

PROVISIONALLY PREPARED [LEGENDS]

40 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Sniper rifle HEAVY PRECISION	36"	1	3+	4	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapons	Melee	2	5+	2	0	1

AUFSTELLUNG

1x Provisionally Prepared [Legends]

Equipped with: Sniper rifle, Close combat weapons

ABILITIES

CORE - Leader

A Hearty 'Pick Me Up'

While this model is leading a unit, in your Command phase, you can return up to D3 destroyed models to that unit.

Well-stocked Supplies

While this model is leading a unit, improve the Leadership and Objective Control characteristics of models in that unit by 1.

Leader

This model can be attached to the following unit:

- Ratlings

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.

CORE RULES

◆ 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 deployment zone and all enemy units.

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◆ 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).

