IMPERIUM - ASTRA MILITARUM

ARMOURED SENTINELS

Deadly Demise 1

M	T	SV	W	LD	OC
8"	8	2+	7	7+	2

65–120 PTS
Base 80mm

1 KOMMANDO

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2 BEWEGUNG

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3 BESCHUSS

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+

4 ANGRIFF

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5 NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	2	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

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.

∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W8 · RW 2+ · 7 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S16+	S9–15	S8	S5–7	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