

EINHYR CHAMPION

M	T	SV	W	LD	OC
5"	5	2+	5	7+	1

AUFSTELLUNG

1x Einhyr Champion (40mm)

Equipped with: Autoch-pattern combi-bolter, Darkstar axe, Mass hammer

Wargear Options:

- This model can replace its Weavefield crest with Teleport crest.
- This model can replace its Mass hammer with Darkstar axe.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern combi-bolter	24"	4	2+	4	0	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Darkstar axe	Melee	6	2+	6	-3	2
Mass hammer	Melee	3	3+	12	-3	D6+1

ABILITIES

CORE - Leader

RULES - Leader, Prioritised Efficiency

Exemplar of the Einhyr

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



Guerrilla Adept

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.

Mass Driver Accelerators

Each time this model ends a Charge move, you can select one enemy unit within Engagement Range of this model and roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

Teleport crest

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

Weavefield crest

The bearer has a 4+ invulnerable save.

Leader

This model can be attached to the following unit: EINHYR HEARTHGUARD