

SPACE MARINE SCOUTS

ARMOUR The Commander has an armour value of 2. All other Scouts have an armour value of 1.

MOVEMENT The Scout with the heavy bolter may move 6 squares. All other Scouts may move 8 squares.

COMMANDER WEAPONS



Bolt Pistol and Chainsword



Firing



Hand-to-Hand
Combat

SCOUT WEAPONS



Bolt Pistol and Combat Knife



Firing



Hand-to-Hand
Combat

SCOUT WEAPONS



Heavy Bolter

Hellfire Shell



Hand-to-Hand
Combat



Firing



Firing