

MEMNYR STRATEGIST

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

AUFSTELLUNG

1x Memnyr Strategist (32mm)

Equipped with: Autoch-pattern bolt pistol, Close combat weapon

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern bolt pistol <small>PISTOL</small>	12"	1	4+	4	0	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1

ABILITIES

CORE - Leader

RULES - Leader, Prioritised Efficiency

Computational Mastermind

At the end of your Command phase, before you determine if units from your army have Hostile Acquisition or Fortify Takeover, for each objective marker you control that has one or more models with this ability in range of it, you can spend 1YP or gain 1YP.



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.

Predictive Guidance

Once per battle round, when you target this unit with the Fire Overwatch/Heroic Intervention stratagem, you can use this ability. If you do, that use of that stratagem is -1 CP.

Leader

This model can be attached to the following units: IRONKIN STEELJACKS WITH HEAVY VOLKANITE
DISINTEGRATORS, IRONKIN STEELJACKS WITH MELEE WEAPONS



WEAPON RULES

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.