IMPERIUM - ASTRA MILITARUM

HEAVY QUAD LAUNCHER TEAM [LEGENDS]

50 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy quad launcher BLAST INDIRECT FIRE	48"	2D6	4+	5	0	1

MELEE WEAPONS

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

AUFSTELLUNG

1x Heavy Quad Launcher Team [Legends]

Equipped with: Heavy quad launcher, Close combat weapons

ABILITIES

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.

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).*

INDIRECT FIRE

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