CODEX

LEAGUES OF VOTANN

classic2

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PUNKTELISTE **86**

FRAKTIONSREGELN

CONVERSION (THUNDERKYN)

Each time an attack made with this weapon targets an enemy unit that is not within 12", an unmodified Hit roll of 4+ scores a Critical Hit.

PRIORITISED EFFICIENCY

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit’s Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player’s Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

LEAGUES OF VOTANN · DETACHMENTS

UEBERSICHT

Armoured Trailblazers
Saturation Rounds, Optimised Attack Lines

Brandfast Oathband
Tactical Alchemy, Trivârg Cyber Implant, Precursive Judgement, Signature Restoration

Dêlve Assault Shift
Dêlvwerke Navigator, Quake Supervisor, Piledriver, Multiwave System Jammer

Farseekers
Pan-spectral Lockons, Shroudwërke Talismans

Hearthband
Bastion Shield, High Kâhl, Ironskein, Quake Multigenerator

Hearthfyre Arsenal
Fârstryder Node, Graviton Vault, Mantle of Elders, Calculated Tenacity

Hearthguard Covenant
Ironskein, High Kâhl

Mercenary Oathband
Mercenary Prospector, Metaphysical Brokerage, Etacarn SB9 Targeting Implant, Asset Manipulator

Needgaârd Oathband
Oathbound Speculator, Dead Reckoning, Iron Ambassador, Ancestral Crest

Persecution Prospect
Writ of Acquisition, Surgical Saboteur, Nomad Strategist, Eye For Weakness

LEAGUES OF VOTANN · DETACHMENT

ARMOURED TRAILBLAZERS

1 DP · DISRUPTION

ENHANCEMENTS

Saturation Rounds — **15 pts**

This unit's ranged attacks have [IGNORES COVER].

Optimised Attack Lines — **15 pts**

This unit has MOBILE.

DETACHMENT-REGEL

Friendly Sagitaur units have Scouts 6".

STRATAGEMS

1 CP — ARMOURED TRAILBLAZERS STRATAGEM · WAHAPEDIA — MOVEMENT

OUTFLANKING ARMOUR

When: End of your opponent's Movement phase, from the second battle round onwards.
Target: Up to two friendly SAGITAUR units in strategic reserves.
Effect: Your units each make an ingress move.

1 CP — ARMOURED TRAILBLAZERS STRATAGEM · WAHAPEDIA — SHOOTING

COORDINATED CROSSFIRE

When: Start of your Shooting phase.
Target: Up to two friendly SAGITAUR units.
Effect: Select one enemy unit. Your units' ranged attacks that target that enemy unit can: Re-roll hit rolls of 1. Re-roll wound rolls of 1.

1 CP — ARMOURED TRAILBLAZERS STRATAGEM · WAHAPEDIA — SHOOTING

BUILT TO LAST

When: Your opponent's Shooting phase, when an enemy unit targets a friendly SAGITAUR unit.
Target: That SAGITAUR unit.
Effect: Ranged attacks that target your unit with a S greater than your unit's T have -1 to wound rolls.

LEAGUES OF VOTANN · DETACHMENT

BRANDFAST OATHBAND

2 DP · TAKE AND HOLD

ENHANCEMENTS

Tactical Alchemy — **10 pts**

In your Command phase, if the bearer's unit is in range of one or more objective markers you control that are not in your deployment zone, you can spend 1YP. If you do, roll one D6: on a 4+, you gain 1CP.

Trivârg Cyber Implant — **40 pts**

In your Shooting phase, each time the bearer's unit is selected to shoot, if it disembarked from a Transport this turn, or if you spend 2YP, until the end of the phase, ranged weapons equipped by model in that unit have the [Sustained Hits 2] ability.

Precursive Judgement — **15 pts**

While the bearer's unit is wholly within 6" of one or more friendly Leagues of Votann Transport units, you can target the bearer's unit with the Fire Overwatch Stratagem for 0CP and hits are scored on an unmodified Hit roll of 5+ while resolving that Stratagem.

Signature Restoration — **5 pts**

Each time a friendly Leagues of Votann model is repaired using the bearer's Forgewrought Expertise ability, that model regains one additional lost wound.

