

RANGERS

RANGER

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

AUFSTELLUNG

5-10x Ranger - Equipped with: Close Combat Weapon, Shuriken Pistol, Long rifle (28.5mm)

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Long rifle <small>HEAVY, PRECISION</small>	36"	1	3+	4	-1	2
Shuriken Pistol <small>ASSAULT, PISTOL</small>	12"	1	2+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	1	3+	3	0	1

ABILITIES

RULES - Battle Focus, Infiltrators, Stealth

Invulnerable Save (5+*)

Models in this unit have a 5+ invulnerable save against ranged attacks.

Path of the Outcast

In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to D6".



WEAPON RULES

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

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 unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

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.