



## Troglodyte Scouts

*Diminutive aliens with a flair for stealth, Troglodyte hire themselves out as snipers and scouts, to whoever can afford their fee.*

12  
pts



Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
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Troglodyte Scout	5	4	4	4	2	1	4	Infantry (Xeno)
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**UNIT SIZE:** 3 Troglodyte Scouts.

**EQUIPMENT:** Beam Blastgun, Ritual Axe.

**ABILITIES:** Scout & Stealth.



## UNIT OPTIONS

**Mercenary:** May be taken in a detachment belonging to any faction. If the detachment's commander is not a Mercenary, then this unit counts as two 🏆 selections.

- Any model may replace Beam Blastgun with one of the following:
  - Assault Rifle: +1 pt.
  - Sniper Rifle: +2 pts.
- One model may replace Beam Blastgun with one of the following:
  - Grenade Launcher with Frag Grenades: +2 pts.
  - Massive Torch: +1 pt.
  - Plasma Cannon: +3 pts.

## MERCENARY SUMMARY

**AoE:** SB (small blast), LB (large blast) or SPR (spray) template. Number of models under template is the number of bonus shots the weapon fires, but cannot cover friendly models. LB & SB must have their hole entirely over the base of a model in the primary target, unless an **IND FIRE** attack. SPR has the **SHORT RANGED & IGNORE COVER** abilities, must touch the firing model's base, and be entirely within its front arc.

**Beam:** If damage is caused on a model beyond what is required to remove it as a casualty, immediately inflict an additional DAM1 penetration on that unit.

**Heavy:** Non-melee weapon: Cannot be fired while on the move. If a unit moves and shoots in the same action, these attacks are wild. Melee weapon: If a heavy melee weapon is a primary CQ weapon, then the model cannot use a secondary CQ weapon. A heavy melee weapon cannot be a secondary CQ weapon.

**Long Ranged (+X"):** Add (X) inches to the attack's range. If no value is listed, double it. Automatically misses at short range.

**Melee:** Has the **IGNORE COVER** ability and is a CQ weapon. If SHO is not listed, it is the model's EVS+MAS+FOR, halved. If PEN is not listed, it is the model's MAS.

**Scout:** This unit may deploy in no-man's land, but must be entirely in the owning player's table half. It may instead make a flanking maneuver when held in reserve.

**Short Ranged (+X):** Add (X) shots at short range. If no value is listed, double the shots fired. Automatically misses at long range.

**Sniper (X+):** When rolling (X+) to successfully hit, this attack gains +1 DAM and the **IGNORE COVER** and **PRECISION KILL** abilities.

**Stealth:** Unless it is on the move, this model always counts as in cover. If this model's unit is taking cover, it adds +1 to its cover value (counting as cover 1 if in the open).

**Suppress (X):** A unit hit by this weapon gains (X) additional STs. If 'psych' is listed, then these are psych STs. Not cumulative, use the value that results in the most STs being placed.

**Unstable:** Each roll of 1 to hit inflicts STs equal to the weapon's DAM on firer's unit.

## MERCENARY WEAPONS

Weapon	RNG	SHO	PEN	DAM	SPECIAL
Assault Rifle	30"	2	4	1	
Beam Blastgun	18"	2	4	2	Beam, Short Ranged, Unstable
(CQ)	CQ	–	+1	1	Melee
Grenade Launcher	18"	2+SB	2	1	AoE (SB)
Massive Torch	8"	2+SPR	3	1	AoE (SPR), Suppress (D3)
Plasma Cannon	36"	2+SB	5	1	AoE (SB), Heavy, Unstable
Ritual Axe	CQ	–	+2	2	Melee
Sniper Rifle	30"(48")	2	4	1	Long Ranged (+18"), Sniper (3+)

HOME BREW RULES