DETACHMENT-REGEL

Leagues of Votann Transport units from your army have the following ability:

Firebase Control (Aura): While a friendly Leagues of Votann Infantry unit is wholly within 6" of this Transport, ranged weapons equipped by models in that Infantry unit have the [sustained hits 1] ability.

STRATAGEMS

1 CP — BRANDFAST OATHBAND – BATTLE TACTIC STRATAGEM · WAHAPEDIA — MOVEMENT

BASTION RUNNING

When: Your Movement phase.
Target: One Hekaton Land Fortress unit from your army that has not been selected to move this phase.
Effect: Until the end of the phase, each time your unit makes a Normal or Advance move, it can move horizontally through terrain features.

1 CP — BRANDFAST OATHBAND – WARGEAR STRATAGEM · WAHAPEDIA — SHOOTING

ILLUMINATED PRIORITY

When: Your Shooting phase, just after a Leagues of Votann Vehicle unit from your army has shot.
Target: That LEAGUES OF VOTANN VEHICLE unit.
Effect: Select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a Leagues of Votann Infantry model from your army makes an attack that targets that enemy unit, re-roll a Hit roll of 1.

1 CP

BRANDFAST OATHBAND – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

SHOOTING

INEXORABLE EFFICIENCY

When: Your Shooting phase.
Target: One Leagues of Votann unit from your army.
Effect: Until the end of the phase, your unit is eligible to shoot in a turn in which it Fell Back.

1 CP

BRANDFAST OATHBAND – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

SHOOTING

OPPORTUNISTIC ESCALATION

When: Your opponent's Shooting phase, just after an enemy unit has shot, if units from your army have Hostile Acquisition.
Target: One Leagues of Votann Vehicle unit from your army (excluding Hekaton Land Fortress units) that was hit by one or more of those attacks.
Effect: Your unit can make a Normal move of up to D6".

2 CP

BRANDFAST OATHBAND – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

SHOOTING

VENGEANCE FLARE

When: Your opponent's Shooting phase, just after an enemy unit has shot.
Target: One Leagues of Votann Infantry unit that was hit by one or more of those attacks.
Effect: Each time you use this Stratagem, you can spend 2YP. Select one friendly Kapricus or Sagitaur unit within 6" of your INFANTRY unit. If you spent YP during this use of this Stratagem, you can select one friendly Hekaton Land Fortress unit within 6" of your INFANTRY unit instead. The selected unit can shoot as if it were your Shooting phase. When doing so, models in the selected unit can only target that enemy unit (and only if it is an eligible target).

1 CP

BRANDFAST OATHBAND – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

ANY

SECURE POSITIONS

When: End of any of your phases.
Target: One Leagues of Votann Transport unit from your army.
Effect: One LEAGUES OF VOTANN unit embarked within your TRANSPORT can disembark. When doing so, models in that unit can be set up anywhere on the battlefield wholly within 6" of your TRANSPORT. That unit cannot declare a charge in the same turn, but can otherwise act normally in the remainder of the turn.

LEAGUES OF VOTANN · DETACHMENT

DÊLVE ASSAULT SHIFT

2 DP · PURGE THE FOE

ENHANCEMENTS

Dêlvwerke Navigator — **25 pts**

In the Reinforcements step of your Movement phase, the bearer can use this Enhancement. If it does, select one friendly Cthonian Beserks unit visible to the bearer and then spend any number of YP. Return one destroyed model (excluding Character models) to that unit, and then, for every 2YP you just spent, return up to one additional destroyed model (excluding Character models) to that unit.

Quake Supervisor — **20 pts**

While the bearer is within 3" of one or more friendly Leagues of Votann Artillery units, the bearer has the Lone Operative ability, and each time one of those Artillery units makes a ranged attack that targets an enemy unit visible to the bearer, add 1 to the Hit roll.

Piledriver — **15 pts**

Each time the bearer's unit is selected to fight, the bearer can use this Enhancement. If it does, spend up to 2YP and, until the end of the phase, add the number of YP you just spent to the Damage characteristic of the bearer's melee weapons.

Multiwave System Jammer — **10 pts**

Once per battle, in your Movement phase, if the bearer is on the battlefield, it can use this Enhancement. If it does, select one friendly Cthonian unit that is in Reserves. Until the end of the phase, for the purposes of setting up that unit on the battlefield, treat the current battle round number as one higher than it actually is.

