

IMPERIUM - ASTRA MILITARUM

ARMoured SENTINELS

Deadly Demise 1

M8"

T8

SV2+

W7

LD7+

OC2

65–120 PTS

Base 80mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Autocannon

R

A

BS

S

AP

D

48"

2

4+

9

-1

3

VERWUNDET

2+T1-4

3+T5-8

4+T9

5+T10-17

6+T18+

Heavy flamer

TORRENT

R

A

BS

S

AP

D

12"

D6

N/A

5

-1

1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Hunter-killer missile

ONE SHOT

R

A

BS

S

AP

D

48"

1

4+

14

-3

D6

VERWUNDET

2+T1-7

3+T8-13

4+T14

5+T15-27

6+T28+

Lascannon

R

A

BS

S

AP

D

48"

1

4+

12

-3

D6+1

VERWUNDET

2+T1-6

3+T7-11

4+T12

5+T13-23

6+T24+

Multi-laser

R

A

BS

S

AP

D

36"

4

4+

6

0

1

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

► Missile launcher - frag

BLAST

HEAVY

R

A

BS

S

AP

D

48"

D6

4+

4

0

1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

► Missile launcher - krak

HEAVY

R

A

BS

S

AP

D

48"

1

4+

9

-2

D6

VERWUNDET

2+T1-4

3+T5-8

4+T9

5+T10-17

6+T18+

► Plasma cannon - standard

BLAST

R

A

BS

S

AP

D

36"

D3

4+

7

-2

1

VERWUNDET

2+T1-3

3+T4-6

4+T7

5+T8-13

6+T14+

► Plasma cannon - supercharge

BLAST

HAZARDOUS

R

A

BS

S

AP

D

36"

D3

4+

8

-3

2

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

4ANGRIFF

5NAHKAMPF

Close combat weapon

R

A

WS

S

AP

D

Melee

2

4+

6

0

1

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

Sentinel chainsaw

R

A

WS

S

AP

D

Melee

3

4+

6

-1

1

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

6VERTEIDIGUNG

Mobile Hunter-killers

Each time a model in this unit makes an attack that targets a Monster or Vehicle unit, you can re-roll the Wound roll.

7IMMER / EINMALIG

GEGEN DIESE EINHEIT

W8 · RW 2+ · 7 LP je Modell

WIRD VERWUNDET MIT

2+S16+

3+S9-15

4+S8

5+S5-7

6+S1-4

RETTUNGSWURF JE DS

DS 0

DS -1

DS -2

DS -3

DS -4

2+

3+

4+

5+

6+

REGELN & KEYWORDS KURZ

Deadly Demise 1 This ability always takes the form Deadly Demise X.

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 (roun...

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...

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 unen...

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 mod...

ONE SHOT

 Each weapon with this ability can only be selected to make attacks with once per battle.

TORRENT

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

AUFSTELLUNG

1-2x Armoured Sentinel

Ausrüstung: Autocannon, Heavy flamer, Hunter-killer missile, Lascannon, Multi-laser, ► Missile launcher - frag, ► Missile launcher - krak, ► Plasma cannon - standard, ► Plasma cannon - supercharge, Close combat weapon, Sentinel chainsaw

▪ Each Armoured Sentinel can be equipped with 1x Hunter-killer missile.

▪ Each Armoured Sentinel can be equipped with 1x Sentinel chainsaw.

▪ Each Armoured Sentinel can replace its Multi-laser with Autocannon, Lascannon, Heavy flamer, Missile launcher or Plasma cannon.

KEYWORDS Armoured Sentinels, Imperium, Smoke, Vehicle, Walker, Regiment, Squadron · FRAKTION Astra Militarum