

REMORA STEALTH DRONES [LEGENDS]

M

16"

T

6

SV

3+

W

5

LD

7+

OC

0

160 PTS
Base —

- For The Greater Good
- Infiltrators
- Stealth

1

KOMMANDO

—

2

BEWEGUNG

Aerial
Disengagement
In your opponent's Movement phase, when an enemy unit ends a Normal, Advance or Fall Back move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6".

3

BESCHUSS

2x Remora seeker missile **ONE SHOT**

R	A	BS	S	AP	D
48"	1	4+	14	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1-7	T8-13	T14	T15-27	T28+

Twin long-barrelled burst cannon

TWIN-LINKED

R	A	BS	S	AP	D
24"	4	4+	6	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

4

ANGRIFF

—

5

NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	1	5+	4	0	1

VERWUNDET

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

VERTEIDIGUNG

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IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W6 · RW 3+ · 5 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S12+	S7-11	S6	S4-5	S1-3

RETTUNGSWURF JE DS

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

REGELN & KEYWORDS KURZ

For The Greater Good If your Army Faction is T'AU EMPIRE, at the start of your Shooting phase you can select units from your army with this ability to become Observer units.

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...

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).

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

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

2x Remora Stealth Drone - Equipped with: Close combat weapon, Remora seeker missile, Twin long-barrelled burst cannon