

BRÔKHYR IRON-MASTER

Leader Prioritised Efficiency

M5

T5

SV4+

W4

LD7+

OC1

70 PTS
Base 32mm, E-COG: 25mm,
Ironkin Assistant: 28.5mm



1KOMMANDO

2BEWEGUNG

Forgewrought Expertise

At the end of your Movement phase, this model can repair one friendly Leagues of Votann Vehicle, Exoframe or Ironkin Steeljacks unit within 3" of it. One model in that unit regains up to D3 lost wounds, or up to 3 lost wounds if this unit contains an Ironkin Assistant model. Each unit can only be repaired once per turn.

Unit Composition

If this unit's Brôkhyr Iron-master model is ever destroyed, all of this unit's remaining E-COG models are also destroyed. While embarking within a Transport and while embarked within a Transport, each E-COG model takes up the space of 0 models.

3BESCHUSS

Autoch-pattern bolt pistol **PISTOL**

R	A	BS	S	AP	D
12"	1	3+	4	0	1

VERWUNDET

2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+
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Graviton rifle **ANTI-MONSTER 3+** **ANTI-VEHICLE 3+**

R	A	BS	S	AP	D
18"	3	3+	5	-1	3

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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Las-beam cutter

R	A	BS	S	AP	D
6"	1	4+	6	-3	1

VERWUNDET

2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+
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Guerrilla Adeptes

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.

Multi-spectral visor

Each time a model in this unit makes a ranged attack, re-roll a Wound roll of 1.

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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Graviton hammer **ANTI-MONSTER 3+**

ANTI-VEHICLE 3+

R	A	WS	S	AP	D
Melee	3	4+	9	-1	3

VERWUNDET

2+ T1-4	3+ T5-8	4+ T9	5+ T10-17	6+ T18+
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Manipulator arms

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

VERWUNDET

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

R	A	WS	S	AP	D
Melee	1	4+	6	-3	2

VERWUNDET

2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+
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VERTEIDIGUNG

IMMER / EINMALIG

Brôkhyr Guild Support

While this unit is within 3" of one or more friendly Leagues of Votann Vehicle or Ironkin Steeljacks units, if this unit is not an attached unit, it has the Lone Operative ability.

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

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).

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

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

AUFSTELLUNG

1x Brôkhyr Iron-master - Equipped with: Graviton hammer, Graviton rifle
1x E-COG oder E-COG oder E-COG oder Ironkin Assistant

Anführer

This model can be attached to the following units:BRÔKHYYR THUNDERKYN, HEARTHKYN WARRIORS

KEYWORDS Infantry, Character, Brôkhyr, Leader · FRAKTION Leagues of Votann · BRÔKHYYR IRON-MASTER Character, Iron-master