

LEAGUES OF VOTANN

MEMNYR

STRATEGIST

Leader

Prioritised Efficiency

M5"54+47+1

45 PTS

Base 32mm



1KOMMANDO

Computational Mastermind

At the end of your Command phase, before you determine if units from your army have Hostile Acquisition or Fortify Takeover, for each objective marker you control that has one or more models with this ability in range of it, you can spend 1YP or gain 1YP.

2BEWEGUNG

3BESCHUSS

Autoch-pattern bolt pistol PISTOL

R	A	BS	S	AP	D
12"	1	4+	4	0	1
VERWUNDET					
2+ T1–2	3+ T3	4+ T4	5+ T5–7	6+ 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.

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+	

VERTEIDIGUNG

Predictive Guidance

Once per battle round, when you target this unit with the Fire Overwatch/ Heroic Intervention stratagem, you can use this ability. If you do, that use of that stratagem is -1 CP.

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W5 · RW 4+ · 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 4+	DS –1 5+	DS –2 6+	DS –3 –	DS –4 –
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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).

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

AUFSTELLUNG

1x Memnyr Strategist

Ausrüstung: Autoch-pattern bolt pistol, Close combat weapon

Anführer

This model can be attached to the following units: IRONKIN STEELJACKS WITH HEAVY VOLKANITE DISINTEGRATORS, IRONKIN STEELJACKS WITH MELEE WEAPONS