

# T19 105MM

• TANK UNIT • TIME ON TARGET •



MOTIVATION

CONFIDENT 4+

SP Gun
Counterattack 6

TRAINED 4+

6

SP Gun **Assault** 

AGGRESSIVE 3+

AGGIKESSIVE

ARMOUR

FRONT 1 SIDE & 0

TOP • 0

 TACTICAL
 TERRAIN DASH
 CROSS COUNTRY DASH
 ROAD DASH
 CROSS

 10"/25cm
 10"/40cm
 32"/80cm
 4+

| WEAPON           | RANGE     | RC<br>HALTED | OF<br>MOVING | ANTI-<br>TANK | FIRE-<br>POWER | NOTES                                |
|------------------|-----------|--------------|--------------|---------------|----------------|--------------------------------------|
| T19 (105mm)      | 72″/180см | ARTILLERY    |              | 3             | 3+             | Forward Firing,<br>Smoke Bombardment |
| or Direct Fire   | 24"/60см  | 1            | -            | 9             | 2+             | Brutal, Forward Firing, Smoke        |
| T19 (.50 cal MG) | 20″/50см  | 3            | 2            | 4             | 5+             | Self-defence AA                      |



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6x T19 (105mm)

18 POINTS

3x T19 (105mm)

9 POINTS

#### **FORCE SUPPORT**

You may field:

• T19 105mm Artillery Battery (WEBMU904)

in place of any or all:

 M7 Priest Artillery Battery (MU123) in your Fighting First Support.

### SPECIAL RULES

**Brutal:** Infantry, Gun, and Unarmoured Tank Teams re-roll successful Saves.

**Forward Firing:** Weapon can only hit targets fully in front of the Team.

**Self-defence AA:** Weapon can fire at Aircraft with ROF 1.

Smoke: Can fire Smoke ammunition.

**Smoke Bombardment:** Once per game can fire a Smoke Bombardment.

**Time On Target:** If Ranged In on the first attempt, Infantry Teams and Gun Teams re-roll Saves.