

HEAVY WEAPONS COMPANY

POINTS: 100 + MODELS

The Heavy Weapons Company of an Imperial Guard regiment is able to deal a hammer blow to the enemy's forces. Whilst it is common practice to attach individual weapons teams to the regiment's other companies, it is not unheard of for the entirety of a Heavy Weapons support company to take to the battlefield as a single formation. When they are fielded so, the Heavy Weapons Company is tasked with the destruction of the greatest enemy threats, responding to huge concentrations of enemy troops or titanic engines of war with colossal firepower.

Individual Heavy Weapons Squads tend to field weapons with a specific task in mind; anti-infantry weapons lack the

punch to threaten heavily armoured units and anti-tank weaponry cannot match the high rate of fire necessary to halt infantry swarms. As a result, when Heavy Weapons Squads are fielded as a full company, they work in concert with other elements from the Heavy Weapons Company, ensuring that they each engage and destroy the most appropriate foes. The combined firepower of such companies, when directed by a competent Imperial Guard officer, is easily capable of scything down a marauding mob of Orks, shattering the spearhead of a Chaos Space Marine assault or annihilating the well-armoured tank convoys of the Tau Empire.

COMMAND SQUAD



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FORMATION:

1 Command Squad

12+ Heavy Weapons Squads

SPECIAL RULES:

Strike Force: All units in the formation must be deployed within 12" of the Command Squad, or, if coming on from reserve, they must enter the table within 12" of the point entered by the Command Squad.

Target Acquired: Once per Shooting phase, the owning player may nominate a single enemy unit within line of sight of the Command Squad. All units in the Heavy Weapons Company that are within 12" of the Command Squad must fire at this target but they count their weapons as twin-linked for that round of shooting.