

REIN AND RAUS [LEGENDS]

REIN

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

RAUS

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

AUFSTELLUNG

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

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

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Demolition Charge BLAST, HAZARDOUS, ONE SHOT	6"	D6+3	4+	12	-2	2
Sniper rifle HEAVY, PRECISION	36"	1	3+	4	-2	2
Stub Pistol PISTOL	12"	1	3+	4	0	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	1	5+	2	0	1

ABILITIES

RULES - Infiltrators, Lone Operative, Stealth

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.



WEAPON RULES

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.

One Shot

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

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

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.