LEAGUES OF VOTANN · DETACHMENT

HEARTHGUARD COVENANT

1 DP · PRIORITY ASSETS

ENHANCEMENTS

Ironskein — **10 pts**

This model has +2W.

High Kâhl — **30 pts**

In the Fight phase, when a model in this unit is destroyed, if this unit has not been selected to fight this phase, roll one D6: on a 4+, do not remove that model from the battlefield; after this unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

DETACHMENT-REGEL

Friendly KÂHL/EINHYR CHAMPION/EINHYR HEARTHGUARD/ÛTHAR THE DESTINED units' ranged attacks that target a unit within 9" can re-roll wound rolls of 1.

STRATAGEMS

1 CP — HEARTHGUARD COVENANT STRATAGEM · WAHAPEDIA — MOVEMENT

MATERIALISATION MATRICES

When: Your Movement phase, when a friendly EINHYR HEARTHGUARD unit with Deep Strike is selected to make an ingress move.
Target: That EINHYR HEARTHGUARD unit.
Effect: Your unit can be set up anywhere on the battlefield that is more than 6" horizontally from all enemy units, even if that is within your opponent's deployment zone. Your unit is not eligible to declare a charge until the end of the turn.

1 CP — HEARTHGUARD COVENANT STRATAGEM · WAHAPEDIA — SHOOTING

BRËKKEKNOTS

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly EINHYR HEARTHGUARD unit.
Target: That EINHYR HEARTHGUARD unit.
Effect: Your unit has 4+ InSv.

1 CP — HEARTHGUARD COVENANT STRATAGEM · WAHAPEDIA — SHOOTING

FURY OF THE HEARTH

When: Your Shooting phase, when a friendly EINHYR HEARTHGUARD unit is selected to shoot.
Target: That EINHYR HEARTHGUARD unit.
Effect: Your unit's ranged attacks have: +1 S. If you spend 1 YP, [SUSTAINED HITS 1].