

EINHYR HEARTHGUARD

Prioritised Efficiency

M

5"

T

5

SV

2+

W

2

LD

7+

OC

1

130-270 PTS

Base 32mm



1

KOMMANDO

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2

BEWEGUNG

Teleport crest

Models in the bearer's unit have the Deep Strike ability.

3

BESCHUSS

EtaCarn plasma gun **RAPID FIRE 1**

R	A	BS	S	AP	D
24"	1	3+	7	-3	2

VERWUNDET

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

Exo-armour grenade launcher **BLAST**

R	A	BS	S	AP	D
24"	D3	3+	3	0	1

VERWUNDET

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

Vulkanite disintegrator **DEVASTATING WOUNDS**

R	A	BS	S	AP	D
24"	3	3+	5	0	1

VERWUNDET

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

Decisive Destruction

Each time a model in this unit makes a ranged attack that targets the closest eligible target, re-roll a Hit roll of 1.

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

Concussion gauntlet

R	A	WS	S	AP	D
Melee	2	3+	8	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

Graviton hammer **ANTI-MONSTER 3+** **ANTI-VEHICLE 3+**

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

VERWUNDET

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

Plasma blade gauntlet

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

VERWUNDET

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

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IMMER / EINMALIG

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6

VERTEIDIGUNG

Weavefield crest

Models in the bearer's unit have a 5+ invulnerable save.

GEGEN DIESE EINHEIT

W5 · RW 2+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6-9	S5	S3-4	S1-2

RETTUNGSWURF JE DS

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

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).

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

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (round...).

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

RAPID FIRE This ability always takes the form [RAPID FIRE X].

AUFSTELLUNG

1x Hesyrr · Equipped with: Exo-armour grenade launcher, EtaCarn plasma gun, Vulkanite disintegrator, Concussion gauntlet, Plasma blade gauntlet, Graviton hammer 4-9x Einhyr Hearthguard

- Each Hesyrr can replace its EtaCarn plasma gun with Vulkanite disintegrator.
- Each Hesyrr can be equipped with one of: Concussion gauntlet, Plasma blade gauntlet, Graviton hammer.
- Each Hesyrr can replace its Weavefield crest with Teleport crest.
- Each Einhyr Hearthguard can replace its EtaCarn plasma gun with Vulkanite disintegrator.
- Each Einhyr Hearthguard can replace its Concussion gauntlet with Plasma blade gauntlet.