IMPERIUM - ASTRA MILITARUM

KRIEG HEAVY WEAPONS SQUAD

70 PTS

M	T	SV	W	LD	OC
4"	3	4+	2	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Krieg heavy flamer IGNORES COVER TORRENT	18"	D6	N/A	5	-1	2
Lascannon HEAVY	48"	1	5+	12	-3	D6+1
Laspistol PISTOL	12"	1	4+	3	0	1
Twin Krieg heavy stubber HEAVY RAPID FIRE 3 TWIN-LINKED	48"	3	5+	6	-1	1

MELEE WEAPONS

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

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
Basegrößen: 50mm, Fire Coordinator 25mm

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

ABILITIES

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.

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.

WEAPON RULES

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.

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 model or unit the benefit of cover (e.g. Stealth).

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.

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).*

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.