

LEAGUES OF VOTANN

FARSEEKERS

3 Stratagems · 2 Enhancements

 1 DP · RECONNAISSANCE

ENHANCEMENTS (2)

Pan-spectral Lockons10 pts

In your Shooting phase, you can select one visible enemy unit within 12" of this unit. That enemy unit is spotted:

- While a unit is spotted, that unit has +3" detection range.

Shroudwërke Talismans15 pts

This unit has -3" detection range.

DETACHMENT RULE

Friendly HERNKYN units' ranged attacks that target a unit within 12" have +1 to hit rolls.

STRATAGEMS (3/3)

1 CP FARSEEKERS STRATAGEMMOVEMENT

ECONOMY OF MOTION

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged PIONEERS unit.

Target: That PIONEERS unit.

Effect: Your unit can make a normal move of up to D3+3".

1 CP FARSEEKERS STRATAGEMSHOOTING

NO SHOT WASTED

When: Your Shooting phase, when a friendly HERNKYN unit is selected to shoot.

Target: That HERNKYN unit.

Effect: Your unit's ranged attacks have [LETHAL HITS].

1 CP FARSEEKERS STRATAGEMSHOOTING

SCORNFUL ANALYSIS

When: Start of your Shooting phase.

Target: One friendly HERNKYN unit.

Effect: Select one visible enemy unit within 12" of your unit. Friendly LEAGUES OF VOTANN units' attacks that target that enemy unit have [IGNORES COVER].