

# HEARTHGUARD COVENANT

3 Stratagems · 2 Enhancements

## ENHANCEMENTS (2)

### 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.

## STRATAGEMS (3/3)

1 CP

HEARTHGUARD COVENANT STRATAGEM

MOVEMENT

**Built to a superior standard using secrets imparted by the**

**When:** Your Movement phase, when a friendly EINHYR HEARTHGUARD

**Target:** That EINHYR HEARTHGUARD unit.

1 CP

HEARTHGUARD COVENANT STRATAGEM

SHOOTING

**As though they unleash the raging flames of their kindred's**

**When:** Your Shooting phase, when a friendly EINHYR HEARTHGUARD

**Target:** That EINHYR HEARTHGUARD unit.

**Effect:** Your unit's ranged attacks have:

1 CP

HEARTHGUARD COVENANT STRATAGEM

SHOOTING

**These micro shield generators, worked into warrior jewellery**

**When:** Your opponent's Shooting phase or the Fight phase, when an

**Target:** That EINHYR HEARTHGUARD unit.

**Effect:** Your unit has 4+ InSv.