HERNKYN PIONEERS - LEAGUES OF VOTANN

85–170 PTS

M	T	Sv	W	LD	OC
12"	6	4+	3	7+	2

AUFSTELLUNG

3x Hernkyn Pioneer oder Hernkyn Pioneer w/ comms array oder Hernkyn Pioneer w/ pan-spectral scanner oder Hernkyn Pioneer w/ searchlight (90x52.5mm Oval Base)

Equipped with: Bolt revolver, Bolt shotgun, HYLas rotary cannon, Ion beamer, Magna-coil autocannon, Plasma knife

KEYWORDS: Mounted, Grenades, Fly, Pioneers, Hernkyn

FACTION KEYWORDS: Leagues of Votann

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt revolver PISTOL	12"	1	4+	5	0	1
Bolt shotgun ASSAULT	18"	2	4+	5	0	1
HYLas rotary cannon SUSTAINED HITS 1	24"	6	4+	6	-1	1
Ion beamer BLAST	18"	D3+1	4+	8	-2	1
Magna-coil autocannon	24"	3	4+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Plasma knife	Melee	2	4+	4	-2	1

ABILITIES

Comms array
Each time you target the bearer's unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.

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.

Outflanking Mag-Riders
At the end of your opponent's turn, if this unit is wholly within 9" of one or more battlefield edges and not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.

Pan-spectral scanner
Each time a model in the bearer's unit makes a ranged attack, re-roll a Hit roll of 1.

Rollbar searchlight
Each time a model in the bearer's unit makes a ranged attack, you can ignore any or all modifiers to the Hit roll.

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

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

Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.