

SERGEANT TELION [LEGENDS]

M	T	SV	W	LD	OC
6"	4	4+	3	6+	1

AUFSTELLUNG

1x Sergeant Telion [Legends]

Equipped with: Bolt pistol, Quietus, Combat Knife

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol <small>CLOSE-QUARTERS</small>	12"	1	2+	5	-1	1
Quietus <small>PRECISION</small>	36"	2	2+	4	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Combat Knife	Melee	4	3+	4	0	1

ABILITIES

CORE - Leader

RULES - Close-quarters, Combat Doctrines, Infiltrators, Leader, Scouts, Stealth

Guiding Hand

While this model is leading a unit, each time that unit is selected to shoot or fight, select one of the following abilities to apply to weapons equipped by models in that unit until the end of the phase:

- [LETHAL HITS]
- [**PRECISION**]
- [SUSTAINED HITS 1]

Voice of Experience

While this model is leading a unit, improve the Objective Control characteristic of models in that unit by 1 and each time a model in that unit makes an attack, add 1 to the Hit roll.

Leader

This model can be attached to the following units:

- Scout Squad
- Scout Sniper Squad



WEAPON RULES

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.

