

HERNKYN PIONEERS

M	T	SV	W	LD	OC
12"	6	4+	3	7+	2

AUFSTELLUNG

3x Hernkyn Pioneer oder Hernkyn Pioneer w/ comms array
oder Hernkyn Pioneer w/ pan-spectral scanner oder
Hernkyn Pioneer w/ searchlight (90x52.5mm Oval Base)

Equipped with: Bolt revolver, Bolt shotgun, HYLas rotary
cannon, Ion beamer, Magna-coil autocannon, Plasma knife

⚙ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt revolver PISTOL	12"	1	4+	5	0	1
Bolt shotgun ASSAULT	18"	2	4+	5	0	1
HYLas rotary cannon SUSTAINED HITS 1	24"	6	4+	6	-1	1
Ion beamer BLAST	18"	D3+1	4+	8	-2	1
Magna-coil autocannon	24"	3	4+	7	-1	2

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Plasma knife	Melee	2	4+	4	-2	1

ABILITIES

RULES - Prioritised Efficiency, Scouts 9"

Comms array

Each time you target the bearer's unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.

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.



Outflanking Mag-Riders

At the end of your opponent's turn, if this unit is wholly within 9" of one or more battlefield edges and not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.

Pan-spectral scanner

Each time a model in the bearer's unit makes a ranged attack, re-roll a Hit roll of 1.

Rollbar searchlight

Each time a model in the bearer's unit makes a ranged attack, you can ignore any or all modifiers to the Hit roll.

WEAPON RULES

Assault

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

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.

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).