

GRIMNYR

Leader

Prioritised Efficiency

GRIMNYR	M	T	SV	W	LD	QC	RW
	5"	5	4+	4	6+	1	4+
CORV	M	T	SV	W	LD	QC	RW
	5"	5	4+	1	6+	1	4+

65 PTS

Base 40mm, CORV: 25mm



1KOMMANDO

Grimnyr's Regard

Once per battle, at the start of any phase, you can select one friendly Leagues of Votann unit that is Battle-shocked and within 12" of this unit's Grimnyr model. That unit is no longer Battle-shocked.

2BEWEGUNG

Unit Composition

If this unit's Grimnyr model is ever destroyed, all of this unit's remaining CORV models are also destroyed. While embarking within a Transport and while embarked within a Transport, each CORV model takes up the space of 0 models.'

3BESCHUSS

Autoch-pattern bolter

R	A	BS	S	AP	D
24"	2	4+	4	0	1

VERWUNDET

2+ T1-2

3+ T3

4+ T4

5+ T5-7

6+ T8+

► Ancestral Wrath - focused witchfire

R	A	BS	S	AP	D
24"	6	3+	6	-2	D3

VERWUNDET

2+ T1-3

3+ T4-5

4+ T6

5+ T7-11

6+ T12+

► Ancestral Wrath - witchfire

R	A	BS	S	AP	D
24"	3	3+	6	-2	D3

VERWUNDET

2+ T1-3

3+ T4-5

4+ T6

5+ T7-11

6+ T12+

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

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5NAHKAMPF

Ancestral ward stave

R	A	WS	S	AP	D
Melee	2	3+	7	-1	D3

VERWUNDET

2+ T1-3

3+ T4-6

4+ T7

5+ T8-13

6+ T14+

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

Fortify (Psychic)

While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

IMMER / EINMALIG

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GEGEN DIESE EINHEIT

Grimnyr

W5 - RW 4+ - 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 4++	DS -2 4++	DS -3 4++	DS -4 4++
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CORV

W5 - RW 4+ - 4++ - 1 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 4++	DS -2 4++	DS -3 4++	DS -4 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).

HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...

PSYCHIC Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll...

AUFSTELLUNG

1x Grimnyr - Equipped with: Ancestral ward stave, ► Ancestral Wrath - witchfire, ► Ancestral Wrath - focused witchfire

2x CORV - Equipped with: Autoch-pattern bolter, Close combat weapon

Anführer

This model can be attached to the following unit: HEARTHKYN WARRIORS