



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Autocannon

R	A	BS	S	AP	D
48"	2	4+	9	-1	3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

Heavy flamer

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Hunter-killer missile

ONE SHOT

R	A	BS	S	AP	D
48"	1	4+	14	-3	D6

VERWUNDET

2+	3+	4+	5+	6+
T1–7	T8–13	T14	T15–27	T28+

Lascannon

R	A	BS	S	AP	D
48"	1	4+	12	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

Multi-laser

R	A	BS	S	AP	D
36"	4	4+	6	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

► Missile launcher - frag

BLAST

HEAVY

R	A	BS	S	AP	D
48"	D6	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

► Missile launcher - krak

HEAVY

R	A	BS	S	AP	D
48"	1	4+	9	-2	D6

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

► Plasma cannon - standard

BLAST

R	A	BS	S	AP	D
36"	D3	4+	7	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

► Plasma cannon - supercharge

BLAST

HAZARDOUS

R	A	BS	S	AP	D
36"	D3	4+	8	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

Daring Recon

At the start of your Shooting phase, select one enemy unit within 18" of and visible to this unit. Until the end of the phase, each time a friendly Astra Militarum model makes an attack that targets that unit, re-roll a Hit roll of 1.

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.

4ANGRIFF

5NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	3	4+	6	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

Sentinel chainsaw

R	A	WS	S	AP	D
Melee	3	4+	6	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W7 · RW 3+ · 7 LP je Modell

WIRD VERWUNDET MIT

2+ S14+	3+ S8–13	4+ S7	5+ S4–6	6+ S1–3
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RETTUNGSWURF JE DS

DS 0 3+	DS –1 4+	DS –2 5+	DS –3 6+	DS –4 –
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REGELN & KEYWORDS KURZ

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

Scouts 9" This ability always takes the form Scouts 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 Scout 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 Scout Sentinel can be equipped with 1x Hunter-killer missile.
- Each Scout Sentinel can be equipped with 1x Sentinel chainsaw.
- Each Scout Sentinel can replace its Multi-laser with Autocannon, Lascannon, Heavy flamer, Missile launcher or Plasma cannon.

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