

KRIEG HEAVY WEAPONS SQUAD

70 PTS

M	T	Sv	W	LD	OC
4"	3	4+	2	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Krieg heavy flamer IGNORES COVER TORRENT	18"	D6	N/A	5	-1	2
Lascannon HEAVY	48"	1	5+	12	-3	D6+1
Laspistol PISTOL	12"	1	4+	3	0	1
Twin Krieg heavy stubber HEAVY RAPID FIRE 3 TWIN-LINKED	48"	3	5+	6	-1	1

MELEE WEAPONS

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

ABILITIES

- Embarking**
While embarked within a Transport, each **Heavy** Weapons Gunner model takes up the space of 2 models, and each weapon equipped by these models is considered to be 2 models' weapons for the purposes of the Firing Deck ability.
- Final Duty**
While the Fire Coordinator model is on the battlefield, each time a **Heavy** Weapons Gunner model is destroyed, roll one D6: on a 3+, do not remove it from play. The destroyed model can shoot after the attacking model's unit has finished making its attacks, and is then removed from play.

WEAPON ABILITIES

- Heavy**
In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
 - That unit is unengaged.
 - That unit was not set up on the battlefield this turn.
 - No model in that unit has moved more than 3" this turn.
- Ignores Cover**
Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Pistol**
[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.
Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:
 - One or more of its **[CLOSE-QUARTERS]** weapons.
 - One or more of its other ranged weapons.
- Rapid Fire**
This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*
- Torrent**
Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.



- AUFSTELLUNG
- 3x Heavy Weapons Gunners w/ Krieg heavy flamer oder Heavy Weapons Gunners w/ Twin Krieg heavy stubber oder Heavy Weapons Gunners w/ Lascannon
1x Fire Coordinator
Basegrößen: 50mm, Fire Coordinator 25mm
Equipped with: Krieg heavy flamer, Lascannon, Laspistol, Twin Krieg heavy stubber, Close combat weapon



KEYWORDS: Imperium, Infantry, Grenades, Regiment, Krieg Heavy Weapons Squad
FACTION KEYWORDS: Astra Militarum

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Twin-linked
Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

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