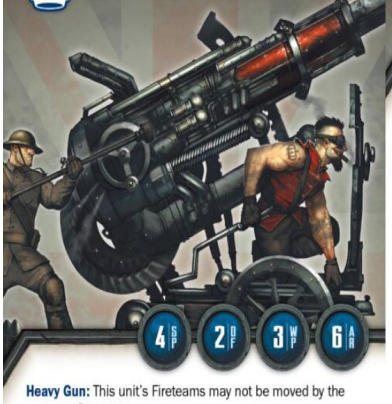
ARTILLERY TEAM 39



SP	DF	WP	AR
4	2	3	6

Heavy Gun: This unit's Fireteams may not be moved by the enemy Company.

Lobbing Shot: This unit's ⌐ Actions do not require LoS.

⌐ **Heavy Howitzer** (3 v Df | 48"): Strength 6. This Action may not target Fireteams within 8".

Fireteam (120mm | 3x50mm)

ARTILLERY TEAM

SP	DF	WP	AR
4	2	3	8

Heavy Gun: This unit's Fireteams may not be moved by the enemy Company.

Lobbing Shot: This unit's ⌐ Actions do not require LoS.

⌐ **Heavy Howitzer** (4 v Df | 48"): Strength 6. This Action may not target Fireteams within 8".

- ***High Explosive:*** This Action immediately gains Area.
- ***Unexploded Ordnance:*** If this Action failed, Create a 120mm Hazardous (3) [Low] Landmine terrain piece within 2" of the target, not touching any Fireteams or Terrain.

⌐ **Heavy Shelling** (6 v Wp | 36"): Strength 1. Target gains a Shaken Token.

- ***Explosions Everywhere:*** Target gains a Shaken Token. This Trigger may be declared multiple times.

Errata: August 2019

Fireteam (120mm | 3x50mm)