

GRIMNYR

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M	T	SV	W	LD	OC	
5"	5	4+	4	6+	1	4+

CORV

M	T	SV	W	LD	OC	
5"	5	4+	1	6+	1	4+

AUFSTELLUNG

1x Grimnyr - Equipped with: Ancestral ward stave, ► Ancestral Wrath - witchfire, ► Ancestral Wrath - focused witchfire

2x CORV - Equipped with: Autoch-pattern bolter, Close combat weapon

Basegrößen: 40mm, CORV 25mm

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern bolter	24"	2	4+	4	0	1
► Ancestral Wrath - focused witchfire HAZARDOUS, PSYCHIC	24"	6	3+	6	-2	D3
► Ancestral Wrath - witchfire PSYCHIC	24"	3	3+	6	-2	D3

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ancestral ward stave PSYCHIC	Melee	2	3+	7	-1	D3
Close combat weapon	Melee	1	4+	3	0	1

ABILITIES

CORE - Leader

RULES - Leader, Prioritised Efficiency

Fortify (Psychic)

While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

Grimnyr's Regard

Once per battle, at the start of any phase, you can select one friendly Leagues of Votann unit that is Battle-shocked and within 12" of this unit's Grimnyr model. That unit is no longer Battle-shocked.



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.

Unit Composition

If this unit's Grimnyr model is ever destroyed, all of this unit's remaining CORV models are also destroyed. While embarking within a Transport and while embarked within a Transport, each CORV model takes up the space of 0 models.'

Leader

This model can be attached to the following unit: HEARTHKYN WARRIORS

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.

Psychic

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

