

HEAVY QUAD LAUNCHER TEAM [LEGENDS]  
- IMPERIUM - ASTRA MILITARUM - LIBRARY

50 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 4" | 5 | 3+ | 4 | 7+ | 2  |

**AUFSTELLUNG**  
1x Heavy Quad Launcher Team [Legends]  
**Equipped with:** Heavy quad launcher, Close combat weapons

**KEYWORDS:** Heavy Quad Launcher Team, Infantry, Artillery, Grenades, Imperium, Regiment  
**FACTION KEYWORDS:** Astra Militarum

⦿ RANGED WEAPONS

| WEAPON                                      | RANGE | A   | BS | S | AP | D |
|---------------------------------------------|-------|-----|----|---|----|---|
| Heavy quad launcher<br>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 |

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 ABILITIES

**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).