

ÛTHAR THE DESTINED

M	T	SV	W	LD	OC	4+
5"	5	3+	5	6+	1	

AUFSTELLUNG

1x Ûthar the Destined (40mm)

Equipped with: Volkanite disintegrator, Blade of the Ancestors

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Volkanite disintegrator DEVASTATING WOUNDS	24"	3	2+	5	0	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blade of the Ancestors DEVASTATING WOUNDS	Melee	5	2+	6	-3	2

ABILITIES

CORE - Leader

RULES - Leader, Prioritised Efficiency

Ancestral Fortune

Once per turn, you can spend 1YP to change one Hit roll, one Wound roll or one saving throw made for this model to an unmodified 6.

Grim Efficiency

Once per battle round, when a friendly Leagues of Votann unit within 12" of this model is targeted with a Stratagem, this model can use this ability. If it does, reduce the CP cost of that Stratagem by 1CP.



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.

Rampart crest

While the bearer is leading a unit, models in that unit have a 5+ invulnerable save.

Leader

This model can be attached to the following units: EINHYR HEARTHGUARD, HEARTHKYN WARRIORS



WEAPON RULES

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.