



1KOMMANDO

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2BEWEGUNG

—

3BESCHUSS

Bolt pistol **PISTOL**

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 12" | 1 | 3+ | 4 | 0  | 1 |

VERWUNDET

2+T1–2

3+T3

4+T4

5+T5–7

6+T8+

Flamer **IGNORES COVER** **TORRENT**

|     |    |     |   |    |   |
|-----|----|-----|---|----|---|
| R   | A  | BS  | S | AP | D |
| 12" | D6 | N/A | 4 | 0  | 1 |

VERWUNDET

2+T1–2

3+T3

4+T4

5+T5–7

6+T8+

Hot-shot lasgun **RAPID FIRE 1**

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 24" | 1 | 3+ | 3 | -1 | 1 |

VERWUNDET

2+T1

3+T2

4+T3

5+T4–5

6+T6+

Hot-shot laspistol **PISTOL**

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 12" | 1 | 3+ | 3 | -1 | 1 |

VERWUNDET

2+T1

3+T2

4+T3

5+T4–5

6+T6+

Hot-shot volley gun **RAPID FIRE 2**

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 30" | 2 | 3+ | 4 | -1 | 1 |

VERWUNDET

2+T1–2

3+T3

4+T4

5+T5–7

6+T8+

Meltagun **MELTA 2**

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| R   | A | BS | S | AP | D  |
| 12" | 1 | 3+ | 9 | -4 | D6 |

VERWUNDET

2+T1–4

3+T5–8

4+T9

5+T10–17

6+T18+

► Grenade launcher - frag **BLAST**

|     |    |    |   |    |   |
|-----|----|----|---|----|---|
| R   | A  | BS | S | AP | D |
| 24" | D3 | 3+ | 4 | 0  | 1 |

VERWUNDET

2+T1–2

3+T3

4+T4

5+T5–7

6+T8+

► Grenade launcher - krak

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| R   | A | BS | S | AP | D  |
| 24" | 1 | 3+ | 9 | -2 | D3 |

VERWUNDET

2+T1–4

3+T5–8

4+T9

5+T10–17

6+T18+

► Plasma gun - standard **RAPID FIRE 1**

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 24" | 1 | 3+ | 7 | -2 | 1 |

VERWUNDET

2+T1–3

3+T4–6

4+T7

5+T8–13

6+T14+

► Plasma gun - supercharge

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 24" | 1 | 3+ | 8 | -3 | 2 |

VERWUNDET

2+T1–4

3+T5–7

4+T8

5+T9–15

6+T16+

► Plasma pistol - standard **PISTOL**

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 12" | 1 | 3+ | 7 | -2 | 1 |

VERWUNDET

2+T1–3

3+T4–6

4+T7

5+T8–13

6+T14+

► Plasma pistol - supercharge

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 12" | 1 | 3+ | 8 | -3 | 2 |

VERWUNDET

2+T1–4

3+T5–7

4+T8

5+T9–15

6+T16+

4ANGRIFF

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5NAHKAMPF

Chainsword

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

VERWUNDET

2+T1

3+T2

4+T3

5+T4–5

6+T6+

Close combat weapon

|       |   |    |   |    |   |
|-------|---|----|---|----|---|
| R     | A | WS | S | AP | D |
| Melee | 2 | 4+ | 3 | 0  | 1 |

VERWUNDET

2+T1

3+T2

4+T3

5+T4–5

6+T6+

Power fist

|       |   |    |   |    |   |
|-------|---|----|---|----|---|
| R     | A | WS | S | AP | D |
| Melee | 3 | 4+ | 6 | -2 | 2 |

VERWUNDET

2+T1–3

3+T4–5

4+T6

5+T7–11

6+T12+

Power weapon

|       |   |    |   |    |   |
|-------|---|----|---|----|---|
| R     | A | WS | S | AP | D |
| Melee | 3 | 4+ | 4 | -2 | 1 |

VERWUNDET

2+T1–2

3+T3

4+T4

5+T5–7

6+T8+

VERTEIDIGUNG

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OOIMMER / EINMALIG

Storm Troopers

Each time a model in this unit makes an attack, re-roll a Wound roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the Wound roll instead.

Unit Composition

This unit can have up to two Leader units attached to it, provided no more than one of those units is a Command Squad unit. If it does, and this Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

Vox-caster

Each time you target the bearer's unit with a Stratagem, roll one D6, adding 1 to the result if there are one or more friendly Officer models within 6"; on a 5+, you gain 1CP

GEGEN DIESE EINHEIT

W3 · RW 4+ · 1 LP je Modell  
WIRD VERWUNDET MIT

|                                  |             |             |            |            |
|----------------------------------|-------------|-------------|------------|------------|
| 2+<br>S6+                        | 3+<br>S4–5  | 4+<br>S3    | 5+<br>S2   | 6+<br>S1   |
| RETTUNGSWURF JE DS<br>DS 0<br>4+ | DS -1<br>5+ | DS -2<br>6+ | DS -3<br>- | DS -4<br>- |

REGELN & KEYWORDS KURZ

**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 (round...)

**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...

**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...

**MELTA** This ability always takes the form [MELTA X].

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

**RAPID FIRE** This ability always takes the form [RAPID FIRE X].

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

AUFSTELLUNG

4-9x Tempestus Scion w/ Vox-caster oder Tempestus Scion  
1x Tempestor

**Ausrüstung:** Bolt pistol, Flamer, Hot-shot lasgun, Hot-shot laspistol, Hot-shot volley gun, Meltagun, ► Grenade launcher - frag, ► Grenade launcher - krak, ► Plasma gun - standard, ► Plasma gun - supercharge, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Close combat weapon, Power fist, Power weapon

- This model's Hot-shot lasgun can be replaced with 1x Vox-caster and 1x Hot-shot laspistol.
- Up to 2 models can have their Hot-shot lasgun replaced with 1x Flamer, 1x Grenade launcher, 1x Hot-shot volley gun, 1x Meltagun or 1x Plasma gun.
- Each Tempestor can replace its Hot-shot laspistol with Bolt pistol or Plasma pistol.
- Each Tempestor can replace its Chainsword with Power fist or Power weapon.

KEYWORDS Tempestus Scions, Infantry, Grenades, Regiment, Militarum Tempestus, Imperium · FRAKTION Astra Militarum