

FARSEEKERS

ENHANCEMENTS

Pan-spectral Lockons

10 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 Talismans

15 pts

This unit has -3" detection range.

DETACHMENT-REGEL

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

STRATAGEMS

1 CP

FARSEEKERS STRATAGEM · WAHAPEDIA

MOVEMENT

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

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SHOOTING

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].

1 CP

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SHOOTING

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].