TEMPESTUS AQUILONS - IMPERIUM - ASTRA MILITARUM

95 PTS

M	T	Sv	W	LD	OC
6"	3	4+	1	7+	1

AUFSTELLUNG

9x Tempestus Aquilon oder Tempestus Aquilon w/ 2 Hot-shot laspistols oder Tempestus Aquilon w/ 1 Hot-shot laspistol oder Tempestus Aquilon w/ Hot-shot long-las oder Tempestus Aquilon w/ Special weapon (28.5mm)
1x Tempestor Aquilon (28.5mm)

Equipped with: Bolt pistol, Hot-shot lascarbine, Hot-shot laspistol, Hot-shot long las, Melta carbine, Sentry flamer, Sentry hot-shot volley gun, ➤ Plasma carbine - standard, ➤ Plasma carbine - supercharge, ➤ Sentry grenade launcher - frag, ➤ Sentry grenade launcher - krak, Chainsword, Close combat weapon, Power weapon

Wargear Options:
- Each Tempestus Aquilon w/ Special weapon can replace its Plasma carbine with Melta carbine.
- Each Tempestor Aquilon can replace its Hot-shot lascarbine with Chainsword, Power weapon or Hot-shot laspistol.
- Each Tempestor Aquilon can be equipped with one of: Hot-shot laspistol, Bolt pistol.
- Each Tempestor Aquilon can replace its Sentry flamer with Sentry hot-shot volley gun or Sentry grenade launcher.

KEYWORDS: Infantry, Grenades, Smoke, Imperium, Regiment, Militarum Tempestus, Tempestus Aquilons

FACTION KEYWORDS: Astra Militarum

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
Hot-shot lascarbine ASSAULT	18"	2	3+	3	-1	1
Hot-shot laspistol PISTOL	12"	1	3+	3	-1	1
Hot-shot long las HEAVY, PRECISION	36"	1	3+	4	-2	3
Melta carbine ASSAULT, MELTA 2	10"	1	3+	9	-4	D6
Sentry flamer IGNORES COVER, TORRENT	12"	D6+3	N/A	4	0	1
Sentry hot-shot volley gun RAPID FIRE 4	30"	4	4+	4	-1	1
➤ Plasma carbine - standard ASSAULT	18"	2	3+	7	-2	1
➤ Plasma carbine - supercharge ASSAULT, HAZARDOUS	18"	2	3+	8	-3	2
➤ Sentry grenade launcher - frag BLAST	24"	D3+3	4+	4	0	1
➤ Sentry grenade launcher - krak	24"	2	4+	9	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	4+	3	0	1
Close combat weapon	Melee	2	4+	3	0	1
Power weapon	Melee	3	4+	4	-2	1

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ABILITIES

Precision Drop
In your Movement phase, when this unit is set up on the battlefield using the Deep Strike ability, it can perform a **precision** drop. If it does, this unit can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.

Servo-sentry
When this unit is set up on the battlefield using the Deep Strike ability, the Tempestor Aquilon can shoot with its sentry weapon (its sentry flamer, sentry grenade launcher or sentry hot-shot volley gun).

Signal Flares
In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is designated:

▪ While a unit is designated, that unit has +3" detection range.

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.