

PRAETORIAN SNIPER TEAM - EXPERIMENTAL RULES 1.0



Praetorian Sniper Teams are elite sharpshooter units, drawn from the already select ranks of the Praetorian special forces. In addition to honing their formidable marksmanship skills, sniper training enhances surveillance and fieldcraft skills, allowing operatives to double as forward observers.

Praetorian Snipers can also employ their prolific abilities and high powered rifles in a limited anti-air role. While they cannot engage fast moving aircraft, they can pick out weak spots in loitering fliers, such as fuel lines and engine intakes.

Snipers operate alongside Digital Ghillies, artificial constructs which function both as spotters and urban optical camouflage generators. They function by projecting an optical distortion field over windows and vantage posts, thereby disrupting enemy fire.

This wide range of abilities makes Praetorian Snipers excellent multi-role troops, able to eliminate multiple threats with lethal precision.

PRAETORIAN SNIPERS	A	MV	CM	DP	PTS	TYPE	CATEGORY	CQB	F	S+C	SPECIAL
	2	2"	N/A	3	36	INFANTRY	SCOUT	1	3+	3/4 B2B	DODGE 4+, D-GHILLIES*

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
UM-1 SNIPER RIFLES	4	3	2+	∞	18"	0"	F/S/R	SNIPER, RW-1, SA-7**

Transport: 1x Raven-A Light Dropship (3 units only) or 1x Bear APC (4 units only). In addition, may share 1x Condor Medium Dropship with another Sniper Team or Praetorian Team, providing they are both mounted in Bear APC's.

*** Special rule - Digital Ghillies:** This piece of equipment creates an optical distortion field ahead of sniper teams, making them difficult to pick out clearly. Any weapon firing against Praetorian Sniper Teams suffers a +2 modifier to its accuracy (Ac) value (to a maximum of 6+). Flame weapons ignore this modifier. Note that this modifier takes effect in addition to other modifiers (such as Soft Cover).

**** Special rule - Precision Small Arms:** Praetorian Snipers are expert marksmen armed with heavy calibre, high velocity rifles. As such, they can be a threat to loitering enemy aircraft by targeting poorly armoured, vulnerable areas. When using the Small Arms (SA) rule, this weapon may use its full R(f) and R(c) values, rather than the standard 6". However, this requires careful aim, and therefore this weapon cannot be used in Reaction Fire.