

IMPERIUM - ASTRA MILITARUM

TEMPESTUS SCIONS

6"

3

4+

1

7+

1

75–150 PTS

Base 25mm



3 BESCHUSS

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

RAPID FIRE 1

HAZARDOUS

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

HAZARDOUS

PISTOL

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+

5 NAHKAMPF

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+

GEGEN DIESE EINHEIT

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

RETTUNGSWURF JE DS

2+	S6+
DS 0	4+

3+	S4–5
DS –1	5+

4+	S3
DS –2	6+

5+	S2
DS –3	–

6+	S1
DS –4	–

1

KOMMANDO

—

2

BEWEGUNG

—

4

ANGRIFF

—

◆

VERTEIDIGUNG

—

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IMMER / 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

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 (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].
- 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.