

EARTHSHAKER CARRIAGE BATTERY [LEGENDS]

M

4"

T

7

SV

4+

W

6

LD

7+

OC

2

120 PTS
Base —



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Earthshaker cannon

BLAST

HEAVY

INDIRECT FIRE

R	A	BS	S	AP	D
240"	D6+3	5+	8	-2	2

VERWUNDET

2+ T1-4	3+ T5-7	4+ T8	5+ T9-15	6+ T16+
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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.

4

ANGRIFF

—

5

NAHKAMPF

Battery close combat weapons

R	A	WS	S	AP	D
Melee	5	4+	3	0	1

VERWUNDET

2+ T1	3+ T2	4+ T3	5+ T4-5	6+ T6+
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VERTEIDIGUNG

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IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W7 · RW 4+ · 6 LP je Modell

WIRD VERWUNDET MIT

2+ S14+	3+ S8-13	4+ S7	5+ S4-6	6+ S1-3
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RETTUNGSWURF JE DS

DS 0 4+	DS -1 5+	DS -2 6+	DS -3 —	DS -4 —
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REGELN & KEYWORDS KURZ

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 (roun...

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 unen...

INDIRECT FIRE

 Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

AUFSTELLUNG

1x Earthshaker Carriage Battery [Legends]
Ausrüstung: Earthshaker cannon, Battery close combat weapons

KEYWORDS Infantry, Artillery, Imperium, Grenades, Regiment, Earthshaker Carriage Battery, Frame · FRAKTION Astra Militarum