DETACHMENT-REGEL

Cthonian Beserks units from your army have the Deep Strike ability.

STRATAGEMS

1 CP — DÊLVE ASSAULT SHIFT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

AUGMENTED ASSAULT

When: Your Movement phase.
Target: One Cthonian Beserks unit from your army that has not been selected to move this phase.
Effect: Each time you use this Stratagem, you can spend up to 2YP. Until the end of the turn, add X" to the Move characteristic of models in your unit, where X is the number of YP you spent during this use of this Stratagem, and your unit is eligible to declare a charge in a turn in which it Advanced.

1 CP — DÊLVE ASSAULT SHIFT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

TECTONIC FRACTURE

When: Your Shooting phase, just after a CTHONIAN EARTHSHAKERS unit from your army has shot.
Target: That Cthonian Earthshakers unit.
Effect: Each time you use this Stratagem, you can spend 2YP. Select one enemy unit hit by one or more of your unit's attacks this phase. Until the start of your next Shooting phase, subtract 2 from that unit's Move characteristic and, if you spent YP during this use of this Stratagem, subtract 2 from Charge rolls made for that unit.

1 CP

DÊLVE ASSAULT SHIFT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

SHOOTING

WEAVEWËRKE BUTTRESS

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets, if units from your army have Hostile Acquisition.

Target: One Leagues of Votann Infantry unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Wound roll.

1 CP

DÊLVE ASSAULT SHIFT – BATTLE TACTIC STRATAGEM · WAHAPEDIA

FIGHT

CYBERSTIMM INFUSION

When: Fight phase.

Target: One Cthonian Beserks unit from your army that has not been selected to fight this phase.

Effect: Each time you use this Stratagem, you can spend 2YP. Until the end of the phase, each time a model in your unit makes an attack, re-roll a Wound roll of 1. If you spent YP during this use of this Stratagem, you can re-roll the Wound roll instead.

1 CP

DÊLVE ASSAULT SHIFT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

HIDDEN ACCESSWAYS

When: End of your opponent's Fight phase.

Target: One Cthonian Beserks, Hearthkyn Warriors or Hernkyn Yaegirs unit from your army that is not within Engagement Range of one or more enemy units.

Effect: Remove your unit from the battlefield and place it into Strategic Reserves.

1 CP

DÊLVE ASSAULT SHIFT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

UNSTOPPABLE FORCE

When: Fight phase.

Target: One Leagues of Votann unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time your unit Piles In or Consolidates, each model in that unit can move up to 6" instead of up to 3".

LEAGUES OF VOTANN · DETACHMENT

FARSEEKERS

1 DP · RECONNAISSANCE

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 — FARSEEKERS STRATAGEM · WAHAPEDIA — 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 — FARSEEKERS STRATAGEM · WAHAPEDIA — 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].

LEAGUES OF VOTANN · DETACHMENT

HEARTHBAND

3 DP · PRIORITY ASSETS

ENHANCEMENTS

Bastion Shield — 25 pts

Each time a ranged attack targets the bearer's unit, if the attacking model is within 12" of the bearer's unit, worsen the Armour Penetration characteristic of that attack by 1. If you spend 1YP, until the end of the phase, if the attacking model is within 18" of the bearer's unit, worsen the Armour Penetration characteristic of that attack by 1 instead.

High Kâhl — 30 pts

Each time a model in the bearer's unit is destroyed by a melee attack, if it has not fought this phase, roll one D6: on a 4+, do not remove it from play. The destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

Ironskein — 10 pts

Add 2 to the bearer's Wounds characteristic.

Quake Multigenerator — 15 pts

In your Shooting phase, after the bearer has shot, select one enemy unit (excluding TITANIC units) hit by one or more of those attacks. Until the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

DETACHMENT-REGEL

Each time a Leagues of Votann model from your army makes an attack with a weapon that targets the closest eligible target or a target that is within Engagement Range of that model's unit:

- Re-roll a Wound roll of 1.

- If your unit is a Kâhl, Einhyr Hearthguard or Ûthar the Destined unit, improve the Armour Penetration characteristic of that attack by 1.

