

# EARTHSHAKER CARRIAGE BATTERY

## [LEGENDS]

120 PTS

| M  | T | SV | W | LD | OC |
|----|---|----|---|----|----|
| 4" | 7 | 4+ | 6 | 7+ | 2  |

### RANGED WEAPONS

| WEAPON             |                                                | RANGE | A    | BS | S | AP | D |
|--------------------|------------------------------------------------|-------|------|----|---|----|---|
| Earthshaker cannon | <b>BLAST</b> <b>HEAVY</b> <b>INDIRECT FIRE</b> | 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 |

### AUFSTELLUNG

1x Earthshaker Carriage Battery [Legends]

Equipped with: Earthshaker cannon, Battery close combat weapons

### 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 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).*

#### 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).

