



Tempestus Scion

TROOPER

	M	APL	GA
	3 ②	2	1
	DF	SV	W
	3	4+	8

Hot-shot lasgun	4	3+	3/4
Gun butt	3	4+	2/3

COMMS

	M	APL	GA
	3 ②	2	1
	DF	SV	W
	3	4+	8

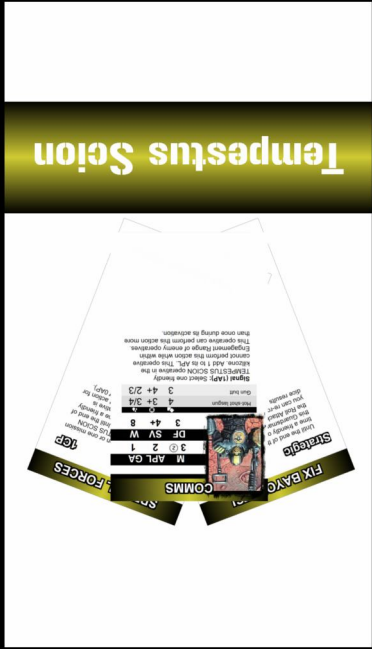
Hot-shot lasgun	4	3+	3/4
Gun butt	3	4+	2/3

Signal (1AP): Select one friendly TEMPESTUS SCION operative in the killzone. Add 1 to its APL. This operative cannot perform this action while within Engagement Range of enemy operatives. This operative can perform this action more than once during its activation.

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Hot-shot lasgun	4	3+	3/4
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Operative

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GUNNER

M APL GA

3 ② 2 1

DF SV W

3 4+ 8

Grenade launcher 4 3+ 2/4

Blast ②

Krak 4 3+ 4/5

AP1

Gun butt 3 4+ 2/3



GUNNER

M APL GA

3 ② 2 1

DF SV W

3 4+ 8

Plasma gun 4 3+ 5/6

AP1

Supercharge 4 3+ 5/6

AP2 Hot

Gun butt 3 4+ 2/3



TEMPESTOR

M APL GA

3 ② 2 1

DF SV W

3 4+ 9

Plasma Pistol 4 2+ 5/6

AP1 Rng

Supercharge 4 2+ 5/6

AP2 Hot Rng

Power weapon 4 3+ 4/6

Lethal 5+

Accomplished Leader: In each of your Strategy phases, if this operative is in the killzone, you can use one Strategic Ploy without spending any Command Points.



GUNNER

M APL GA

3 ② 2 1

DF SV W

3 4+ 8

Hot-shot volley gun 5 3+ 3/4

Gun butt

3 4+ 2/3

Operative

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M	APL	GA
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Hot-shot lasgun	4	3+	3/4
Gun butt	3	4+	2/3



GUNNER

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	8

Meltagun	4	3+	6/3
Rng AP2			! MW4
Gun butt	3	4+	2/3



TROOPER

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	8

Hot-shot lasgun	4	3+	3/4
Gun butt	3	4+	2/3



Operative

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Tac Op

Tempestus Scion

SPECIAL FORCES

Strategic

1CP

Select the Pick up action or one mission action friendly TEMPESTUS SCION operatives can perform. Until the end of the Turning Point, each time a friendly TEMPESTUS SCION operative is activated, it can perform that action for one less AP (to a minimum of 0AP).

Free Mission Action

BRING IT DOWN!

Tactical

1 CP

Use this Tactical Ploy after a friendly IMPERIAL GUARD operative makes a shooting attack. Until the end of the Turning Point, each time another friendly IMPERIAL GUARD operative makes a shooting attack against the target of that shooting attack, in the Roll Attack Dice step of that subsequent shooting attack, you can re-roll any or all of your attack dice.

Rerolls against target

TAKE AIM!

Strategic

1CP

Until the end of the Turning Point, each time a friendly operative that was issued this Guardsman Order makes a shooting attack, in the Roll Attack Dice step of that shooting attack, you can re-roll any or all of your attack dice results of 1.

Ceaseless Shoot

TAKE COVER!

Strategic

1CP

Until the end of the Turning Point, each time a shooting attack is made against a friendly operative that was issued this Guardsman Order, in the Roll Defence Dice step of that shooting attack, if it is in Cover, you can re-roll any or all of your defence dice results of 1.

Ceaseless Df

Strategic

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Tactical

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Strategic

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Strategic

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FIX BAYONETS!

Strategic

1CP

Until the end of the Turning Point, each time a friendly operative that was issued this Guardsman Order fights in combat, in the Roll Attack Dice step of that combat, you can re-roll any or all of your attack dice results of 1.

Ceaseless Melee

MOVE! MOVE! MOVE!

Strategic

1CP

Until the end of the Turning Point, each time a friendly operative that was issued this Guardsman Order is activated, until the end of that activation, add ▲ to its Movement characteristic.

