LEAGUES OF VOTANN

KAPRICUS DEFENDERS

Deadly Demise 1 | Prioritised Efficiency | Scouts 9"

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

75–150 PTS

Base 105x70mm Oval Base

1 KOMMANDO

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2 BEWEGUNG

—

3 BESCHUSS

HYLas rotary cannon — SUSTAINED HITS 1

R	A	BS	S	AP	D
24"	6	4+	6	-1	2

VERWUNDET

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

Magna-rail cannon — DEVASTATING WOUNDS — HEAVY

R	A	BS	S	AP	D
24"	1	4+	14	-4	D3+3

VERWUNDET

2+	3+	4+	5+	6+
T1–7	T8–13	T14	T15–27	T28+

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.

Opportunistic Manoeuvre

In your Shooting phase, after this unit has shot, it can make a Normal Move of up to D6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

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

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.

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".

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…

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…

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

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

AUFSTELLUNG

1-2x Kapricus Defender - Equipped with: Twin magna-coil autocannon, Armoured hull, Magna-rail cannon , HYLas rotary cannon

- This model can replace its Magna-rail cannon with HYLas rotary cannon.

KEYWORDS Vehicle, Fly, Hernkyn, Kapricus, Defenders · **FRAKTION** Leagues of Votann