

EARTHSHAKER PLATFORM [LEGENDS]

M	T	SV	W	LD	OC
-	8	3+	8	7+	2

AUFSTELLUNG

1x Earthshaker Platform [Legends]

Equipped with: Earthshaker Cannon, Close combat weapons

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Earthshaker Cannon BLAST, INDIRECT FIRE	240"	D6+3	4+	8	-2	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapons	Melee	3	4+	3	0	1

ABILITIES

RULES - Deadly Demise 1

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 enemy Infantry unit, until the end of your opponent's next turn, that 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.

Fortification

While an enemy unit is only within Engagement Range of one or more Fortifications from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.



Reinforced Cover

Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this Fortification, that model has the Benefit of Cover against that attack.

WEAPON RULES

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).*

Indirect Fire

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