MILITARUM TEMPESTUS COMMAND SQUAD - IMPERIUM - ASTRA MILITARUM

85 PTS

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

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

Equipped with: 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

Wargear Options:

- 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.

KEYWORDS: Militarum Tempestus, Imperium, Infantry, Character, Grenades, Command Squad, Leader

FACTION KEYWORDS: Astra Militarum

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
Flamer IGNORES COVER, TORRENT	12"	D6	N/A	4	0	1
Hot-shot lasgun RAPID FIRE 1	24"	1	3+	3	-1	1
Hot-shot laspistol PISTOL	12"	1	3+	3	-1	1
Hot-shot volley gun RAPID FIRE 2	30"	2	3+	4	-1	1
Meltagun MELTA 2	12"	1	3+	9	-4	D6
➤ Grenade launcher - frag BLAST	24"	D3	3+	4	0	1
➤ Grenade launcher - krak	24"	1	3+	9	-2	D3
➤ Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
➤ Plasma gun - supercharge RAPID FIRE 1, HAZARDOUS	24"	1	3+	8	-3	2
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS, PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1
Tempestus dagger	Melee	4	3+	3	0	1

ABILITIES

CORE - Leader

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- Each Tempestus Scion w/ Medi-pack can be equipped with 1x Hot-shot lasgun.
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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.

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.

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.

Leader
This unit can be attached to the following unit:

- Tempestus Scions

WEAPON ABILITIES

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.

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).

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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Wargear Options:

- 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.
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Pistol

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

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent

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

FACTION RULES

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Voice Of Command

If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders. Each Officer's datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an Officer model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that Officer model to issue it to. Officer models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a Transport or were set up on the battlefield.

Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.

Only Astra Militarum models gain the benefit of an Order issued to their unit.

MOVE! MOVE! MOVE!

Add 3" to the Move characteristic of models in this unit.

FIX BAYONETS!

Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

TAKE AIM!

Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

FIRST RANK, FIRE! SECOND RANK, FIRE!

Improve the Attacks characteristic of **Rapid Fire** weapons equipped by models in this unit by 1.

TAKE COVER!

Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).

DUTY AND HONOUR!

Improve the Leadership and Objective Control characteristics of models in this unit by 1.

CORE RULES

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

ORDERS

Orders

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