

SCOUT SENTINELS

Deadly Demise 1   Scouts 9"

M

10"

T

7

SV

3+

W

7

LD

7+

OC

2

55–100 PTS

Base 80mm



3 BESCHUSS

**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**

IGNORES COVER   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+

**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.

5 NAHKAMPF

**Close combat weapon**

|       |   |    |   |    |   |
|-------|---|----|---|----|---|
| R     | A | WS | S | AP | D |
| Melee | 3 | 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+

GEGEN DIESE EINHEIT

W7 · RW 3+ · 7 LP je Modell  
WIRD VERWUNDET MIT

|                    |            |             |             |             |            |
|--------------------|------------|-------------|-------------|-------------|------------|
|                    | 2+<br>S14+ | 3+<br>S8–13 | 4+<br>S7    | 5+<br>S4–6  | 6+<br>S1–3 |
| RETTUNGSWURF JE DS | DS 0<br>3+ | DS –1<br>4+ | DS –2<br>5+ | DS –3<br>6+ | DS –4<br>– |

|                    |                    |                   |                        |                            |
|--------------------|--------------------|-------------------|------------------------|----------------------------|
| 1<br>KOMMANDO<br>— | 2<br>BEWEGUNG<br>— | 4<br>ANGRIFF<br>— | ◆<br>VERTEIDIGUNG<br>— | ∞<br>IMMER / EINMALIG<br>— |
|--------------------|--------------------|-------------------|------------------------|----------------------------|

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.