

# RECON TEAM – UNSC ARMY SNIPER TEAM

# INFANTRY – BUILD RATING 2



MOVE

8/12"

SOAK

0

REACT

6/8

MELEE

1

DAMAGE

3

## WEAPONS

RANGE

ARC

AP

AT

AA

Small Arms

12/24"

ALL

4

1

0

**Lock On:** Gain +1 Firepower Rating when firing at Long Range.

**Suppression (+1):** Add 1 to all enemy Suppression Tests.

Frag Grenades

6"/-

ALL

3

1

0

**Blast:** Ignore Terrain when determining Firepower Rating.

**Cooldown:** May only fire once per Game Turn.

## WEAPON UPGRADES

RANGE

ARC

AP

AT

AA

Sniper Rifle

15/30"

ALL

5

3

0

**Cooldown:** May only fire once per Game Turn.

**Lock On:** Gain +1 Firepower Rating when firing at Long Range.

**Pinpoint (INF):** All Ranged Attacks target a selected Element within Range and Line of Sight, rather than the closest.

## UNIT LOADOUTS

**Elusive:** All enemy attacks are counted as firing into Cover that is one Level higher.

## RECON TEAM – UNSC ARMY SNIPER TEAM

TYPE

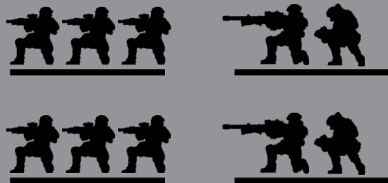
INFANTRY

ELEMENTS

4

POINTS

160



### UNIT UPGRADES

**Weapon Upgrade:** 2 Elements in the Unit **MUST** replace their existing weaponry to to become a Sniper Weapons Team for no additional cost.

All UNSC snipers receive similar training and equipment, but their method of employment varies by service and unit. Army snipers are arranged into specialised reconnaissance units at the battalion level, and are scouts and forward observers first, snipers second. Though they provide valuable anti-infantry and anti-vehicle capabilities to the teams they work with, the recon unit's primary job is defined as augmenting the main strategic effort of their task force by placing sensors and extending the UNSC battlenet into enemy territory.

*The Recon Team work best when dug into cover with good fields of fire on enemy infantry units.*