

RENEGADE HEAVY WEAPONS SQUAD [LEGENDS]

HEAVY WEAPONS TEAM

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

AUFSTELLUNG

3x Heavy Weapons Team - Equipped with: Renegade firearm, Close combat weapons, Heavy stubber, Heavy bolter, Autocannon, Lascannon, ► Missile launcher - frag, ► Missile launcher - krak, Mortar

Wargear Options:

- This model can replace its Heavy stubber with Heavy bolter, Autocannon, Lascannon, Missile launcher or Mortar.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon HEAVY	48"	2	5+	9	-1	3
Heavy bolter HEAVY, SUSTAINED HITS 1	36"	3	5+	5	-1	2
Heavy stubber HEAVY, RAPID FIRE 3	36"	4	5+	4	0	1
Lascannon HEAVY	48"	1	5+	12	-3	D6+1
Mortar BLAST, HEAVY, INDIRECT FIRE	48"	D6	5+	5	0	1
Renegade firearm RAPID FIRE 1	24"	1	4+	3	0	1
► Missile launcher - frag BLAST, HEAVY	48"	D6	5+	4	0	1

ABILITIES

RULES - Dark Pacts

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+.

Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle

Add 1 to this model's Toughness characteristic.

Slaanesh

Add 2" to this model's Move characteristic.



► Missile launcher - krak	48"	1	5+	9	-2	D6
BLAST						

✂ MELEE WEAPONS

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

Tzeentch

Add 3 to the Attacks characteristic of this model's infernal cannon.

Renegade Heavy Weapons Squad (Transport)

Capacity: For the purposes of embarking within TRANSPORTS, each Renegade Heavy Weapons Team model counts as two models.



WEAPON RULES

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).*

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).

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).*



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).