STRATAGEMS

1 CP — HEARTHBAND – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

MATERIALISATION MATRICES

When: The Reinforcements step of your Movement phase.
Target: One LEAGUES OF VOTANN unit from your army that is in Reserves and has the Deep Strike ability.
Effect: Until the end of the phase, when your unit is set up on the battlefield using the Deep Strike ability, it can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units.
Restriction: Until the end of the turn, your unit is not eligible to declare a charge.

1 CP — HEARTHBAND – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

UNYIELDING AGGRESSION

When: Your Movement phase, just after a LEAGUES OF VOTANN INFANTRY unit from your army Falls Back.
Target: That Leagues of Votann Infantry unit.
Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

1 CP

HEARTHBAND – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

BRËKKEKNOTS

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One Kâhl, Ûthar the Destined or Einhyr Hearthguard unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, models in your unit have a 4+ invulnerable save.

1 CP

HEARTHBAND – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

FURY OF THE HEARTH

When: Your Shooting phase.
Target: One Einhyr Hearthguard unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, improve the Strength characteristic of ranged weapons equipped by models in your unit by 1. If you spend 1YP, until the end of the phase, ranged weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability as well.

2 CP

HEARTHBAND – BATTLE TACTIC STRATAGEM · WAHAPEDIA

FIGHT

SUPERIOR CRAFTSMANSHIP

When: Fight phase.
Target: One LEAGUES OF VOTANN unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a MONSTER or VEHICLE unit, add 1 to the Damage characteristic of that attack.

1 CP

HEARTHBAND – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

SURE OF PURPOSE

When: Fight phase.
Target: One LEAGUES OF VOTANN unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3".

LEAGUES OF VOTANN · DETACHMENT

HEARTHFYRE ARSENAL

2 DP · PRIORITY ASSETS

ENHANCEMENTS

Fârstryder Node — **20 pts**

Models in the bearer's unit have the Deep Strike abilty.

Graviton Vault — **5 pts**

In your Shooting phase, after the bearer has shot, and in the Fight phase, after the bearer has fought, select one enemy Monster or Vehicle unit hit by one or more of those attacks. Until the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

Mantle of Elders — **10 pts**

Each time the bearer's unit is selected to shoot, if you spend YP using the Optimal Application Detachment rule when doing so, you can roll one D6: on a 2+, you gain 1YP.

Calculated Tenacity — **15 pts**

While the bearer is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

DETACHMENT-REGEL

At the end of your Command phase, you gain 1YP for each objective marker you control that is not within your deployment zone and has one or more Iron-Master and/or Memnyr Strategist models from your army within range of it (to a maximum of 2YP gained from this Detachment rule per turn).

In your Shooting phase, each time a Brôkhyr, Ironkin Steeljacks or Arkanyst Evaluator unit from your army is selected to shoot, you can spend 1YP. If you do, until the end of the phase, each time a model in that unit makes an attack, re-roll a Hit roll of 1.

STRATAGEMS

1 CP — HEARTHFYRE ARSENAL – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

COGITATED NEED

When: End of your opponent's Movement phase.
Target: One Ironkin Steeljacks unit from your army.
Effect: Your unit can make a Normal move. When doing so, your unit must end that move as close as possible to the closest objective marker.

1 CP — HEARTHFYRE ARSENAL – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

PREVENTATIVE PURGE

When: Your opponent's Movement phase, just after an enemy unit ends a Fall Back move.
Target: One Brôkhyr Thunderkyn or Ironkin Steeljacks unit from your army.
Effect: Your unit can shoot as if it were your Shooting phase. When doing so, models in your unit can only target that enemy unit (and only if it is an eligible target) and each time a model in your unit makes an attack, subtract 1 from the Hit roll.

