

EXPERIMENTAL RULES



HEAVY MORTAR BATTERY v1.0

Imperial Guard siege regiments favour artillery in all shapes and sizes, ranging from small mortars amongst the infantry platoons, to the massive Bombards of the heavy bombardment groups. Field artillery batteries consist of heavy mortars and Thudd guns providing fire support to frontline companies during prolonged bombardments and when the Guardsmen go over the top.

HEAVY MORTAR BATTERY 50 pts per mortar

	WS	BS	S	T	W	I	A	Ld	Sv	PTS
Crew	3	3	3	3	1	3	1	7	5+	-

Battery: A battery consists of between one and three heavy mortars and three Imperial Guard crew per gun.

Weapons: All the crew have lasguns or laspistols.

Options: Each mortar may take a Centaur Artillery Tractor as a tow for an additional 45 pts. The Centaur may be upgraded as described in the transport vehicle entry, for the points cost indicated.

Heavy Support: A Heavy Mortar battery is a Heavy Support choice for an Imperial Guard army.

SPECIAL RULES

Heavy Mortar

Range: G12-48" **Str:** 6 **AP:** 4 **Type:** Ordnance 1/Large Blast

Hits on the Battery: When a battery of heavy mortars is fired at, randomise any hits between the crew and the mortars themselves by rolling a D6.

1-4 Hits the crew.

5-6 Hits a mortar.

Hits against the crew are resolved as normal. Mortars count as vehicles with an armour value of 10. Any glancing or penetrating hit destroys the mortar.