

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Heavy mortarBLASTHEAVYINDIRECT FIRE

R	A	BS	S	AP	D
48"	D6+3	5+	8	-1	2

VERWUNDET

2+ T1-4	3+ T5-7	4+ T8	5+ T9-15	6+ T16+
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Heavy quad launcherBLASTHEAVYINDIRECT FIRETWIN-LINKED

R	A	BS	S	AP	D
48"	2D6	5+	5	0	1

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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LasgunRAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	3	0	1

VERWUNDET

2+ T1	3+ T2	4+ T3	5+ T4-5	6+ T6+
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Multiple rocket launcherANTI-INFANTRY 3+BLASTHEAVYINDIRECT FIRE

R	A	BS	S	AP	D
48"	D6+3	5+	2	-1	1

VERWUNDET

2+ T1	4+ T2	5+ T3	6+ T4+
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Siege cannonBLASTHEAVYINDIRECT FIRE

R	A	BS	S	AP	D
48"	D6	5+	12	-2	3

VERWUNDET

2+ T1-6	3+ T7-11	4+ T12	5+ T13-23	6+ T24+
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Remorseless Barrage

In your Shooting phase, after this model has shot, if one or more of those attacks made with an Indirect Fire weapon scored a hit against an enemy unit, that unit must take a Battle-shock test (if an Infantry unit is hit by one or more attacks made by a multiple rocket launcher, they must subtract 1 from their Battle-shock test when doing so).

4ANGRIFF

5NAHKAMPF

Crew close combat weapons

R	A	WS	S	AP	D
Melee	3	4+	3	0	1

VERWUNDET

2+ T1	3+ T2	4+ T3	5+ T4-5	6+ T6+
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VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W7 · RW 3+ · 10 LP je Modell

WIRD VERWUNDET MIT

2+ S14+	3+ S8-13	4+ S7	5+ S4-6	6+ S1-3
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RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 -
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REGELN & KEYWORDS KURZ

ANTI This ability always takes the form [ANTI-X Y+].

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 (roun...

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 unen...

INDIRECT FIRE Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

RAPID FIRE This ability always takes the form [RAPID FIRE X].

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

AUFSTELLUNG

1x Artillery Team

Ausrüstung: Heavy mortar, Heavy quad launcher, Lasgun, Multiple rocket launcher, Siege cannon, Crew close combat weapons

• This model can replace its Heavy mortar with Siege cannon, Multiple rocket launcher or Heavy quad launcher.

KEYWORDS Imperium, Infantry, Artillery, Grenades, Regiment, Artillery Team · FRAKTION Astra Militarum