

KAPRICUS CARRIER

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

AUFSTELLUNG

1x Kapricus Carrier (105x70mm Oval Base)

Equipped with: Magna-coil autocannon, Twin magna-coil autocannon, Armoured hull

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Magna-coil autocannon	24"	3	4+	7	-1	2
Twin magna-coil autocannon <small>TWIN-LINKED</small>	24"	3	4+	7	-1	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

RULES - Deadly Demise 1, Firing Deck 5, Prioritised Efficiency, Scouts 9"

Firebase Control (Aura)

While a friendly Leagues of Votann Infantry unit is wholly within 6" of this Transport, ranged weapons equipped by models in that Infantry unit have the [sustained hits 1] ability.

Guerrilla Adept's

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.



Scanner Uplinks

In your shooting phase, after this model has shot, select one enemy unit (excluding Monsters and Vehicles) hit by one or more of those attacks. Until the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

Smoke Launcher

The bearer has the Smoke keyword.

Kapricus Carrier (Transport)

Capacity: This model has a transport capacity of 5 Hernkyn Yaegir models.

At the start of the Declare Battle Formations step, you can select one Hernkyn Yaegir unit from your army that has not been split. If you do, that unit is split into two units, each containing as equal a number of models as possible (when splitting a unit in this way, make a note of which models form each of the two new units). One of these units must start the battle embarked within this Transport; the other can start the battle embarked within another Transport, or it can be deployed as a separate unit.

WEAPON RULES

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

