

# REMORA STEALTH DRONES [LEGENDS]

## REMORA STEALTH DRONE

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

### AUFSTELLUNG

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

### ⦿ RANGED WEAPONS

| WEAPON                                                         | RANGE | A | BS | S  | AP | D    |
|----------------------------------------------------------------|-------|---|----|----|----|------|
| 2x Remora seeker missile<br><small>ONE SHOT</small>            | 48"   | 1 | 4+ | 14 | -3 | D6+1 |
| Twin long-barrelled burst cannon<br><small>TWIN-LINKED</small> | 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

**RULES** - Infiltrators, Stealth

#### 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.

