IMPERIUM - ASTRA MILITARUM

SLY MARBO

Infiltrators | Lone Operative | Stealth

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

55 PTS
Base 32mm

1 KOMMANDO

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2 BEWEGUNG

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3 BESCHUSS

Ripper pistol — ANTI-INFANTRY 2+ | PISTOL | PRECISION

R	A	BS	S	AP	D
12"	3	2+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

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.

4 ANGRIFF

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5 NAHKAMPF

Envenomed blade — ANTI-INFANTRY 2+ | PRECISION

R	A	WS	S	AP	D
Melee	5	2+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W3 · RW 5+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4–5	S3	S2	S1

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
5+	6+	–	–	–

REGELN & KEYWORDS KURZ

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 deploym…

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 u…

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).

ANTI This ability always takes the form [ANTI-X Y+].

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

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 m…

AUFSTELLUNG

1x Sly Marbo

Ausrüstung: Ripper pistol, Envenomed blade

KEYWORDS Sly Marbo, Imperium, Infantry, Character, Epic Hero, Grenades, Regiment · **FRAKTION** Astra Militarum