IMPERIUM - ASTRA MILITARUM

REIN AND RAUS [LEGENDS]

Infiltrators | Lone Operative | Stealth

	M	T	SV	W	LD	OC
REIN	6"	2	6+	1	8+	1
RAUS	6"	2	6+	1	8+	1

50 PTS
Base —

1 KOMMANDO	2 BEWEGUNG	4 ANGRIFF	◆ VERTEIDIGUNG	∞ IMMER / EINMALIG
—	—	—	—	—

3 BESCHUSS

Demolition Charge — BLAST | HAZARDOUS | ONE SHOT

R	A	BS	S	AP	D
6"	D6+3	4+	12	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

Sniper rifle — HEAVY | PRECISION

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Stub Pistol — PISTOL

R	A	BS	S	AP	D
12"	1	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Shoot Sharp and Scarper

In your Shooting phase, after this unit 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 unit is not eligible to declare a charge

The Ratling Twins

While this unit contains 2 models, each time a model in this unit makes a ranged attack, you can re-roll the Hit roll and you can re-roll the Wound roll.

5 NAHKAMPF

Close Combat Weapon

R	A	WS	S	AP	D
Melee	1	5+	2	0	1

VERWUNDET

2+	4+	5+	6+
T1	T2	T3	T4+

GEGEN DIESE EINHEIT

Rein

W2 · RW 6+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	6+
S4+	S3	S2	S1

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
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).

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…

ONE SHOT Each weapon with this ability can only be selected to make attacks with once per battle.

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 Rein - Equipped with: Stub Pistol, Sniper rifle, Close Combat Weapon
1x Raus - Equipped with: Stub Pistol, Close Combat Weapon, Demolition Charge

KEYWORDS Epic Hero, Infantry, Imperium, Character, Rein and Raus · **FRAKTION** Astra Militarum