LEAGUES OF VOTANN

BRÔKHYR IRON-MASTER

70 PTS

BRÔKHYR IRON-MASTER

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern bolt pistol PISTOL	12"	1	3+	4	0	1
Graviton rifle ANTI-MONSTER 3+ ANTI-VEHICLE 3+	18"	3	3+	5	-1	3
Las-beam cutter	6"	1	4+	6	-3	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1
Graviton hammer ANTI-MONSTER 3+ ANTI-VEHICLE 3+	Melee	3	4+	9	-1	3
Manipulator arms	Melee	3	4+	3	0	1
Plasma torch	Melee	1	4+	6	-3	2

AUFSTELLUNG

1x Brôkhyr Iron-master - Equipped with: Graviton hammer, Graviton rifle
1x E-COG oder E-COG oder E-COG oder Ironkin Assistant
Basegrößen: 32mm, E-COG 25mm, Ironkin Assistant 28.5mm

ABILITIES

CORE - Leader

Brôkhyr Guild Support

While this unit is within 3" of one or more friendly Leagues of Votann Vehicle or Ironkin Steeljacks units, if this unit is not an attached unit, it has the Lone Operative ability.

Forgewrought Expertise

At the end of your Movement phase, this model can repair one friendly Leagues of Votann Vehicle, Exoframe or Ironkin Steeljacks unit within 3" of it. One model in that unit regains up to D3 lost wounds, or up to 3 lost wounds if this unit contains an Ironkin Assistant model. Each unit can only be repaired once per turn.

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.

Multi-spectral visor

Each time a model in this unit makes a ranged attack, re-roll a Wound roll of 1.

Unit Composition

If this unit's Brôkhyr Iron-master model is ever destroyed, all of this unit's remaining E-COG models are also destroyed. While embarking within a Transport and while embarked within a Transport, each E-COG model takes up the space of 0 models.

Leader

This model can be attached to the following units:BRÔKHYR THUNDERKYN, HEARTHKYN WARRIORS

Brôkhyr Iron-master KEYWORDS: Character, Iron-master
KEYWORDS: Infantry, Character, Brôkhyr, Leader

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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.

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.
- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.
- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.