

HEAVY MORTAR TEAM [LEGENDS] -
IMPERIUM - ASTRA MILITARUM

50 PTS

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

AUFSTELLUNG

1x Heavy Mortar Team [Legends]

Equipped with: Heavy mortar, Close combat weapons

KEYWORDS: Heavy Mortar Team, Artillery, Grenades, Imperium, Regiment, Infantry

FACTION KEYWORDS: Astra Militarum

⚙ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy mortar <small>HEAVY, BLAST, INDIRECT FIRE</small>	48"	D6	5+	6	-1	2

⚔ MELEE WEAPONS

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

ABILITIES

Rearm, Reload, Fire

While this model is being affected by an Order, provided it Remained Stationary this turn, ranged weapons equipped by this model 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).