

HERNKYN PIONEERS

Prioritised Efficiency Scouts 9"

M

12"

T

6

SV

4+

W

3

LD

7+

OC

2

85–170 PTS
Base 90x52.5mm Oval Base



1

KOMMANDO

2 BEWEGUNG

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.

3 BESCHUSS

Bolt revolver

PISTOL

R	A	BS	S	AP	D
12"	1	4+	5	0	1
VERWUNDET					
2+ T1–2	3+ T3–4	4+ T5	5+ T6–9	6+ T10+	

Bolt shotgun

ASSAULT

R	A	BS	S	AP	D
18"	2	4+	5	0	1
VERWUNDET					
2+ T1–2	3+ T3–4	4+ T5	5+ T6–9	6+ T10+	

HYLas rotary cannon

SUSTAINED HITS 1

R	A	BS	S	AP	D
24"	6	4+	6	-1	1
VERWUNDET					
2+ T1–3	3+ T4–5	4+ T6	5+ T7–11	6+ T12+	

Ion beamer

BLAST

R	A	BS	S	AP	D
18"	D3+1	4+	8	-2	1
VERWUNDET					
2+ T1–4	3+ T5–7	4+ T8	5+ T9–15	6+ T16+	

Magna-coil autocannon

R	A	BS	S	AP	D
24"	3	4+	7	-1	2
VERWUNDET					
2+ T1–3	3+ T4–6	4+ T7	5+ T8–13	6+ T14+	

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

5 NAHKAMPF

Plasma knife

R	A	WS	S	AP	D
Melee	2	4+	4	-2	1
VERWUNDET					
2+ T1–2	3+ T3	4+ T4	5+ T5–7	6+ T8+	

VERTEIDIGUNG

IMMER / EINMALIG

Comms array

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

GEGEN DIESE EINHEIT

W6 · RW 4+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+ S12+	3+ S7–11	4+ S6	5+ S4–5	6+ S1–3
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RETTUNGSWURF JE DS

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

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).

Scouts 9" This ability always takes the form Scouts X".

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.

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

3x Herknyn Pioneer oder Herknyn Pioneer w/ comms array oder Herknyn Pioneer w/ pan-spectral scanner oder Herknyn Pioneer w/ searchlight

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

KEYWORDS Mounted, Grenades, Fly, Pioneers, Herknyn · FRAKTION Leagues of Votann