



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

OCTOBER '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**.

STRATEGY PLOYS, GUNFIRE AMBUSH

Name changed to 'Ambush'.

Relevant part of first sentence changed to read:

'Whenever a friendly **SCOUT SQUAD** operative is shooting **or fighting** during its activation [...]'

Bullet points changed to read:

- 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.'

STRATEGY PLOYS, BLADE AMBUSH

Deleted. Rules combined with the Gunfire Ambush ploy to create the Ambush strategy ploy.

STRATEGY PLOYS, ADAPTABLE TRAINING

New strategy ploy added.

STRATEGY PLOYS, STEALTH RELOCATION

First two sentences changed to read:

'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 ~~and/or you can change its order.~~'

SNIPER OPERATIVE, SNIPER RIFLE (STATIONARY) WEAPON

'Heavy' weapon rule changed to 'Heavy (**Dash only**)'.

PREVIOUS ERRATAS

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.'

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.

SCOUT SERGEANT

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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

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SCOUT SQUAD » KILL TEAM SELECTION



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



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



HUNTER

Grapnel launcher

Combat blade

Bolt pistol



SNIPER

Camo cloak

Sniper rifle

Bolt pistol



TRACKER



Boltgun

WARRIOR

Astartes shotgun

Bolt pistol and combat blade

Boltgun

