ARKANYST EVALUATOR - LEAGUES OF VOTANN

70 PTS

M	T	Sv	W	LD	OC
5"	5	3+	4	7+	1

AUFSTELLUNG

1x Arkanyst Evaluator (32mm)

Equipped with: ➤ Transmatter inverter - full charge, ➤ Transmatter inverter - half charge, ➤ Transmatter inverter - overcharge, Close combat weapon

KEYWORDS: Character, Infantry, Arkanyst Evaluator

FACTION KEYWORDS: Leagues of Votann

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Transmatter inverter - full charge HAZARDOUS, RAPID FIRE 2	18"	3	2+	8	-2	2
➤ Transmatter inverter - half charge RAPID FIRE 1	12"	3	2+	8	-1	1
➤ Transmatter inverter - overcharge HAZARDOUS, OVERCHARGE, RAPID FIRE 3	24"	3	2+	8	-3	3

MELEE WEAPONS

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

ABILITIES

Guerrilla Adepts
In your Shooting phase, just after this unit is selected to shoot, this unit can use this ability. If it does, select one enemy unit (excluding Monsters and Vehicles). Until the end of the phase, attacks made by models in this unit can only attack that enemy unit (and only if it is an eligible target) and, after resolving those attacks, if one or more of those attacks hit that enemy unit, until the start of your next Shooting phase, that enemy unit is assailed (this simply labels that unit for the purposes of this ability and some Enhancements or Stratagems). If that unit is already assailed, until the start of your next Shooting phase, it is also pinned. While a unit is pinned, subtract 2" from its Move characteristic and subtract 2 from Charge rolls made for it.

Resource Transmutation
Once per turn, in your Shooting phase, one model with this ability can choose to use it when it is selected to shoot. If it does, you must spend 1YP and, until the end of the phase, ranged weapons equipped by that model have the [Sustained Hits 1] ability and, after that model has shot this phase, if one or more enemy units were destroyed by those attacks, you can gain up to 2YP.

Science Guild Support
While this model is within 3" of one or more other friendly Leagues of Votann Infantry units (excluding units with the Lone Operative ability), this model has the Lone Operative ability.

WEAPON ABILITIES

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

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FACTION RULES

Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.