EINHYR HEARTHGUARD

HESYR

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

AUFSTELLUNG

1x Hesyr - Equipped with: Exo-armour grenade launcher, EtaCarn plasma gun, Volkanite disintegrator, Concussion gauntlet, Plasma blade gauntlet, Graviton hammer (32mm)
4-9x Einhyr Hearthguard (32mm)

Wargear Options:

- Each Hesyr can replace its EtaCarn plasma gun with Volkanite disintegrator.
- Each Hesyr can be equipped with one of: Concussion gauntlet, Plasma blade gauntlet, Graviton hammer.
- Each Hesyr can replace its Weavefield crest with Teleport crest.
- Each Einhyr Hearthguard can replace its EtaCarn plasma gun with Volkanite disintegrator.
- Each Einhyr Hearthguard can replace its Concussion gauntlet with Plasma blade gauntlet.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
EtaCarn plasma gun RAPID FIRE 1	24"	1	3+	7	-3	2
Exo-armour grenade launcher BLAST	24"	D3	3+	3	0	1
Volkanite disintegrator DEVASTATING WOUNDS	24"	3	3+	5	0	1

ABILITIES

RULES - Prioritised Efficiency

Decisive Destruction
Each time a model in this unit makes a ranged attack that targets the closest eligible target, re-roll a Hit roll of 1.

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Concussion gauntlet	Melee	2	3+	8	-2	2
Graviton hammer ANTI-MONSTER 3+, ANTI-VEHICLE 3+	Melee	3	4+	9	-1	3
Plasma blade gauntlet	Melee	3	3+	6	-2	1

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.

Teleport crest

Models in the bearer's unit have the Deep Strike ability.

Weavefield crest

Models in the bearer's unit have a 5+ invulnerable save.

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+.*

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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).*