

## TROOPS

*Possessed of formidable firepower, automated weapons platforms and sentry gun batteries are used by many of the Imperium's diverse armed forces to take on the mundane duties of point defence and security, both planet-side and aboard ship. The most common of these designs is the Tarantula, whose ease of construction, multiple weapons configurations and general reliability have made it a staple of the arsenals of the Great Crusade and a well-regarded, if perhaps inglorious, tool of war.*

*The Space Marine Legions, in particular, make use of Tarantulas in a forward deployment role and see them as entirely disposable assets, often utilising them in the thick of battle to defend a forward position, draw out enemy forces for attack or even to guard a withdrawal or pin an enemy force during a feint. To this end, Tarantulas may be dropped into forward positions on the battlelines immediately prior to suspected engagement via hovering servo-carriers or placed by reconnaissance forces under concealment to provide an unpleasant surprise for an attacker.*

### New Unit Profile

This Unit profile replaces the Legion Tarantula Gun Sentry Gun Battery Unit profile found in the Legacies of the Age of Darkness: Legiones Astartes PDF list.

## LEGION TARANTULA SENTRY GUN BATTERY ..... 50 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Tarantula Sentry Gun	-	1	2	1	4	2	1	0	5	3+

### Unit Composition

- 2 Tarantula Sentry Guns

### Wargear

- Twin-linked heavy bolter
- Augury scanner

### Options

- A Legion Tarantula Battery may include:
  - Up to 4 additional Tarantula ..... +20 points each
- All Tarantula in the unit may exchange both of their twin-linked heavy bolter for one of the following options:
  - Twin-linked volkite culverin .....+15 points per model
  - Twin-linked lascannon.....+20 points per model
  - Sentry melta array .....+20 points per model
  - Hyperios missile launcher ..... +5 points per model
  - Two Orias frag missiles ..... Free

### Unit Type

- Infantry (Heavy)

### Special Rules

- Bulky (4)
- Sentry Gun
- Automated Fire Protocols
- Fearless
- Support Squad

### Sentry Gun

*Lacking the complexity of true automata, these stationary units are set in place by other forces, their simple cogitators maintaining their unthinking vigil until relocated or destroyed.*

- A unit that includes one or more models with this special rule may not Run, declare or otherwise make Charge moves and may not make Sweeping Advances and if targeted by a Sweeping Advance automatically fails without rolling any dice and is destroyed.
- A unit that contains one or more models with this special rule may never be joined by any other models.
- A unit that includes one or more models with this special rule may never hold or deny an Objective.

### Automated Fire Protocols

*Tarantula sentry guns provide area denial fire, engaging enemies who move within their sensor range with their potent heavy weaponry.*

Models with this Special Rule are restricted to only making Shooting Attacks as part of a Reaction. A model with this special rule may not be selected to make a Shooting Attack during the controlling player's Shooting phase, and may only make the Overwatch Reaction and the Interceptor and Automated Fire (see as follows) Advanced Reactions.

# WEAPONS

## Sentry Melta Array

The melta cannon mounted on Tarantulas muster similar power to the more ubiquitous multi-melta, but are optimised to spread their killing energy over a broader area. This ensures that even the primitive targeting algorithms of the Tarantula can consistently place deadly strikes on enemy vehicles.

All weapons listed here are counted as 'Melta' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Sentry melta array	18"	8	1	Heavy 1, Armourbane (Melta), Twin-linked

## Missile Weapons

Tarantulas can also mount an array of explosive missiles and rockets for engaging specific targets, whether approaching aircraft, or even enemy forces skulking in cover.

All weapons listed here are counted as 'Missile' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Hyperios missile launcher	48"	7	3	Heavy 3, Skyfire
Orias frag launcher	48"	5	4	Heavy 1, Large Blast (5"), Barrage, Pinning, One Use

### Automated Fire: Advanced Reaction

Advanced Reactions are available to specific players as noted in their description. Unlike Core Reactions, they are activated in unique and specific circumstances, as noted in their descriptions, and can often have game changing effects. Advanced Reactions use up points of a Reactive player's Reaction Allotment as normal and obey all other restrictions placed upon Reactions, unless it is specifically noted otherwise in their description.

**Automated Fire:** This Advanced Reaction may be made during the Movement phase if an enemy unit ends a move within 48" of a unit that contains any models with the Sentry Gun special rule. Once the Active player has completely resolved their unit's movement, the Reactive player may choose to have the unit that contains models with the Sentry Gun special rule make this Advanced Reaction without expending a point of the Reactive player's Reaction Allotment. This does not allow the unit to make more than one Reaction per Phase, but does allow the controlling player to exceed the normal three Reactions limit in a given Phase.

The Reacting unit may make a Shooting Attack, targeting the unit that triggered this Advanced Reaction and following all the usual rules for Shooting Attacks. Shooting Attacks made as part of the Automated Fire Reaction do not cause Morale checks, regardless of the number of casualties inflicted.