

## SUPPORT SENTINEL

Sentinel companies are generally composed of standard Sentinels (of various patterns) and are mostly used in a reconnaissance and scouting role. These companies sometimes fight en-masse or operate as mobile heavy weapons support to infantry platoons. An uncommon variant of the Sentinel is the Support Sentinel, armed with a multiple rocket pod for anti-infantry saturation fire, or a missile launcher, with specialised targeting equipment allowing it to fire indirectly. Each Sentinel company might contain one or two squadrons of the support variant.

### 0-1 Sentinel Support Squadron

	<b>Pts</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>Front</b>	<b>Side</b>	<b>Rear</b>	<b>I</b>	<b>A</b>
Sentinel	55	3	3	5	10	10	10	3	1

**Type:** walker, open-topped

**Crew:** One Guardsman

**Squadron:** Consists of between 1 and 3 Sentinels

**Weapons:** A Support Sentinel is armed with a multiple rocket pod.

**Options:** The multiple rocket pod can be upgraded to a missile launcher at +20 pts.

A Support Sentinel may take the following vehicle upgrades; armoured crew compartment, camo-netting, extra armour, improved comms, rough terrain modification, searchlight, smoke launcher.

**Fast Attack:** A Sentinel Support Squadron is a Fast Attack choice for an Imperial Guard army. You must include at least 1 Sentinel Squadron in your army to include a Sentinel Support squadron.

### SPECIAL RULES

#### Multiple Rocket Pod

Multiple rocket pods saturate a target area with rapid firing, small fragmentation missiles. They are highly effective anti-infantry weapon used against swarms of lightly armed troops.

**Range:** 24" **Str:** 4

**AP:** 6 **Type:** Heavy2, Blast

## Missile Launcher

Frag	<b>Range:</b> G6-48"	<b>Str:</b> 4	<b>AP:</b> 6 <b>Type:</b> Heavy1, Blast
Krak	<b>Range:</b> G6-48"	<b>Str:</b> 8	<b>AP:</b> 3 <b>Type:</b> Heavy1

The missile launcher uses indirect fire. It is treated as a barrage (ie, Guess range) weapon with a minimum range of 6". Note: For the Krak missile a 'Hit' on the scatter dice is a hit, any deviation is a miss. As a barrage weapon the missile launcher always causes pinning.

The missile launcher can also be fired in a direct fire role as normal without the minimum range.

**Note:** Support Sentinels are not used in a scouting role and do not benefit from the Sentinels Scout special rule.