HEARTHKYN WARRIORS

THEYN

M	T	SV	W	LD	OC	
5"	5	4+	1	7+	2	5+

AUFSTELLUNG

1x Theyn - Equipped with: Close combat weapon, Theyn's melee weapon, Autoch-pattern bolt pistol, Autoch-pattern bolter, Ion blaster, Theyn's pistol (28.5mm)
9x Hearthkyn Warrior w/ bolter oder Hearthkyn Warrior w/ ion blaster oder Hearthkyn Warrior w/ plasma knife (28.5mm)

Wargear Options:

- Each Theyn can replace its Autoch-pattern bolter with Ion blaster or Theyn's pistol.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern bolt pistol PISTOL	12"	1	4+	4	0	1
Autoch-pattern bolter	24"	2	4+	4	0	1
EtaCarn plasma beamer SUSTAINED HITS D3	18"	1	4+	8	-3	2
HYLas auto rifle ASSAULT, RAPID FIRE 3	24"	3	4+	6	-1	1
HYLas rotary cannon HEAVY, SUSTAINED HITS 1	24"	6	5+	6	-1	1
Ion blaster	18"	1	4+	5	-2	1
Magna-rail rifle DEVASTATING WOUNDS, HEAVY	18"	1	5+	12	-3	D3+3

ABILITIES

RULES - 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.

KEYWORDS: Infantry, Battleline, Grenades, Hearthkyn Warriors

FACTION: Leagues of Votann **90 PTS**

Theyn's pistol PISTOL	12"	1	4+	8	-2	1
➤ L7 missile launcher - blast BLAST	24"	D6	4+	4	0	1
➤ L7 missile launcher - focused	24"	1	4+	9	-2	D6

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	4	0	1
Plasma knife	Melee	2	4+	4	-2	1
Theyn's melee weapon	Melee	2	4+	5	-2	2

Luck Has, Need Keeps, Toil Earns
At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, until your opponent's Level of Control over that is greater than yours at the end of a phase.

Pan-spectral Scanning
Each time a model in this unit makes a ranged attack, re-roll a Hit roll of 1.

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

WEAPON RULES

Assault

Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

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.*

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

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.

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).*

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*