

FIELD ORDNANCE BATTERY

90 PTS



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



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

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

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 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).

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.

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).*

