

HEAVY SUPPORT

Aethon Heavy Sentinels are a common sight among the ranks of the Solar Auxilia, their squat forms striding into battle alongside the cohorts. Often piloted by older and more experienced specialists, these grizzled veterans are adept at identifying key enemy targets and eliminating them with overwhelming firepower. Though cumbersome in appearance, these robust constructions are able to traverse void station interiors and ruined cityscapes with ease, often forming the lynchpin around which many a successful close quarters assault has swung.

SOLAR AUXILIA AETHON HEAVY SENTINEL SQUADRON 70 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Aethon Heavy Sentinel	7	3	3	6	6	5	3	2	8	2+

Unit Composition

- 1 Aethon Heavy Sentinel

Unit Type

- Cavalry (Heavy, Mechanised)

Wargear

- Aethon Heavy Sentinel

Special Rules

- None

Options

- The Aethon Heavy Sentinel Squadron may take:
 - Up to 2 additional Aethon Heavy Sentinels..... +65 points each
- Any model may replace the Aethon Heavy Sentinel's multi-laser with one of the following:
 - Autocannon..... +10 points
 - Volkite culverin..... +10 points
 - Lascannon +20 points
 - Heavy incinerator..... +15 points
 - Melta lance +25 points
- Any model may replace the Aethon Heavy Sentinel's Aethon missile battery with:
 - 4 Hunter-killer missiles..... +20 points

MECHANISED UNIT SUB-TYPE

Some armoured combat units lack the bulk of true combat vehicles, and operate as light attack or scout platforms. These units mirror the agility of infantry units, but boast the endurance that only a machine can demonstrate.

The following rules apply to all models with the Mechanised Unit Sub-type:

- Successful Wounds caused by attacks with the Poisoned (X) or Fleshbane special rules must be re-rolled against models with the Mechanised Unit Sub-type.
- Failed To Wound rolls, made for weapons with the Armourbane (X) special rule, and against a unit that includes any models with this Unit Sub-type must be re-rolled.
- A model with the Mechanised Unit Sub-type may attack with all weapons it has when making a Shooting Attack, including as part of a Reaction.
- A model with the Mechanised Unit Sub-type may attack with Heavy and Ordnance weapons while counting as stationary even if it has moved in the preceding Movement phase, and may declare Charges as normal regardless of any Shooting Attacks made in the same turn.
- A model with the Mechanised Unit Sub-type is affected by the Haywire, Detonation and Battlesmith (X) special rules as if it had the Dreadnought Unit Type.
- No model that does not also have the Mechanised Unit Sub-type may join a unit that includes one or more models with the Mechanised Unit Sub-type.

Aethon Heavy Sentinel

Carried along by a robust, bipedal mobility unit, the Aethon Heavy Sentinel is able to traverse engagement zones unsuited to larger armoured vehicles or even mobile Rapier platforms, as well as spearheading Zone Mortalis assaults, shielding its supporting infantry with its heavily armoured chassis. Capable of mounting a fearsome array of weaponry suited for most battlefield targets, the Aethon is a common sight among the Solar Auxilia, with many cohorts maintaining large numbers of these resilient and deadly war machines.

An Aethon Heavy Sentinel has one multi-laser and one Aethon missile battery.

Aethon Missile Battery

The Aethon mounts paired missile pods high on its stable carapace, firing flurries of explosive ordnance over the heads of the advancing cohorts.

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

Weapon	Range	Str	AP	Type
Aethon missile battery	30"	4	5	Assault 1, Large Blast (5"), Barrage, Twin-linked

Heavy Incinerator

Heavy incinerators are often used in aggressive actions, clearing out enemy strongpoints with blasts of flame.

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

Weapon	Range	Str	AP	Type
Heavy incinerator	Template	6	4	Assault 1, Torrent (6")

Melta Lance

The barrel of the melta lance features a number of focusing rings. These auto-adjust as a target is acquired, allowing the weapon to retain its potency over a greater distance before dissipating. While undoubtedly effective, its near-constant maintenance requirements have limited the weapon's usage to units designated for less protracted engagements.

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

Weapon	Range	Str	AP	Type
Melta lance	18"	8	1	Heavy 1, Armourbane (Ranged)