

IMPERIUM - ASTRA MILITARUM

HEAVY MORTAR TEAM

[LEGENDS]

50 PTS

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

 RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Heavy mortar	HEAVY BLAST INDIRECT FIRE	48"	D6	5+	6	-1	2

 MELEE WEAPONS

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

AUFSTELLUNG

1x Heavy Mortar Team [Legends]

Equipped with: Heavy mortar, Close combat weapons

ABILITIES

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

WEAPON RULES

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).

