

EINHYR CHAMPION

Leader
Prioritised Efficiency

M

5"

T

5

SV

2+

W

5

LD

7+

OC

1

65 PTS
Base 40mm



1

KOMMANDO

—

2 BEWEGUNG

Exemplar of the Einhyr

While this model is leading a unit, add 1 to Advance and Charge rolls made for that unit.

Teleport crest

While the bearer is leading a unit, models in that unit have the Deep Strike ability.

3 BESCHUSS

Autoch-pattern combi-bolter

R	A	BS	S	AP	D
24"	4	2+	4	0	1
VERWUNDET					
2+	3+	4+	5+	6+	
T1-2	T3	T4	T5-7	T8+	

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.

4 ANGRIFF

Mass Driver Accelerators

Each time this model ends a Charge move, you can select one enemy unit within Engagement Range of this model and roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

5 NAHKAMPF

Darkstar axe

R	A	WS	S	AP	D
Melee	6	2+	6	-3	2
VERWUNDET					
2+	3+	4+	5+	6+	
T1-3	T4-5	T6	T7-11	T12+	

Mass hammer

R	A	WS	S	AP	D
Melee	3	3+	12	-3	D6+1
VERWUNDET					
2+	3+	4+	5+	6+	
T1-6	T7-11	T12	T13-23	T24+	

VERTEIDIGUNG

Weavefield crest

The bearer has a 4+ invulnerable save.

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IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W5 · RW 2+ · 5 LP je Modell

WIRD VERWUNDET MIT

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

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
2+	3+	4+	5+	6+

REGELN & KEYWORDS KURZ

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.

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).

AUFSTELLUNG

1x Einhyr Champion

Ausrüstung: Autoch-pattern combi-bolter, Darkstar axe, Mass hammer

- This model can replace its Weavefield crest with Teleport crest.
- This model can replace its Mass hammer with Darkstar axe.

Anführer

This model can be attached to the following unit: EINHYR HEARTHGUARD