

KRIEG HEAVY WEAPONS SQUAD

M

4"

T

3

SV

4+

W

2

LD

7+

OC

1

70 PTS

Base 50mm, Fire Coordinator:
25mm



1

KOMMANDO

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2

BEWEGUNG

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.

3

BESCHUSS

Krieg heavy flamer **IGNORES COVER** **TORRENT**
R A BS S AP D
18" D6 N/A 5 -1 2
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3-4 T5 T6-9 T10+

Lascannon **HEAVY**
R A BS S AP D
48" 1 5+ 12 -3 D6+1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-6 T7-11 T12 T13-23 T24+

Laspistol **PISTOL**
R A BS S AP D
12" 1 4+ 3 0 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1 T2 T3 T4-5 T6+

Twin Krieg heavy stubber **HEAVY** **RAPID FIRE 3**
TWIN-LINKED
R A BS S AP D
48" 3 5+ 6 -1 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-3 T4-5 T6 T7-11 T12+

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.

4

ANGRIFF

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5

NAHKAMPF

Close combat weapon
R A WS S AP D
Melee 1 4+ 3 0 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1 T2 T3 T4-5 T6+

VERTEIDIGUNG

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IMMER / EINMALIG

—

GEGEN DIESE EINHEIT
W3 · RW 4+ · 2 LP je Modell
WIRD VERWUNDET MIT
2+ 3+ 4+ 5+ 6+
S6+ S4-5 S3 S2 S1
RETTUNGSWURF JE DS
DS 0 DS -1 DS -2 DS -3 DS -4
4+ 5+ 6+ — —

REGELN & KEYWORDS KURZ
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 unen...
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 mod...
PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
RAPID FIRE This ability always takes the form [RAPID FIRE X].
TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

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
Ausrüstung: Krieg heavy flamer, Lascannon, Laspistol, Twin Krieg heavy stubber, Close combat weapon