

ARKANYST EVALUATOR

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

AUFSTELLUNG

1x Arkanyst Evaluator (32mm)

Equipped with: ➤ Transmatter inverter - full charge, ➤ Transmatter inverter - half charge, ➤ Transmatter inverter - overcharge, Close combat weapon

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Transmatter inverter - full charge HAZARDOUS, RAPID FIRE 2	18"	3	2+	8	-2	2
➤ Transmatter inverter - half charge RAPID FIRE 1	12"	3	2+	8	-1	1
➤ Transmatter inverter - overcharge HAZARDOUS, OVERCHARGE, RAPID FIRE 3	24"	3	2+	8	-3	3

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1

ABILITIES

RULES - Deadly Demise 1, Prioritised Efficiency

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.



Resource Transmutation

Once per turn, in your Shooting phase, one model with this ability can choose to use it when it is selected to shoot. If it does, you must spend 1YP and, until the end of the phase, ranged weapons equipped by that model have the [Sustained Hits 1] ability and, after that model has shot this phase, if one or more enemy units were destroyed by those attacks, you can gain up to 2YP.

Science Guild Support

While this model is within 3" of one or more other friendly Leagues of Votann Infantry units (excluding units with the Lone Operative ability), this model has the Lone Operative ability.

WEAPON RULES

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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).