/4	-	-
☠ Fists	3	3+	3/4	-	-

### UNIQUE ACTIONS

**Track Enemy (1AP):** Select one enemy operative with a Conceal order Visible to and within 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 (1AP):** Select one enemy operative Visible to or within 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.

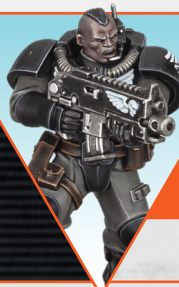
This operative cannot perform this action while within Engagement Range of an enemy operative.

SCOUT SQUAD , IMPERIUM, ADEPTUS ASTARTES, SCOUT, TRACKER



## 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.



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	10

NAME	A	BS/WS	D	SR	!
☠ Astartes shotgun	4	2+	4/4	Rng	-
☠ Bolt pistol	4	3+	3/4	Rng	-
☠ Boltgun	4	3+	3/4	-	-
☠ Combat blade	4	3+	3/5	-	-
☠ Fists	3	3+	3/4	-	-

### ABILITIES

### UNIQUE ACTIONS

SCOUT SQUAD , IMPERIUM, ADEPTUS ASTARTES, SCOUT, WARRIOR



# EQUIPMENT

**SCOUT SQUAD** operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Any equipment marked with a + can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

## CLIMBING EQUIPMENT [1EP]

The operative gains the following ability for the battle:

### Climbing Equipment:

- Each time this operative ascends or descends a terrain feature while climbing, the first vertical distance of up to 3● it travels are counted as ● 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.

## 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 BLADE [2EP]

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

## 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 re-roll any or all of your attack dice results of one result (e.g. results of 2).

## TARGETING OCULAR+ [2EP]

The operative gains the following ability for the battle:

**Targeting Ocular:** Ranged weapons on this operative's datacard that it's equipped with gain the No Cover special rule. Note that ranged weapons it's equipped with by other means (e.g. grenades from Equipment) are unaffected.

## SMOKE GRENADE [3EP]

The operative can perform the following action during the battle:

### SMOKE GRENADE 1AP

Place the centre of one of your Smoke tokens within ● of this operative. That token creates an area of smoke with a ● radius and unlimited upward height (but not below). 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.

## FRAG GRENADE [2EP]

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

Name	A	BS	D
Frag grenade	4	3+	2/3

### Special Rules

Rng ●, Blast ●, Indirect, Limited

## KRAK GRENADE [3EP]

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

Name	A	BS	D
Krak grenade	4	3+	4/5

### Special Rules

Rng ●, AP1, Indirect, Limited



# SCOUT SQUAD SPEC OPS RULES

Over the following pages you will find a selection of rules for Spec Ops campaigns in which you have selected **SCOUT SQUAD** as your Faction keyword.

## BATTLE HONOURS

Each time a **SCOUT SQUAD** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Scout Squad Specialist table below. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).



### SCOUT SQUAD SPECIALIST

D6	Battle Honour
1	<b>Distinguished:</b> Once per battle, during this operative's activation, you can use the Astartes Training Tactical Ploy without spending any Command points.
2	<b>Expedient:</b> Add ▲ to this operative's Movement characteristic.
3	<b>Well-versed:</b> This operative does not have to be Visible to a <b>SERGEANT</b> operative for the purposes of that operative's Guidance and Experience ability.
4	<b>Assassin:</b> This operative can perform the <b>Charge</b> action while it has a Conceal order.
5	<b>Mobile:</b> This operative can perform the <b>Fall Back</b> action for one less action point (to a minimum of OAP).
6	<b>Raider:</b> This operative can perform the <b>Charge</b> action while within Engagement Range of an enemy operative.



# RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **SCOUT SQUAD**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

## 1. INCENDIARY SHOTGUN SHELLS [1EP]

Select an Astartes shotgun the operative is equipped with. That weapon gains the Blast ▲ special rule for the battle.

## 2. POLYCAM CLOAK [2EP]

The operative gains the following ability for the battle:

**Polycam Cloak:** While this operative has a Conceal order, it's always treated as having a Conceal order, regardless of any other rules (e.g. Vantage Point).

## 3. TACTICAL SCOPE [2/4EP]

Select a boltgun or sniper rifle the operative is equipped with. That weapon gains the Lethal 5+ special rule for the battle. If you selected a boltgun, this rare equipment costs 2EP; if you selected a sniper rifle, it costs 4EP.

## 4. HIGH EXPLOSIVE WARHEAD [2EP]

**HEAVY GUNNER** operative only. Select a missile launcher the operative is equipped with. The frag profile of that weapon has its Blast ○ special rule changed to Blast ■ for the battle.

## 5. TRANSPECTRAL LENSES [4EP]

The operative can perform the following action during the battle:

### TRANSPECTRAL SCAN 1AP

Until the end of the activation, each time this operative makes a shooting attack, each enemy operative that has a Conceal order and is in Cover provided by Light terrain is treated as having an Engage order for that shooting attack instead. This operative cannot perform this action while within Engagement Range of an enemy operative.

## 6. SUPPRESSOR [2/3EP]

Select one bolt pistol or boltgun the operative is equipped with. That weapon gains the Silent special rule for the battle. If you selected a bolt pistol, this rare equipment costs 2EP; if you selected a boltgun, it costs 3EP.

