IMPERIUM - ASTRA MILITARUM

TEMPESTUS AQUILONS

Deep Strike

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

95 PTS
Base 28.5mm

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+

Hot-shot lascarbine — ASSAULT

R	A	BS	S	AP	D
18"	2	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 long las — HEAVY, PRECISION

R	A	BS	S	AP	D
36"	1	3+	4	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Melta carbine — ASSAULT, MELTA 2

R	A	BS	S	AP	D
10"	1	3+	9	-4	D6

VERWUNDET

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

Sentry flamer — IGNORES COVER, TORRENT

R	A	BS	S	AP	D
12"	D6+3	N/A	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Sentry hot-shot volley gun — RAPID FIRE 4

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

➤ Plasma carbine - standard — ASSAULT

R	A	BS	S	AP	D
18"	2	3+	7	-2	1

VERWUNDET

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

➤ Plasma carbine - supercharge — ASSAULT, HAZARDOUS

R	A	BS	S	AP	D
18"	2	3+	8	-3	2

VERWUNDET

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

➤ Sentry grenade launcher - frag — BLAST

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

➤ Sentry grenade launcher - krak

R	A	BS	S	AP	D
24"	2	4+	9	-2	D3

VERWUNDET

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

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

Chainsword

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

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

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+

Power weapon

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

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 Infantry, Grenades, Smoke, Imperium, Regiment, Militarum Tempestus, Tempestus Aquilons · **FRAKTION** Astra Militarum

1 KOMMANDO	2 BEWEGUNG	4 ANGRIFF	◆ VERTEIDIGUNG	∞ IMMER / EINMALIG
—		—	—	—

Precision Drop

In your Movement phase, when this unit is set up on the battlefield using the Deep Strike ability, it can perform a precision drop. If it does, this unit can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.

Servo-sentry

When this unit is set up on the battlefield using the Deep Strike ability, the Tempestor Aquilon can shoot with its sentry weapon (its sentry flamer, sentry grenade launcher or sentry hot-shot volley gun).

REGELN & KEYWORDS KURZ

Deep Strike Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo…

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

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…

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

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

PRECISION While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m…

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

9x Tempestus Aquilon oder Tempestus Aquilon w/ 2 Hot-shot laspistols oder Tempestus Aquilon w/ 1 Hot-shot laspistol oder Tempestus Aquilon w/ Hot-shot long-las oder Tempestus Aquilon w/ Special weapon
1x Tempestor Aquilon

Ausrüstung: Bolt pistol, Hot-shot lascarbine, Hot-shot laspistol, Hot-shot long las, Melta carbine, Sentry flamer, Sentry hot-shot volley gun, ➤ Plasma carbine - standard, ➤ Plasma carbine - supercharge, ➤ Sentry grenade launcher - frag, ➤ Sentry grenade launcher - krak, Chainsword, Close combat weapon, Power weapon

- Each Tempestus Aquilon w/ Special weapon can replace its Plasma carbine with Melta carbine.
- Each Tempestor Aquilon can replace its Hot-shot lascarbine with Chainsword, Power weapon or Hot-shot laspistol.
- Each Tempestor Aquilon can be equipped with one of: Hot-shot laspistol, Bolt pistol.
- Each Tempestor Aquilon can replace its Sentry flamer with Sentry hot-shot volley gun or Sentry grenade launcher.