

HEAVY MORTAR TEAM [LEGENDS]

M4"

T5

SV3+

W4

LD7+

OC2

50 PTS

Base —

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Heavy mortar

HEAVY

BLAST

INDIRECT FIRE

R48"

A D6

BS 5+

S 6

AP -1

D 2

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

4ANGRIFF

5NAHKAMPF

Close combat weapons

RMelee

A 3

WS 4+

S 3

AP 0

D 1

VERWUNDET

2+T1

3+T2

4+T3

5+T4-5

6+T6+

VERTEIDIGUNG

IMMER / EINMALIG

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

GEGEN DIESE EINHEIT

W5 · RW 3+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+S10+

3+S6-9

4+S5

5+S3-4

6+S1-2

RETTUNGSWURF JE DS

DS 03+

DS -14+

DS -25+

DS -36+

DS -4-

REGELN & KEYWORDS KURZ

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).

AUFSTELLUNG

1x Heavy Mortar Team [Legends]

Ausrüstung: Heavy mortar, Close combat weapons

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