+1 M

SCION BLADE

1EP

TEMPESTUS SCION operative only. The operative is equipped with the following melee weapon for the battle:

Scion blade	3	3+	3/4
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FRAG GRENADE

Max: 1

2EP

The operative is equipped with the following ranged weapon for the battle:

Frag grenade	4	3+	2/3
Rng	Blast	② Indirect	Limited

Strategic

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Equipment

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KRAK GRENADE

Max: 1 3EP

The operative is equipped with the following ranged weapon for the battle. It cannot make a shooting attack with this weapon by performing an Overwatch action:

Krak grenade

4 3+ 4/5

Rng AP1 Indirect Limited

MEDIKIT

2EP

The operative gains the MEDIC keyword until the start of the next battle and can perform the following action during the battle:
MEDIKIT 1AP:Select one friendly IMPERIAL GUARD operative within 1 of and Visible to this operative. That operative regains 2D3 lost wounds. This operative cannot perform this action while within Engagement Range of enemy operatives.

Heal 2D3

REGIMENTAL STANDARD

Max: 1 3EP

The operative gains the following ability for the battle:
Regimental Standard: When determining control of an objective marker, treat this operative's APL as being 1 higher. Note that this is not a modifier. In narrative play, this is cumulative with the Focused Battle Honour. The operative can perform the following action during the battle:
PLANT THE STANDARD 1AP:Until the end of the Turning Point, while this operative is Visible to and within 3 of a friendly IMPERIAL GUARD operative with the same or keyword as this operative, that friendly operative is inspired by the regimental standard. While an operative is inspired by the regimental standard, each time a shooting attack is made against it, in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice.

+1 Control, Reroll 1 Df

SCION BLADE

1EP

TEMPESTUS SCION operative only. The operative is equipped with the following melee weapon for the battle:

Scion blade

3 3+ 3/4

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Equipment

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SCION BLADE

1EP

TEMPESTUS SCION operative only. The operative is equipped with the following melee weapon for the battle:

Scion blade

3

3+

3/4

TEMPESTUS SCION

All Archetypes

1 leader and 9 operatives

TEMPESTOR

TEMPESTUS SCION COMMS

TEMPESTUS SCION GUNNER (x4)

TEMPESTUS SCION TROOPER

GUARDSMAN ORDERS

Faction Ability

Guardsman Orders: Each time you use one of the Strategic Plays below, it takes effect as a Guardsman Order. All friendly TEMPESTUS SCION operatives, and all friendly GUARDSMAN operatives within 6" of and Visible to a friendly IMPERIAL GUARD LEADER operative, are issued that Guardsman Order.

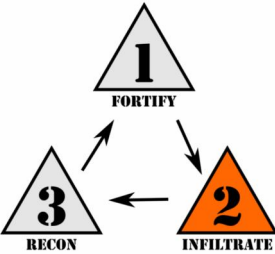
INFILTRATE

Matched Play

Once during the first turning point, when you select an operative to activate, you can change its order

Critical Ops

Once during the first turning point, when you select an operative to activate, you can change its order



Equipment

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Team

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Abilities

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Scouting

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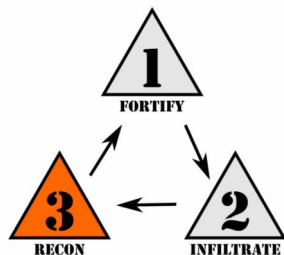
RECON

Matched Play

Perform a free Dash action with one operative that is wholly within your drop zone

Critical Ops

Perform a free Dash action with one friendly operative that is wholly within your drop zone as if it can FLY



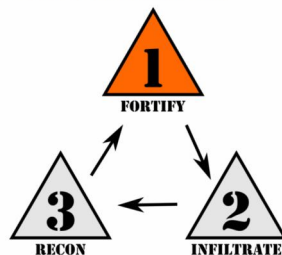
FORTIFY

Matched Play

Set up one additional barricade within 🏠 of your drop zone

Critical Ops

Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.



MATCHED PLAY

- DETERMINE MISSION
- READ MISSION BRIEFING
- DETERMINE KILLZONE
- SET UP OBJECTIVE MARKERS
- SET UP THE KILLZONE
- SELECT DROP ZONE
- SELECT A KILL TEAM
- SELECT TAC OPS
- SELECT EQUIPMENT
- SET UP BARRICADES
- SET UP OPERATIVES
- SCOUTING
- BEGIN THE BATTLE

TURN SEQUENCE

- INITIATIVE PHASE
 - READY OPERATIVES
 - DETERMINE INITIATIVE
- STRATEGY PHASE
 - GENERATE COMMAND POINTS
 - PLAY STRATEGIC PLOYS
 - TARGET REVEAL
- FIREFIGHT PHASE
 - PERFORM ACTIONS

Scouting

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Scouting

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Matched

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Matched

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SCORE CARD

COMMAND POINTS	SECONDARY	PRIMARY	
		1	2
		1	2
		2	3
		3	4

PHIL TEAM

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Scorecard

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Credits

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