LEAGUES OF VOTANN

KAPRICUS CARRIER

Deadly Demise 1 | Firing Deck 5 | Prioritised Efficiency | Scouts 9"

M	T	SV	W	LD	OC
12"	7	4+	7	7+	2

70 PTS

Base 105x70mm Oval Base

1 KOMMANDO

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2 BEWEGUNG

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3 BESCHUSS

Magna-coil autocannon

R	A	BS	S	AP	D
24"	3	4+	7	-1	2

VERWUNDET

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

Twin magna-coil autocannon TWIN-LINKED

R	A	BS	S	AP	D
24"	3	4+	7	-1	2

VERWUNDET

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

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.

Scanner Uplinks

In your shooting phase, after this model has shot, select one enemy unit (excluding Monsters and Vehicles) hit by one or more of those attacks. Until the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

4 ANGRIFF

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5 NAHKAMPF

Armoured hull

R	A	WS	S	AP	D
Melee	3	4+	6	0	1

VERWUNDET

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

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Firebase Control (Aura)

While a friendly Leagues of Votann Infantry unit is wholly within 6" of this Transport, ranged weapons equipped by models in that Infantry unit have the [sustained hits 1] ability.

Smoke Launcher

The bearer has the Smoke keyword.

GEGEN DIESE EINHEIT

W7 · RW 4+ · 7 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S14+	S8–13	S7	S4–6	S1–3

RETTUNGSWURF JE DS

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

REGELN & KEYWORDS KURZ

Deadly Demise 1 This ability always takes the form Deadly Demise X.

Firing Deck 5 This ability always takes the form Firing Deck X.

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).

Scouts 9" This ability always takes the form Scouts X".

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Kapricus Carrier

Ausrüstung: Magna-coil autocannon, Twin magna-coil autocannon, Armoured hull

Transport

This model has a transport capacity of 5 Hernkyn Yaegir models.

At the start of the Declare Battle Formations step, you can select one Hernkyn Yaegir unit from your army that has not been split. If you do, that unit is split into two units, each containing as equal a number of models as possible (when splitting a unit in this way, make a note of which models form each of the two new units). One of these units must start the battle embarked within this Transport; the other can start the battle embarked within another Transport, or it can be deployed as a separate unit.

KEYWORDS Dedicated Transport, Transport, Vehicle, Fly, Hernkyn, Kapricus, Carrier · **FRAKTION** Leagues of Votann