IMPERIUM - ASTRA MILITARUM

CADIAN HEAVY WEAPONS SQUAD

65 PTS

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

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
Lascannon HEAVY	48"	1	5+	12	-3	D6+1
Laspistol PISTOL	12"	2	4+	3	0	1
Mortar BLAST HEAVY INDIRECT FIRE	48"	D6	5+	5	0	1
➤ Missile launcher - frag BLAST HEAVY	48"	D6	5+	4	0	1
➤ Missile launcher - krak HEAVY	48"	1	5+	9	-2	D6

MELEE WEAPONS

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

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.

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 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).

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).*