

HEARTHKYN WARRIORS

Prioritised Efficiency

M

5"

T

5

SV

4+

W

1

LD

7+

OC

2

RW

5+

90 PTS
Base 28.5mm



3

BESCHUSS

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+

Magna-rail rifle

DEVASTATING WOUNDS

HEAVY

R	A	BS	S	AP	D
18"	1	5+	12	-3	D3+3

VERWUNDET

2+ T1-6

3+ T7-11

4+ T12

5+ T13-23

6+ T24+

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+

Theyn's pistol

PISTOL

R	A	BS	S	AP	D
12"	1	4+	8	-2	1

VERWUNDET

2+ T1-4

3+ T5-7

4+ T8

5+ T9-15

6+ T16+

EtaCarn plasma beamer

SUSTAINED HITS D3

R	A	BS	S	AP	D
18"	1	4+	8	-3	2

VERWUNDET

2+ T1-4

3+ T5-7

4+ T8

5+ T9-15

6+ T16+

L7 missile launcher - blast

BLAST

R	A	BS	S	AP	D
24"	D6	4+	4	0	1

VERWUNDET

2+ T1-2

3+ T3

4+ T4

5+ T5-7

6+ T8+

HYLas auto rifle

ASSAULT

RAPID FIRE 3

R	A	BS	S	AP	D
24"	3	4+	6	-1	1

VERWUNDET

2+ T1-3

3+ T4-5

4+ T6

5+ T7-11

6+ T12+

L7 missile launcher - focused

R	A	BS	S	AP	D
24"	1	4+	9	-2	D6

VERWUNDET

2+ T1-4

3+ T5-8

4+ T9

5+ T10-17

6+ T18+

HYLas rotary cannon

HEAVY

SUSTAINED HITS 1

R	A	BS	S	AP	D
24"	6	5+	6	-1	1

VERWUNDET

2+ T1-3

3+ T4-5

4+ T6

5+ T7-11

6+ T12+

Ion blaster

R	A	BS	S	AP	D
18"	1	4+	5	-2	1

VERWUNDET

2+ T1-2

3+ T3-4

4+ T5

5+ T6-9

6+ T10+

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.

Pan-spectral Scanning

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

5

NAHKAMPF

Close combat weapon

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

VERWUNDET

2+ T1-2

3+ T3

4+ T4

5+ T5-7

6+ T8+

Plasma knife

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

VERWUNDET

2+ T1-2

3+ T3

4+ T4

5+ T5-7

6+ T8+

Theyn's melee weapon

R	A	WS	S	AP	D
Melee	2	4+	5	-2	2

VERWUNDET

2+ T1-2

3+ T3-4

4+ T5

5+ T6-9

6+ T10+

GEGEN DIESE EINHEIT

W5 · RW 4+ · 5++ · 1 LP je Modell

WIRD VERWUNDET MIT

RETTUNGSWURF JE DS

DS 0

4+

3+ S6-9

DS -1

5+

4+ S5

DS -2

5++

5+ S3-4

DS -3

5++

6+ S1-2

DS -4

5++

<div>1KOMMANDO</div> <div>Luck Has, Need Keeps, Toil Earns</div> <div>At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, until your opponent's Level of Control over that is greater than yours at the end of a phase.</div>	<div>2BEWEGUNG</div> <div>—</div>	<div>4ANGRIFF</div> <div>—</div>	<div><div>VERTEIDIGUNG</div><div>Weavefield crest</div><div>Models in the bearer's unit have a 5+ invulnerable save.</div></div>	<div>∞IMMER / EINMALIG</div> <div>—</div>
<div>REGELN & KEYWORDS KURZ</div> <div>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).</div> <div>ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).</div> <div>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 (roun...</div> <div>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...</div> <div>HEAVY In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen...</div> <div>PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.</div> <div>RAPID FIRE This ability always takes the form [RAPID FIRE X].</div> <div>SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].</div>			<div>AUFSTELLUNG</div> <div>1x Theyn - Equipped with: Close combat weapon, Theyn's melee weapon, Autoch-pattern bolt pistol, Autoch-pattern bolter, Ion blaster, Theyn's pistol</div> <div>9x Hearthkyn Warrior w/ bolter oder Hearthkyn Warrior w/ ion blaster oder Hearthkyn Warrior w/ plasma knife</div> <div>▪ Each Theyn can replace its Autoch-pattern bolter with Ion blaster or Theyn's pistol.</div>	