

FIELD ORDNANCE BATTERY - IMPERIUM -
ASTRA MILITARUM

90 PTS

M	T	Sv	W	LD	OC
3"	5	4+	6	7+	2

AUFSTELLUNG

2x Ordnance Team w/ Malleus rocket launcher oder Ordnance Team w/ Bombast field gun oder Ordnance Team w/ Heavy lascannon

Equipped with: Bombast field gun, Heavy lascannon, Lasgun, Laspistol, Malleus rocket launcher, Battery close combat weapons

KEYWORDS: Imperium, Infantry, Artillery, Grenades, Regiment, Field Ordnance Battery

FACTION KEYWORDS: Astra Militarum

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bombast field gun BLAST, HEAVY, INDIRECT FIRE	48"	D6	5+	7	-1	2
Heavy lascannon HEAVY	48"	2	5+	14	-3	D6+1
Lasgun RAPID FIRE 1	24"	1	4+	3	0	1
Laspistol PISTOL	12"	1	4+	3	0	1
Malleus rocket launcher BLAST, HEAVY	48"	D6+6	5+	6	-1	1

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Battery close combat weapons	Melee	3	4+	3	0	1

ABILITIES

Rearm, Reload, Fire

While this unit is being affected by an Order, provided it Remained Stationary this turn, all Heavy weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability

WEAPON ABILITIES

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).

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

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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).

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).