

KÂHL

M	T	SV	W	LD	OC	
5"	5	3+	4	7+	1	

AUFSTELLUNG

1x Kâhl (40mm)

Equipped with: Autoch-pattern combi-bolter, Vulkanite disintegrator, Forgewrought plasma axe, Mass gauntlet

Wargear Options:

- This model can replace its Rampart crest with Teleport crest.
- This model can replace its Forgewrought plasma axe with Mass gauntlet.
- This model can replace its Autoch-pattern combi-bolter with Vulkanite disintegrator.

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern combi-bolter	24"	4	2+	4	0	1
Vulkanite disintegrator DEVASTATING WOUNDS	24"	3	2+	5	0	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Forgewrought plasma axe	Melee	4	2+	5	-2	2
Mass gauntlet	Melee	3	3+	8	-3	3

ABILITIES

CORE - Leader

RULES - Leader, Prioritised Efficiency



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.

Kindred Hero

While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Rampart crest

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

Seized Opportunity

Once per phase, one model from your army with this ability can use it when its unit destroys an enemy unit. If it does, gain 1YP.

Teleport crest

While the bearer is leading a unit, models in that unit have the Deep Strike ability.



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.*