

FIELD ORDNANCE BATTERY - IMPERIUM -  
ASTRA MILITARUM

90 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 3" | 5 | 4+ | 6 | 7+ | 2  |

AUFSTELLUNG

2x Ordnance Team w/ Malleus rocket launcher oder Ordnance Team w/ Bombast field gun oder Ordnance Team w/ Heavy lascannon (100mm)

Equipped with: Bombast field gun, Heavy lascannon, Lasgun, Laspistol, Malleus rocket launcher, Battery close combat weapons

KEYWORDS: Imperium, Infantry, Artillery, Grenades, Regiment, Field Ordnance Battery

FACTION KEYWORDS: Astra Militarum

⦿ RANGED WEAPONS

| WEAPON                                                          | RANGE | A    | BS | S  | AP | D    |
|-----------------------------------------------------------------|-------|------|----|----|----|------|
| Bombast field gun<br><small>BLAST, HEAVY, INDIRECT FIRE</small> | 48"   | D6   | 5+ | 7  | -1 | 2    |
| Heavy lascannon<br><small>HEAVY</small>                         | 48"   | 2    | 5+ | 14 | -3 | D6+1 |
| Lasgun<br><small>RAPID FIRE 1</small>                           | 24"   | 1    | 4+ | 3  | 0  | 1    |
| Laspistol<br><small>PISTOL</small>                              | 12"   | 1    | 4+ | 3  | 0  | 1    |
| Malleus rocket launcher<br><small>BLAST, HEAVY</small>          | 48"   | D6+6 | 5+ | 6  | -1 | 1    |

⌘ MELEE WEAPONS

| WEAPON                       | RANGE | A | WS | S | AP | D |
|------------------------------|-------|---|----|---|----|---|
| Battery close combat weapons | Melee | 3 | 4+ | 3 | 0  | 1 |

ABILITIES

Rearm, Reload, Fire

While this unit is being affected by an Order, provided it Remained Stationary this turn, all Heavy weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability

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).

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).

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

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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).