

HEAVY MORTAR TEAM [LEGENDS]

M

4"

T

5

SV

3+

W

4

LD

7+

OC

2

50 PTS

Base —

1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Heavy mortar

HEAVY

BLAST

INDIRECT FIRE

R

48"

A

D6

BS

5+

S

6

AP

-1

D

2

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

4

ANGRIFF

—

5

NAHKAMPF

Close combat weapons

R

Melee

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 0

3+

DS -1

4+

DS -2

5+

DS -3

6+

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