BRÔKHYR IRON-MASTER

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

AUFSTELLUNG

1x Brôkhyr Iron-master - Equipped with: Graviton hammer, Graviton rifle
1x E-COG oder E-COG oder E-COG oder Ironkin Assistant
Basegrößen: 32mm, E-COG 25mm, Ironkin Assistant 28.5mm

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern bolt pistol PISTOL	12"	1	3+	4	0	1
Graviton rifle ANTI-MONSTER 3+, ANTI-VEHICLE 3+	18"	3	3+	5	-1	3
Las-beam cutter	6"	1	4+	6	-3	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1
Graviton hammer ANTI-MONSTER 3+, ANTI-VEHICLE 3+	Melee	3	4+	9	-1	3
Manipulator arms	Melee	3	4+	3	0	1
Plasma torch	Melee	1	4+	6	-3	2

ABILITIES

CORE - Leader

RULES - Leader, Prioritised Efficiency

Brôkhyr Guild Support

While this unit is within 3" of one or more friendly Leagues of Votann Vehicle or Ironkin Steeljacks units, if this unit is not an attached unit, it has the Lone Operative ability.

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, or up to 3 lost wounds if this unit contains an Ironkin Assistant model. Each unit can only be repaired once per turn.

Brôkhyr Iron-master KEYWORDS: Character, Iron-master
KEYWORDS: Infantry, Character, Brôkhyr, Leader

FACTION: Leagues of Votann **70 PTS**

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.

Multi-spectral visor

Each time a model in this unit makes a ranged attack, re-roll a Wound roll of 1.

Unit Composition

If this unit's Brôkhyr Iron-master model is ever destroyed, all of this unit's remaining E-COG models are also destroyed. While embarking within a Transport and while embarked within a Transport, each E-COG model takes up the space of 0 models.

Leader

This model can be attached to the following units:BRÔKHYR THUNDERKYN, HEARTHKYN WARRIORS

WEAPON RULES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Pistol

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

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.