

SCOUT SNIPER SQUAD

[LEGENDS]

M

6"

T

4

SV

4+

W

2

LD

6+

QC

1

75–150 PTS

Base —

- Close-quarters
- Combat Doctrines
- Infiltrators
- Stealth

1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Bolt pistol

CLOSE-QUARTERS

R

A

BS

S

AP

D

12"

1

3+

5

-1

1

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

Scout Sniper Rifle

HEAVY

PRECISION

R

A

BS

S

AP

D

36"

1

3+

4

-2

2

VERWUNDET

2+

T1–2

3+

T3

4+

T4

5+

T5–7

6+

T8+

► Missile Launcher - Frag

BLAST 1

HEAVY

R

A

BS

S

AP

D

48"

4

4+

4

-1

1

VERWUNDET

2+

T1–2

3+

T3

4+

T4

5+

T5–7

6+

T8+

► Missile Launcher - Krak

R

A

BS

S

AP

D

48"

1

4+

10

-2

D3+3

VERWUNDET

2+

T1–5

3+

T6–9

4+

T10

5+

T11–19

6+

T20+

Concealed Positions

This unit can only be selected as the target of a ranged attack if the attacking model is within 12".

4

ANGRIFF

—

5

NAHKAMPF

Close combat weapon

R

A

WS

S

AP

D

Melee

2

3+

4

0

1

VERWUNDET

2+

T1–2

3+

T3

4+

T4

5+

T5–7

6+

T8+

VERTEIDIGUNG

—

∞

IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W4 · RW 4+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+

S8+

3+

S5–7

4+

S4

5+

S3

6+

S1–2

RETUNGSWURF JE DS

DS 0

4+

DS –1

5+

DS –2

6+

DS –3

–

DS –4

–

REGELN & KEYWORDS KURZ

Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

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 deploy...

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).

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...

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 unen...

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 m...

AUFSTELLUNG

5-10x Scout Sniper Sergeant oder Scout Snipers oder Scout Sniper w/ Missile Launcher

Ausrüstung: Bolt pistol, Scout Sniper Rifle, ► Missile Launcher - Frag, ► Missile Launcher - Krak, Close combat weapon