IMPERIUM - ASTRA MILITARUM

ARTILLERY TEAM

95 PTS

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

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
Crew close combat weapons	Melee	3	4+	3	0	1

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.

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).

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.