IMPERIUM - ASTRA MILITARUM

ELYSIAN SNIPER SQUAD [LEGENDS]

65 PTS

ELYSIAN SNIPER TEAM

M	T	SV	W	LD	OC
6"	3	5+	2	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Lasgun RAPID FIRE 1	24"	1	4+	3	0	1
Sniper rifle HEAVY PRECISION	36"	1	3+	4	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1

AUFSTELLUNG

3x Elysian Sniper Team - Equipped with: Lasgun, Sniper rifle, Close combat weapon

ABILITIES

Mark the Target
Each time this unit Remains Stationary, until the start of your next Movement phase, ranged weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.

Sniper Teams
For the purposes of embarking within Transports, each Elysian Sniper Team model counts as one **Heavy** Weapons Team model.

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.

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.

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.