

EXPERIMENTAL RULES

QUAD LAUNCHER BATTERY v1.0

Also known as a 'Quad' or a 'Thudd' gun, due to its distinctive sound when firing, the quad launcher is effectively four mortars mounted on a single carriage. Most of these weapons have now been relegated to second line weapons, used to arm planetary defence forces and militia units. The quad launchers main drawback is the time required to reload each barrel between volleys. Despite this when loaded it is a highly effective anti-infantry and suppression weapon, lobbing four shells at a time down onto enemy trenches, or used for point defence in a direct fire role against enemy infantry attacks.

QUAD LAUNCHER BATTERY 60 pts per mortar

	WS	BS	S	T	W	I	A	Ld	Sv	PTS
Crew	3	3	3	3	1	3	1	7	5+	-

Battery: A battery consists of between one and three quad launchers and three crew per gun.

Weapons: All the crew have lasguns or laspistols.

Options: Each quad launcher may take a Centaur Carrier as a tow for an additional +45 pts. The Centaur may be upgraded as described in the transport vehicle entry, for the points cost indicated.

Additional Crew: Each gun may buy up to 2 additional crewmen for + 6 pts per crewman.

SPECIAL RULES

Quad Launcher

Range: G12-60" **Str:** 5
Type: Heavy 4, Blast

AP: 5

The heavy quad launcher is fired as a multiple barrage and, as a barrage weapon, causes pinning. Due the repeated impact of shells pinning test against Thudd gun attacks at -1 to the target's leadership.

Slow Rate of Fire. It takes time to reload each quad gun barrel between volleys. The quad launcher can fire for two turns but must then miss a turn whilst it reloads ie, it can fire, fire again, then next turn it cannot fire. A Thudd may be reloaded whilst it is moving.

Hits on the Battery: When a battery of quad launchers is fired at, randomise any hits between the crew and the gun itself by rolling a D6.

EXPERIMENTAL RULES



Battery: Although bought as a single battery, quad launchers may deploy and act independently. Treat each gun, crew and tow as a single unit. This also applies when adding up Victory points.

Immobile: Unless towed, a quad launcher is immobile, it cannot be moved.

ORDO