'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

# STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **SCOUT SQUAD**, you can select one from the list below instead of selecting one from another source. As with any strategic asset, you can never have more than one of each.

## SCOUT VEHICLES

*This kill team possess a number of light vehicles that enable them to cover and reconnoitre vast areas of terrain more quickly, from bikes to Land Speeders.*

At the end of the Set Up Operatives step, you can select and resolve an additional Forward Scouting option. This does not affect the maximum number of times you can select and resolve each option (i.e. the number in brackets).

## COMMUNICATIONS BEACON

*Rapidly coordinating collected data and intelligence, the Scouts of this kill team are better able to prepare for any mission they might undertake.*

During each game, you can select one Forward Scouting option once more than the normal maximum. For example, you could select the Booby Trap option twice (instead of once).

## COGITATOR BANKS

*When fed intelligence collected by the operatives of this kill team, this powerful machine conducts countless calculations. Its capabilities include analysing likely enemy response times to different kinds of attack, identifying weaknesses in the foe's defences and calculating enemy patrol patterns.*

In the Select Tac Ops step, you can select Tac Ops from both the Infiltration and Recon archetypes (i.e. you don't have to select one archetype for the battle).



# REQUISITIONS

In a Spec Ops campaign, if your faction is **SCOUT SQUAD**, you can use the following Requisitions in addition to those presented in other sources.

## IMPART KNOWLEDGE 1RP

*Scout Sergeants are veterans specially assigned to Scout Squads to watch over and guide the Chapter's Neophytes. They will impart their vast experience, knowing that doing so promotes a strong future for their Chapter.*

Purchase this Requisition before or after a game. Remove up to 6XP from a **SERGEANT** operative on your dataslate, but not enough to decrease its rank. Distribute the experience points removed across the other **SCOUT SQUAD** operatives (excluding **SERGEANT** operatives) on your dataslate.

## LEARN FROM FAILURE 1RP

*Failure is a harsh but effective teacher, and Scout Sergeants are highly adept at ensuring that no mistake is ever repeated.*

Purchase this Requisition after a game in which a friendly **SCOUT SQUAD** operative was incapacitated, but a friendly **SCOUT SQUAD SERGEANT** operative was not. That first friendly operative gains 1XP. If it didn't inflict damage on any enemy operatives, it gains 1 additional XP. If you lost the game, it gains 1 additional XP.

## WORTHY OF THE CHAPTER 1RP

*The purpose of the Scout Squad is to test and train Neophytes on their path to becoming fully fledged Space Marines. Those who succeed in demonstrating their battlefield skill and devotion to the Chapter will be elevated to the full ranks of the battle-brothers.*

Purchase this Requisition before or after a game. Remove one **SCOUT SQUAD** operative from your dataslate (excluding a **SERGEANT** operative), then use the Operative Assigned Requisition (see the Kill Team Core Book) to add an **ADEPTUS ASTARTES** operative (excluding a **LEADER** operative) to a different dataslate of another faction that has the **ADEPTUS ASTARTES** keyword. That new operative has a number of experience points equal to the lowest experience points of the removed operative's rank (select its Battle Honours accordingly). For example, if you removed a **SCOUT SQUAD WARRIOR** operative from your dataslate that had 20XP, you could add a **SABOTEUR** operative to a **PHOBOS STRIKE TEAM** dataslate with 16XP. Note that the added operative doesn't have any Battle Scars.

## SPEC OPS

Each time you would select a Spec Op for your kill team to be assigned to, if your faction is **SCOUT SQUAD**, you can select one from those found on the following page instead of selecting one from another source.



## COVERT ENGAGEMENT

The Scouts conduct a series of carefully planned operations. Seizing intelligence and repeatedly probing enemy weak points before withdrawing back into the shadows will leave the foe reeling and vulnerable to a decisive attack.

### OPERATION 1: PREPARING THE GROUND

*The Scouts operate to a carefully thought-out plan, weakening the foe and strengthening their own positions.*

Complete five games in which you scored victory points from the 'Sudden Strike', 'Gather Reconnaissance' and/or 'From All Angles' Tac Op.

### OPERATION 2: THE KILLING STRIKE

*With their enemies' morale low, the kill team move in to deliver the killing blow.*

Complete a game in which you scored victory points from the 'Rout' Tac Op.

### COMMENDATION

- You can distribute up to 10XP across the operatives on your dataslate (max 3XP per operative).
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

### SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered an 'Elimination' Spec Op.

## IN THE WAKE OF HEROES

All heroes of a Codex-following Chapter once served as Scouts. Knowing this, Scout Squad operatives believe they too can one day be mighty champions. Only by proving themselves across the many facets of war will they be deemed worthy by their Chapter, and progress on the next steps of their journey to greatness.

### OPERATION 1: MANY FACETS OF WAR

*The operation the Scouts are to undertake will test them to their limit, but each success is vital to the Chapter's objectives in the wider war zone. Those Scouts who fight with the most skill and fury will surely earn distinction.*

Complete at least six games and score victory points from every Tac Op of an archetype of your choosing.

### COMMENDATION

- You gain one Requisition point.
- You can select one friendly operative on your dataslate to earn 5XP (this is not affected by a passed Casualty test).
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

### SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered an 'Honour-Bound' Spec Op.