

ARKANYST EVALUATOR

Deadly Demise 1

Prioritised Efficiency

M5"

T5

SV3+

W4

LD7+

OC1

70 PTS

Base 32mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Transmitter inverter - full charge

RAPID FIRE 2

R	A	BS	S	AP	D
18"	3	2+	8	-2	2

VERWUNDET

2+ T1-4	3+ T5-7	4+ T8	5+ T9-15	6+ T16+
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Transmitter inverter - half charge

RAPID FIRE 1

R	A	BS	S	AP	D
12"	3	2+	8	-1	1

VERWUNDET

2+ T1-4	3+ T5-7	4+ T8	5+ T9-15	6+ T16+
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Transmitter inverter - overcharge

OVERCHARGE

RAPID FIRE 3

R	A	BS	S	AP	D
24"	3	2+	8	-3	3

VERWUNDET

2+ T1-4	3+ T5-7	4+ T8	5+ T9-15	6+ T16+
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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.

4ANGRIFF

5NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	1	4+	3	0	1

VERWUNDET

2+ T1	3+ T2	4+ T3	5+ T4-5	6+ T6+
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VERTEIDIGUNG

IMMER / EINMALIG

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.

GEGEN DIESE EINHEIT

W5 · RW 3+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+ S10+	3+ S6-9	4+ S5	5+ S3-4	6+ S1-2
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RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 -
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REGELN & KEYWORDS KURZ

Deadly Demise 1 This ability always takes the form Deadly Demise X.

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).

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...

RAPID FIRE This ability always takes the form [RAPID FIRE X].

AUFSTELLUNG

1x Arkanyst Evaluator

Ausrüstung: Transmitter inverter - full charge, Transmitter inverter - half charge, Transmitter inverter - overcharge, Close combat weapon

KEYWORDS Character, Infantry, Arkanyst Evaluator · FRAKTION Leagues of Votann