IMPERIUM - ASTRA MILITARUM

HEAVY QUAD LAUNCHER TEAM [LEGENDS]

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

50 PTS
Base —

1 KOMMANDO
—

2 BEWEGUNG
—

3 BESCHUSS

Heavy quad launcher BLAST INDIRECT FIRE

R	A	BS	S	AP	D
48"	2D6	4+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

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.

4 ANGRIFF
—

5 NAHKAMPF

Close combat weapons

R	A	WS	S	AP	D
Melee	3	4+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

◆ VERTEIDIGUNG
—

∞ IMMER / EINMALIG
—

GEGEN DIESE EINHEIT

W5 · RW 3+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6–9	S5	S3–4	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	5+	6+	–

REGELN & KEYWORDS KURZ

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 (roun…

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]

Ausrüstung: Heavy quad launcher, Close combat weapons

KEYWORDS Heavy Quad Launcher Team, Infantry, Artillery, Grenades, Imperium, Regiment · **FRAKTION** Astra Militarum