



1

KOMMANDO

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2

BEWEGUNG

Pragmatic Hunters

In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to D6".

3

BESCHUSS

APM launcher

ANTI-MONSTER 3+

ANTI-VEHICLE 3+

R	A	BS	S	AP	D
24"	1	4+	6	-2	D6

VERWUNDET

2+
T1-3

3+
T4-5

4+
T6

5+
T7-11

6+
T12+

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+

Magna-coil rifle

IGNORES COVER

PRECISION

R	A	BS	S	AP	D
24"	1	4+	5	-2	2

VERWUNDET

2+
T1-2

3+
T3-4

4+
T5

5+
T6-9

6+
T10+

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

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5

NAHKAMPF

Close combat weapon

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

VERWUNDET

2+
T1-2

3+
T3

4+
T4

5+
T5-7

6+
T8+

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

—

GEGEN DIESE EINHEIT				
W5 · RW 5+ · 1 LP je Modell				
WIRD VERWUNDET MIT				
2+ S10+	3+ S6-9	4+ S5	5+ S3-4	6+ S1-2
RETTUNGSWURF JE DS				
DS 0 5+	DS -1 6+	DS -2 -	DS -3 -	DS -4 -

REGELN & KEYWORDS KURZ

Infiltrators During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deploym...

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).

ANTI This ability always takes the form [ANTI-X Y+].

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

IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...

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

PRECISION While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m...

AUFSTELLUNG

9x Herknyn Yaegir w/ bolt shotgun oder Herknyn Yaegir w/ APM launcher oder Herknyn Yaegir w/ magna-coil rifle oder Herknyn Yaegir w/ revolver and knife

1x Yaegir Theyn

Ausrüstung: APM launcher, Bolt revolver, Bolt shotgun, Magna-coil rifle, Close combat weapon, Plasma knife

▪ Each Yaegir Theyn can replace its Bolt shotgun with Bolt revolver and plasma knife.