GRIMNYR - LEAGUES OF VOTANN

65 PTS

GRIMNYR

M	T	Sv	W	LD	OC
5"	5	4+	4	6+	1

INVULNERABLE SAVE 4+

CORV

M	T	Sv	W	LD	OC
5"	5	4+	1	6+	1

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Grimnyr - Equipped with: Ancestral ward stave, ➤ Ancestral Wrath - witchfire, ➤ Ancestral Wrath - focused witchfire
2x CORV - Equipped with: Autoch-pattern bolter, Close combat weapon
Basegrößen: 40mm, CORV 25mm

Grimnyr KEYWORDS: Character, Psyker, Grimnyr

KEYWORDS: Infantry, Character, Leader

FACTION KEYWORDS: Leagues of Votann

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern bolter	24"	2	4+	4	0	1
➤ Ancestral Wrath - focused witchfire HAZARDOUS, PSYCHIC	24"	6	3+	6	-2	D3
➤ Ancestral Wrath - witchfire PSYCHIC	24"	3	3+	6	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ancestral ward stave PSYCHIC	Melee	2	3+	7	-1	D3
Close combat weapon	Melee	1	4+	3	0	1

ABILITIES

CORE - Leader

Fortify (Psychic)
While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

Grimnyr's Regard
Once per battle, at the start of any phase, you can select one friendly Leagues of Votann unit that is Battle-shocked and within 12" of this unit's Grimnyr model. That unit is no longer Battle-shocked.

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.

Unit Composition
If this unit's Grimnyr model is ever destroyed, all of this unit's remaining CORV models are also destroyed. While embarking within a Transport and while embarked within a Transport, each CORV model takes up the space of 0 models.'

Leader
This model can be attached to the following unit: HEARTHKYN WARRIORS

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.

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Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

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

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.