

EARTHSHAKER CARRIAGE BATTERY

[LEGENDS] - IMPERIUM - ASTRA

MILITARUM

120 PTS

M	T	Sv	W	LD	OC
4"	7	4+	6	7+	2

AUFSTELLUNG

1x Earthshaker Carriage Battery [Legends]

Equipped with: Earthshaker cannon, Battery close combat weapons

KEYWORDS: Infantry, Artillery, Imperium, Grenades, Regiment, Earthshaker Carriage Battery, Frame

FACTION KEYWORDS: Astra Militarum

🎯 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Earthshaker cannon BLAST, HEAVY, INDIRECT FIRE	240"	D6+3	5+	8	-2	2

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Battery close combat weapons	Melee	5	4+	3	0	1

ABILITIES

Earthshaker Rounds

In your Shooting phase, after this model has shot, if one or more of those attacks made with its earthshaker cannon scored a hit against an INFANTRY unit, until the end of your opponent's next turn, that INFANTRY unit is shaken. While a unit is shaken, subtract 2" from its Move characteristic and subtract 2 from Advance and Charge rolls made for it.

WEAPON ABILITIES

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).