



1KOMMANDO

2BEWEGUNG

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

3BESCHUSS

Autoch-pattern combi-bolter

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

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

Vulkanite disintegrator

DEVASTATING WOUNDS

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

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

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.

4ANGRIFF

5NAHKAMPF

Forgewrought plasma axe

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

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Mass gauntlet

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

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

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, gain 1YP.

GEGEN DIESE EINHEIT
W5 · RW 3+ · 4++ · 4 LP je Modell
WIRD VERWUNDET MIT

2+

S10+

3+

S6-9

4+

S5

5+

S3-4

6+

S1-2

RETTUNGSWURF JE DS

DS 0

3+

DS -1

4+

DS -2

4++

DS -3

4++

DS -4

4++

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 Fortlty Takeover (see below).

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...

AUFSTELLUNG
1x Kahl
Ausrüstung: Autoch-pattern combi-bolter, Vulkanite disintegrator, Forgewrought plasma axe, Mass gauntlet

- This model can replace its Rampart crest with Teleport crest.
- This model can replace its Forgewrought plasma axe with Mass gauntlet.
- This model can replace its Autoch-pattern combi-bolter with Vulkanite disintegrator.

Anführer
This model can be attached to the following units: EINHYR HEARTHGUARD, HEARTHKYN WARRIORS