

REMORA STEALTH DRONES [LEGENDS]

REMORA STEALTH DRONE

M	T	SV	W	LD	OC
16"	6	3+	5	7+	0

AUFSTELLUNG

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

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Remora seeker missile <small>ONE SHOT</small>	48"	1	4+	14	-3	D6+1
Twin long-barrelled burst cannon <small>TWIN-LINKED</small>	24"	4	4+	6	-1	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	5+	4	0	1

ABILITIES

RULES - For The Greater Good, Infiltrators, Stealth

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".

WEAPON RULES

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.



Twin-linked

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

