

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<br><small>BLAST, HEAVY, INDIRECT FIRE</small> | 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).