



1KOMMANDO

2BEWEGUNG

Blistering Advance

Units can disembark from this Transport after it has Advanced. Units that do so count as having made a Normal move that phase, and cannot declare a charge in the same turn, but can otherwise act normally in the remainder of the turn.

3BESCHUSS

HYLAs beam cannon

R	A	BS	S	AP	D
24"	2	4+	12	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1-6	T7-11	T12	T13-23	T24+

MATR autocannon **ASSAULT**

SUSTAINED HITS 1

R	A	BS	S	AP	D
24"	6	4+	7	-1	2

VERWUNDET

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

Sagittaur missile launcher

R	A	BS	S	AP	D
36"	2	4+	10	-3	3

VERWUNDET

2+	3+	4+	5+	6+
T1-5	T6-9	T10	T11-19	T20+

Twin bolt cannon **SUSTAINED HITS 2**

TWIN-LINKED

R	A	BS	S	AP	D
36"	3	4+	6	-1	2

VERWUNDET

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

> L7 missile launcher - blast

BLAST

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

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

> L7 missile launcher - focused

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

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-8	T9	T10-17	T18+

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

Armoured wheels

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

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.

GEGEN DIESE EINHEIT

W9 · RW 3+ · 9 LP je Modell

WIRD VERWUNDET MIT

2+ S18+	3+ S10-17	4+ S9	5+ S5-8	6+ S1-4
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RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 -
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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).

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 (round...).

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

1x Sagittaur

Ausrüstung: HYLAs beam cannon, MATR autocannon, Sagittaur missile launcher, Twin bolt cannon, > L7 missile launcher - blast, > L7 missile launcher - focused, Armoured wheels

• This model can replace its HYLAs beam cannon with L7 missile launcher and Sagittaur missile launcher or MATR autocannon.

Transport

This model has a transport capacity of 6 LEAGUES OF VOTANN INFANTRY models. It cannot transport ARTILLERY, EXOARMOUR, EXOFRAME or IRONKIN STEELJACKS models.

At the start of the Declare Battle Formations step, you can select one Hearthlynn Warriors 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.