

TEMPESTUS SCIONS - IMPERIUM -
ASTRA MILITARUM

75–150 PTS

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

AUFSTELLUNG 4-9x Tempestus Scion w/ Vox-caster oder Tempestus Scion 1x Tempestor 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, Chainsword, Close combat weapon, Power fist, Power weapon Wargear Options: ■ 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.	KEYWORDS: Tempestus Scions, Infantry, Grenades, Regiment, Militarum Tempestus, Imperium FACTION KEYWORDS: Astra Militarum
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🎯 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
Chainsword	Melee	4	4+	3	0	1
Close combat weapon	Melee	2	4+	3	0	1
Power fist	Melee	3	4+	6	-2	2
Power weapon	Melee	3	4+	4	-2	1

ABILITIES

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Wargear Options:

- 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.
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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

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.*

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).*

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