

RENEGADE HEAVY WEAPONS SQUAD

[LEGENDS]

75 PTS

HEAVY WEAPONS TEAM

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

MELEE WEAPONS

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

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.

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+.

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.

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).

CORE RULES

◆ Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

