SLY MARBO

55 PTS

M	T	Sv	W	LD	OC
6"	3	5+	4	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ripper pistol **ANTI-INFANTRY 2+** **PISTOL** **PRECISION**	12"	3	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Envenomed blade **ANTI-INFANTRY 2+** **PRECISION**	Melee	5	2+	5	-1	2

ABILITIES

Like Fighting a Shadow
In your Shooting phase, after this model has shot, if it is not within Engagement Range of one or more enemy units, it can make a Normal move. If it does, until the end of the turn, this model is not eligible to declare a charge.

One-man Army
Once per turn, in your opponent's Shooting phase, when an enemy unit makes a ranged attack that targets a friendly Regiment unit within 3" of this model, after that enemy unit has shot, this model can shoot as if it were your Shooting phase, but it must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

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.

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.

AUFSTELLUNG

1x Sly Marbo (32mm)

Equipped with: Ripper pistol, Envenomed blade

KEYWORDS: Sly Marbo, Imperium, Infantry, Character, Epic Hero, Grenades, Regiment
FACTION KEYWORDS: Astra Militarum

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CORE RULES

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.

Lone Operative
Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

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