

SABRE WEAPONS BATTERY [LEGENDS] - IMPERIUM - ASTRA MILITARUM

SABRE GUN PLATFORM

M	T	Sv	W	LD	OC
-	4	4+	4	7	1

AUFSTELLUNG

1-2x Sabre Gun Platform - Equipped with: Close combat weapon, Twin heavy bolter, Twin lascannon, Twin heavy stubber, Twin autocannon

Wargear Options:

- This model can replace its Twin heavy bolter with Defence Searchlight, Twin lascannon, Twin heavy stubber or Twin autocannon.

KEYWORDS: Fortification, Imperium, Artillery, Sabre Weapons Battery

FACTION KEYWORDS: Astra Militarum

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin autocannon <small>TWIN-LINKED</small>	48"	2	4+	9	-1	3
Twin heavy bolter <small>SUSTAINED HITS 1, TWIN-LINKED</small>	36"	3	4+	5	-1	2
Twin heavy stubber <small>RAPID FIRE 3, TWIN-LINKED</small>	36"	3	4+	4	0	1
Twin lascannon <small>TWIN-LINKED</small>	48"	1	4+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1

ABILITIES

Defence Searchlight

At the start of your Shooting phase, you can select one enemy unit within 24" and visible to the bearer. Until the end of the phase, that unit cannot have the Benefit of Cover.

Fortification

While an enemy unit is only within Engagement Range of one or more Fortifications from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Sentinel Directives

Each time you target this unit with the Fire Overwatch Stratagem, hits are scored on unmodified Hit rolls of 5+ when resolving that Stratagem.

WEAPON ABILITIES

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).

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Twin-linked

Each time an attack is made with a [TWIN-LINKED](#) weapon, you can re-roll the wound roll.