

REMORA STEALTH DRONES

[LEGENDS]

REMORA STEALTH DRONE

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

⦿ RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
2x Remora seeker missile ONE SHOT	48"	1	4+	14	-3	D6+1
Twin long-barrelled burst cannon TWIN-LINKED	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

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.

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AUFSTELLUNG

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

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.

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).