LEAGUES OF VOTANN

BRÔKHYR THUNDERKYN

Conversion (Thunderkyn) | Prioritised Efficiency

M	T	SV	W	LD	OC
5"	6	3+	2	7+	1

80–170 PTS
Base 40mm

1 KOMMANDO

—

2 BEWEGUNG

—

3 BESCHUSS

Bolt cannon — SUSTAINED HITS 2

R	A	BS	S	AP	D
36"	3	4+	6	-1	2

VERWUNDET

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

Graviton blast cannon — ANTI-MONSTER 3+ — ANTI-VEHICLE 3+

R	A	BS	S	AP	D
24"	3	4+	5	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

SP conversion beamer — CONVERSION — LETHAL HITS

R	A	BS	S	AP	D
24"	2	4+	7	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

Breaching Fire

In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the start of your next Shooting phase, that enemy unit cannot have the Benefit of Cover.

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

Close combat weapon

R	A	WS	S	AP	D
Melee	2	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

◆ VERTEIDIGUNG

—

∞ IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W6 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

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

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	5+	6+	–

REGELN & KEYWORDS KURZ

Conversion (Thunderkyn) Each time an attack made with this weapon targets an enemy unit that is not within 12", an unmodified Hit roll of 4+ scores a Critical Hit.

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+].

LETHAL HITS Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

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

AUFSTELLUNG

3-6x Brôkhyr Thunderkyn - Equipped with: Close combat weapon, Bolt cannon, Graviton blast cannon, SP conversion beamer

- This model can replace its Bolt cannon with Graviton blast cannon or SP conversion beamer.

KEYWORDS Infantry, Exoframe, Thunderkyn, Brôkhyr · **FRAKTION** Leagues of Votann