

IMPERIUM - ULTRAMARINES

SERGEANT TELION

[LEGENDS]

70 PTS

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

➦ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Quietus PRECISION	36"	2	2+	4	-2	3

⚔ MELEE WEAPONS

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

AUFSTELLUNG

1x Sergeant Telion [Legends]
Equipped with: Quietus, Combat Knife

ABILITIES

CORE - Leader

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.



CORE 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.

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◆ Scouts

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

◆ 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).

