

ARMOURED SENTINELS

65–120 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon	48"	2	4+	9	-1	3
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Lascannon	48"	1	4+	12	-3	D6+1
Multi-laser	36"	4	4+	6	0	1
► Missile launcher - frag BLAST HEAVY	48"	D6	4+	4	0	1
► Missile launcher - krak HEAVY	48"	1	4+	9	-2	D6
► Plasma cannon - standard BLAST	36"	D3	4+	7	-2	1
► Plasma cannon - supercharge BLAST HAZARDOUS	36"	D3	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	6	0	1
Sentinel chainsaw	Melee	3	4+	6	-1	1

AUFSTELLUNG

1-2x Armoured Sentinel (80mm)

Equipped with: 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

Wargear Options:

- 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.

ABILITIES

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.



WEAPON RULES

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 (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

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 unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

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 model or unit the benefit of cover (e.g. Stealth).

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its **[ONE SHOT]** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all **[ONE SHOT]** weapons in that unit can 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.

CORE RULES

◇ Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").