ARTILLERY TEAM

M	T	SV	W	LD	OC
3"	7	3+	10	7+	3

AUFSTELLUNG

1x Artillery Team (130mm)

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

Wargear Options:

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy mortar BLAST, HEAVY, INDIRECT FIRE	48"	D6+3	5+	8	-1	2
Heavy quad launcher BLAST, HEAVY, INDIRECT FIRE, TWIN-LINKED	48"	2D6	5+	5	0	1
Lasgun RAPID FIRE 1	24"	1	4+	3	0	1
Multiple rocket launcher ANTI-INFANTRY 3+, BLAST, HEAVY, INDIRECT FIRE	48"	D6+3	5+	2	-1	1
Siege cannon BLAST, HEAVY, INDIRECT FIRE	48"	D6	5+	12	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D

ABILITIES

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).

Crew close combat weapons	Melee	3	4+	3	0	1

WEAPON RULES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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).

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).*

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