IMPERIUM - ASTRA MILITARUM

MILITARUM TEMPESTUS COMMAND SQUAD

Leader | Voice Of Command

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

85 PTS
Base 25mm

3 BESCHUSS

Bolt pistol — PISTOL

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Flamer — IGNORES COVER — TORRENT

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Hot-shot lasgun — RAPID FIRE 1

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

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Hot-shot laspistol — PISTOL

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

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Hot-shot volley gun — RAPID FIRE 2

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Meltagun — MELTA 2

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

VERWUNDET

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

➤ Grenade launcher - frag — BLAST

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

➤ Grenade launcher - krak

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

VERWUNDET

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

➤ Plasma gun - standard — RAPID FIRE 1

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

VERWUNDET

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

➤ Plasma gun - supercharge — RAPID FIRE 1 — HAZARDOUS

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

VERWUNDET

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

➤ Plasma pistol - standard — PISTOL

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

VERWUNDET

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

➤ Plasma pistol - supercharge — HAZARDOUS — PISTOL

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

VERWUNDET

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

5 NAHKAMPF

Close combat weapon

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

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Tempestus dagger

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

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

GEGEN DIESE EINHEIT

W3 · RW 4+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4–5	S3	S2	S1

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
4+	5+	6+	–	–

KEYWORDS Militarum Tempestus, Imperium, Infantry, Character, Grenades, Command Squad, Leader · **FRAKTION** Astra Militarum

1 KOMMANDO

Medi-pack
At the start of your Command phase, if the bearer's unit is below its Starting Strength, you can return up to D3 destroyed Tempestus Scions models to this unit.

2 BEWEGUNG	4 ANGRIFF	◆ VERTEIDIGUNG
—	—	—

∞ IMMER / EINMALIG

Command Rod
While the bearer is leading a unit, that unit can be affected by up to two different Orders at the same time.

Master Vox
Each time the Officer in the bearer's unit issues an Order, it can issue it to an eligible unit up to 24" away.

Regimental Standard
Add 1 to the Objective Control characteristic of models in the bearer's unit.

Tempestor Prime
While this unit contains a Tempestor Prime, ranged weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

Orders
This unit's Officer can issue 1 Order to a Regiment unit.

REGELN & KEYWORDS KURZ

Leader Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

Voice Of Command If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders.

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…

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].

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

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

AUFSTELLUNG

4x Tempestus Scion oder Tempestus Scion w/ Regimental Standard oder Tempestus Scion w/ Master Vox oder Tempestus Scion w/ Medi-pack
1x Tempestor Prime

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, Close combat weapon, Tempestus dagger

- This model can be equipped with 1x Regimental standard and 1x Hot-shot lasgun, 1x Master vox and 1x Hot-shot laspistol or 1x Hot-shot laspistol.
- Each Tempestus Scion can replace its Hot-shot lasgun with Flamer, Grenade launcher, Meltagun, Hot-shot volley gun or Plasma gun.
- Each Tempestus Scion w/ Medi-pack can be equipped with 1x Hot-shot lasgun.
- Each Tempestor Prime can replace its Bolt pistol with Command rod or Plasma pistol.

Anführer
This unit can be attached to the following unit:
- Tempestus Scions