KINHOST COMMANDER [CRUCIBLE]

Leader · Leader · Leader · Leader · Leader · Leader · Conversion (Thunderkyn) · Feel No Pain 4+ · Infiltrators · Prioritised Efficiency · Scouts 9"

M	T	SV	W	LD	OC	RW
5"	5	3+	4	7+	1	4+

65 PTS
Base —

3 BESCHUSS

Autoch-pattern bolt pistol — PISTOL

R	A	BS	S	AP	D
12"	1	2+	4	0	1

Autoch-pattern bolter

R	A	BS	S	AP	D
24"	2	3+	4	0	1

Autoch-pattern bolter — PISTOL

R	A	BS	S	AP	D
24"	2	3+	4	0	1

Autoch-pattern combi-bolter

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

Bolt cannon — SUSTAINED HITS 2

R	A	BS	S	AP	D
36"	3	3+	6	-1	2

Bolt revolver — PISTOL

R	A	BS	S	AP	D
12"	1	2+	5	0	1

Bolt shotgun — ASSAULT

R	A	BS	S	AP	D
18"	2	3+	5	0	1

EtaCarn plasma gun — RAPID FIRE 1

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

Exo-armour grenade launcher — BLAST

R	A	BS	S	AP	D
24"	D3	2+	3	0	1

Graviton blast cannon — ANTI-MONSTER 3+ — ANTI-VEHICLE 3+

R	A	BS	S	AP	D
24"	3	3+	5	-2	3

Graviton rifle — ANTI-MONSTER 3+ — ANTI-VEHICLE 3+

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

Heavy volkanite disintegrator — DEVASTATING WOUNDS

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

Ion blaster

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

Magna-coil autocannon

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

SP conversion beamer — CONVERSION — LETHAL HITS

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

Theyn's pistol — PISTOL

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

Volkanite disintegrator — DEVASTATING WOUNDS

R	A	BS	S	AP	D
24"	3	2+	5	0	1

➤ Ancestral Wrath - focused witchfire — HAZARDOUS — PSYCHIC

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

➤ Ancestral Wrath - witchfire — PSYCHIC

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

Barrier Tech Repulsion
Each time a ranged attack targets this unit, subtract 1 from the Hit roll.

5 NAHKAMPF

Ancestral ward stave — PSYCHIC

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

Close combat weapon

R	A	WS	S	AP	D
Melee	2	3+	4	0	1

Concussion gauntlet — LETHAL HITS

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

Concussion maul — ANTI-MONSTER 3+ — ANTI-VEHICLE 3+

R	A	WS	S	AP	D
Melee	3	3+	5	-2	3

Darkstar axe

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

Forgewrought plasma axe

R	A	WS	S	AP	D
Melee	4	2+	6	-3	2

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

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

Heavy plasma axe

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

Mass gauntlet

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

Mass hammer

R	A	WS	S	AP	D
Melee	3	3+	12	-3	D6+1

Plasma blade gauntlet

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

Plasma knife

R	A	WS	S	AP	D
Melee	3	2+	4	-2	1

Plasma sword — SUSTAINED HITS 1

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

Theyn's melee weapon

R	A	WS	S	AP	D
Melee	3	3+	5	-2	1

GEGEN DIESE EINHEIT

W5 · RW 3+ · 4++ · 4 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
3+	4+	4++	4++	4++

Feel No Pain 4+ gegen jeden verlorenen LP

KEYWORDS Character, Infantry, Kinhost Commander, Crucible, Leader · **FRAKTION** Leagues of Votann

1 KOMMANDO

—

2 BEWEGUNG

Exemplar of the Einhyr
While this model is leading a unit, add 1 to Advance and Charge rolls made for that unit.

Forgewrought Expertise
At the end of your Movement phase, this model can repair one friendly Leagues of Votann Vehicle, Exoframe or Ironkin Steeljacks unit within 3" of it. One model in that unit regains up to D3 lost wounds. Each unit can only be repaired once per turn.

Teleport Crest
While the bearer is leading a unit, models in that unit have the Deep Strike ability.

4 ANGRIFF

—

◆ VERTEIDIGUNG

Rampart Crest
While the bearer is leading a unit, models in that unit have a 5+ invulnerable save.

∞ IMMER / EINMALIG

Kindred Hero
While this model is leading a unit, weapons equipped by models in that unit have the [Lethal Hits] ability.

Seized Opportunity
Once per phase, one model from your army with this ability can use it when its unit destroys an enemy unit. If it does, you gain 1YP.

REGELN & KEYWORDS KURZ

Conversion (Thunderkyn) Each time an attack made with this weapon targets an enemy unit that is not within 12", an unmodified Hit roll of 4+ scores a Critical Hit.

Feel No Pain 4+ This ability always takes the form Feel No Pain X+.

Infiltrators During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deploym…

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).

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

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

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

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…

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…

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…

LETHAL HITS Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

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 rol…

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

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

AUFSTELLUNG

1x Kinhost Commander [Crucible]

Ausrüstung: Autoch-pattern bolt pistol, Autoch-pattern bolter, Autoch-pattern combi-bolter, Bolt cannon, Bolt revolver, Bolt shotgun, EtaCarn plasma gun, Exo-armour grenade launcher, Graviton blast cannon, Graviton rifle, Heavy volkanite disintegrator, Ion blaster, Magna-coil autocannon, SP conversion beamer, Theyn's pistol, Volkanite disintegrator, ➤ Ancestral Wrath - focused witchfire, ➤ Ancestral Wrath - witchfire, Ancestral ward stave, Close combat weapon, Concussion gauntlet, Concussion maul, Darkstar axe, Forgewrought plasma axe, Graviton hammer, Heavy plasma axe, Mass gauntlet, Mass hammer, Plasma blade gauntlet, Plasma knife, Plasma sword, Theyn's melee weapon

- This model can be equipped with one of: Ancestral Wrath, Autoch-pattern bolter, Autoch-pattern combi-bolter, Graviton blast cannon, Bolt shotgun, EtaCarn plasma gun, Bolt cannon, Graviton rifle, Heavy volkanite disintegrator, Ion blaster, SP conversion beamer, Volkanite disintegrator.
- This model can be equipped with up to 2 of: Autoch-pattern bolter, Autoch-pattern bolt pistol, Bolt revolver, Theyn's pistol.

Anführer
This model can be attached to the following units: Hernkyn Pioneers