Heavy weapons teams for Soldiers of Imperium

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Summary

A selection of heavy weapons for my Soldiers of the Imperium. A certain company have horrible tripods that look like...

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Tags: warhammer40k   imperialguard

A selection of heavy weapons for my Soldiers of the Imperium. A certain company have horrible tripods that look like they will fall over as soon as the weapon fires.

The carriage is basically the design of Forpost_D6, modified for 3 mm magnets for swapping between autocannon and laser cannon, and all weapons are designed to fit onto an operator with 3mm magnets. For the heavy bolter, glue the magnet straight to the back of the weapon. I use a soldering iron to melt a clipped of head of a nail into the operators handle, so any weapon can be swapped for a stand.

An alternative laser cannon has no barrel, just a receiver and a tip. It is made to use a 3 mm acryllic rod for a barrel to distinguish it further from an autocannon.

The mortar operators can be used with any of the mortars found around here, I cannot contribute anything. I drill a hole in a base to add a 4x2 mm

magnet, and melt the head of a nail into the foot of the spotter, so he can be removed when the model takes a hit.

The operators wear slightly different outfit for regulars, veterans and paratroopers. Download what you see fit.

Print Settings

Printer Brand:

Ultimaker

Printer:
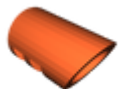
Ultimaker 2

Rafts:

Yes

Supports:

Yes

Resolution:

0.2

Category: Games

Model files

lc_solid_fixed.stl

lc_tip_fixed.stl

reg_hvywpn_op01_fixed.stl

hb_ammo_fixed.stl

reg_hvy_spot04_fixed.stl

hb_tripod_fixed.stl

lc_body_fixed.stl

vet_hvy_spot01_fixed.stl

reg_hvy_spot02_fixed.stl

ac_fixed.stl

reg_hvy_mort01_fixed.stl

vet_para_hvy_mis01_fixed.stl

reg_hvy_spot03_fixed.stl

vet_para_hvy_op01_fixed.stl

vet_hvywpn_op01_fixed.stl

vet_para_hvy_mort01_fixed.stl

vet_para_hvy_spot01_fixed.stl

hb_fixed.stl

reg_hvy_spot01_fixed.stl

car_shield_fixed.stl

car_body_fixed.stl

reg_hvy_mort02_fixed.stl

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