

SCOUT SNIPER SQUAD

M	T	SV	W	LD	OC
6"	4	4+	2	6+	1



⦿	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Bolt pistol [PISTOL]	12"	1	3+	4	0	1
➤	Missile launcher – frag [BLAST, HEAVY]	48"	D6	4+	4	0	1
➤	Missile launcher – krak [HEAVY]	48"	1	4+	9	-2	D6
	Scout sniper rifle [HEAVY, PRECISION]	36"	1	3+	4	-2	2
⚔	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Close combat weapon	Melee	2	3+	4	0	1

➤ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, SCOUT SNIPER SQUAD

ABILITIES

CORE: **Infiltrators, Stealth**

FACTION: **Oath of Moment**

Concealed Positions: This unit can only be selected as the target of a ranged attack if the attacking model is within 12".



FACTION KEYWORDS:
ADEPTUS ASTARTES

SCOUT SNIPER SQUAD

Combining their skills in covert operations and infiltration with advanced marksmanship taught to them by wise Veteran Sergeants, Scout Squads equipped with sniper rifles are capable battlefield assassins. With precision fire they can kill opposing commanders or detonate vehicle fuel cells to wreak havoc amongst the enemy.



WARGEAR OPTIONS

- 1 Scout Sniper's scout sniper rifle can be replaced with 1 missile launcher.

UNIT COMPOSITION

- 1 Scout Sniper Sergeant
- 4-9 Scout Snipers

Every model is equipped with: bolt pistol; sniper rifle; close combat weapon.

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