HEAVY QUAD LAUNCHER TEAM [LEGENDS]

50 PTS

M	T	Sv	W	LD	OC
4"	5	3+	4	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy quad launcher BLAST INDIRECT FIRE	48"	2D6	4+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapons	Melee	3	4+	3	0	1

ABILITIES

Suppression Bombardment
In your Shooting phase, after this model has shot, select one enemy unit (excluding Monster and Vehicle units) hit by one or more of those attacks. Unit the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

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).

Indirect Fire
Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

AUFSTELLUNG

1x Heavy Quad Launcher Team [Legends]

Equipped with: Heavy quad launcher, Close combat weapons

KEYWORDS: Heavy Quad Launcher Team, Infantry, Artillery, Grenades, Imperium, Regiment
FACTION KEYWORDS: Astra Militarum