

REMORA STEALTH DRONES

[LEGENDS]

160 PTS

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

AUFSTELLUNG

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

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.

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.

 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).

