

CADIAN HEAVY WEAPONS SQUAD -
IMPERIUM - ASTRA MILITARUM

65 PTS

M	T	Sv	W	LD	OC
6"	3	5+	2	7+	2

AUFSTELLUNG

3x Heavy Weapons Team w/ Heavy bolter oder Heavy Weapons Team w/ Mortar oder Heavy Weapons Team w/ Missile launcher oder Heavy Weapons Team w/ Lascannon oder Heavy Weapons Team w/ Autocannon (50mm)

Equipped with: Autocannon, Heavy bolter, Lascannon, Laspistol, Mortar, ➤ Missile launcher - frag, ➤ Missile launcher - krak, Close combat weapon

Wargear Options:

- This model's Heavy bolter can be replaced with 1x Mortar, 1x Missile launcher, 1x Lascannon or 1x Autocannon.

KEYWORDS: Cadian Heavy Weapons Squad, Imperium, Infantry, Grenades, Regiment

FACTION KEYWORDS: Astra Militarum

🎯 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon <small>HEAVY</small>	48"	2	5+	9	-1	3
Heavy bolter <small>HEAVY, SUSTAINED HITS 1</small>	36"	3	5+	5	-1	2
Lascannon <small>HEAVY</small>	48"	1	5+	12	-3	D6+1
Laspistol <small>PISTOL</small>	12"	2	4+	3	0	1
Mortar <small>BLAST, HEAVY, INDIRECT FIRE</small>	48"	D6	5+	5	0	1
➤ Missile launcher - frag <small>BLAST, HEAVY</small>	48"	D6	5+	4	0	1
➤ Missile launcher - krak <small>HEAVY</small>	48"	1	5+	9	-2	D6

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1

ABILITIES

Covering Fire

Each time you target this unit with the Fire Overwatch Stratagem, while resolving that Stratagem, hits are scored on unmodified Hit rolls of 5+, or on unmodified Hit rolls of 4+ instead if this unit is within 6" of one or more friendly Platoon units.

Embarking

While embarked within a Transport, each 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.

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).*

CADIAN HEAVY WEAPONS SQUAD -
IMPERIUM - ASTRA MILITARUM

65 PTS

M	T	Sv	W	LD	OC
6"	3	5+	2	7+	2

AUFSTELLUNG
3x Heavy Weapons Team w/ Heavy bolter oder Heavy Weapons Team w/ Mortar oder Heavy Weapons Team w/ Missile launcher oder Heavy Weapons Team w/ Lascannon oder Heavy Weapons Team w/ Autocannon (50mm)
Equipped with: Autocannon, Heavy bolter, Lascannon, Laspistol, Mortar, ➤ Missile launcher - frag, ➤ Missile launcher - krak, Close combat weapon
Wargear Options:
■ This model's Heavy bolter can be replaced with 1x Mortar, 1x Missile launcher, 1x Lascannon or 1x Autocannon.

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

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.

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

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.

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).