

# PROVISIONALLY PREPARED [LEGENDS]

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

## AUFSTELLUNG

1x Provisionally Prepared [Legends]

**Equipped with:** Sniper rifle, Close combat weapons

### RANGED WEAPONS

| WEAPON                                          | RANGE | A | BS | S | AP | D |
|-------------------------------------------------|-------|---|----|---|----|---|
| Sniper rifle<br><small>HEAVY, PRECISION</small> | 36"   | 1 | 3+ | 4 | -2 | 2 |

### MELEE WEAPONS

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

### ABILITIES

**CORE** - Leader

**RULES** - Infiltrators, Leader, Stealth

#### 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

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### 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.

