

ELYSIAN SNIPER SQUAD [LEGENDS]

M

6"

T

3

SV

5+

W

2

LD

7+

OC

2

65 PTS

Base —

Deep Strike

1

KOMMANDO

—

2

BEWEGUNG

Mark the Target

Each time this unit Remains Stationary, until the start of your next Movement phase, ranged weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.

Sniper Teams

For the purposes of embarking within Transports, each Elysian Sniper Team model counts as one **Heavy** Weapons Team model.

3

BESCHUSS

Lasgun **RAPID FIRE 1**

R	A	BS	S	AP	D
24"	1	4+	3	0	1

VERWUNDET

2+ T1	3+ T2	4+ T3	5+ T4-5	6+ T6+
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Sniper rifle **HEAVY** **PRECISION**

R	A	BS	S	AP	D
36"	1	3+	4	-2	2

VERWUNDET

2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+
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4

ANGRIFF

—

5

NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	2	4+	3	0	1

VERWUNDET

2+ T1	3+ T2	4+ T3	5+ T4-5	6+ T6+
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VERTEIDIGUNG

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IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W3 · RW 5+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+ S6+	3+ S4-5	4+ S3	5+ S2	6+ S1
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RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
5+	6+	-	-	-

REGELN & KEYWORDS KURZ

Deep Strike Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo...

HEAVY In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen...

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...

RAPID FIRE This ability always takes the form [RAPID FIRE X].

AUFSTELLUNG

3x Elysian Sniper Team - Equipped with: Lasgun, Sniper rifle, Close combat weapon