**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)
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.