1 CP

HEARTHFYRE ARSENAL – WARGEAR STRATAGEM · WAHAPEDIA

SHOOTING

DELAYED-FIRE ROUNDS

When: Your Shooting phase, just after a Brôkhyr, Ironkin Steeljacks or Arkanyst Evaluator unit from your army has shot.
Target: That BRÔKHYR, IRONKIN STEELJACKS or ARKANYST EVALUATOR unit.
Effect: Select one enemy unit (excluding MONSTERS and VEHICLES) hit by one or more of those attacks. Until the start of your next Shooting phase, each time that enemy unit makes a Normal, Advance or Fall Back move, roll one D6 for each model in that unit: for each 1, that unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

1 CP

HEARTHFYRE ARSENAL – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

SHOOTING

FIRST CONCERN

When: Your Shooting phase, just after a Brôkhyr, Ironkin Steeljacks or Arkanyst Evaluator unit from your army has shot.
Target: That BRÔKHYR, IRONKIN STEELJACKS or ARKANYST EVALUATOR unit.
Effect: If your unit Remained Stationary in your Movement phase this turn, it can make a Normal move.

2 CP

HEARTHFYRE ARSENAL – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

UNWAVERING ACCURACY

When: Your Shooting phase.
Target: One Brôkhyr Thunderkyn unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack, you can ignore any or all modifiers to the following: that attack's Ballistic Skill characteristic; the Hit roll; the Wound roll; that attack's Armour Penetration characteristic.

1 CP

HEARTHFYRE ARSENAL – BATTLE TACTIC STRATAGEM · WAHAPEDIA

CHARGE

WALL OF STEEL

When: Your Charge phase, just after an Ironkin Steeljacks unit from your army ends a Charge move.
Target: That IRONKIN STEELJACKS unit.
Effect: Each time you use this Stratagem, you can spend 2YP. Select one enemy unit (excluding MONSTERS and VEHICLES) within Engagement Range of your unit and roll one D6 for each model in your unit, rolling two additional D6 if you spent YP during this use of this Stratagem: for each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

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].

LEAGUES OF VOTANN · DETACHMENT

MERCENARY OATHBAND

2 DP · TAKE AND HOLD

ENHANCEMENTS

Mercenary Prospector — 20 pts

Each time an enemy unit is destroyed by the bearer's unit, gain 2YP.

Metaphysical Brokerage — 20 pts

At the end of your turn, if the bearer is on the battlefield and you gained fewer than 3YP this turn, you gain an amount of YP equal to the difference.

Etacarn SB9 Targeting Implant — 15 pts

Each time a model in the bearer's unit makes an attack, re-roll a Hit roll of 1. Each time the bearer's unit is selected to shoot or fight, you can spend 3YP. If you do, until the end of the phase, each time a model in the bearer's unit makes an attack, that attack has the [SUSTAINED HITS 1] ability.

Asset Manipulator — 25 pts

At the start of the Command phase, you can spend 3YP. If you do, until the end of the turn, while an enemy unit is within 3" of the bearer, subtract 1 from the Objective Control characteristic of models in that enemy unit.

DETACHMENT-REGEL

Your Leagues of Votann units do not have the Hostile Acquisition or Fortify Takeover abilities except as described in this rule. At the start of the battle, your Leagues of Votann units have the Hostile Acquisition ability. At the end of your Command phase, you can spend 3YP. If you do, Leagues of Votann units from your army lose the Hostile Acquisition ability and gain the Fortify Takeover ability, or vice versa.

STRATAGEMS

1 CP — MERCENARY OATHBAND – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

GRAND ARTIFICE

When: Your Movement phase, just after a LEAGUES OF VOTANN unit from your army Falls Back.
Target: That LEAGUES OF VOTANN unit.
Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

1 CP — MERCENARY OATHBAND – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

AUXILIARY CONTRACT

When: Your Shooting phase or the Fight phase.
Target: One Leagues of Votann Infantry or Leagues of Votann Mounted unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, weapons equipped by models in your unit have the [PRECISION] ability.

1 CP — MERCENARY OATHBAND – WARGEAR STRATAGEM · WAHAPEDIA — SHOOTING

PRIVATEER ARSENAL

When: Your Shooting phase.
Target: One Leagues of Votann Infantry unit from your army that has not been selected to shoot this phase.
Effect: Each time you use this Stratagem, you can spend 3YP. Until the end of the phase, each time a model in your unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1. If you spent YP during this usage of this Stratagem, you can re-roll the Hit roll and re-roll a Wound roll of 1 instead.

1 CP

MERCENARY OATHBAND – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

MOBILE EXPLOITATION

When: End of your opponent's Fight phase.
Target: One Hernkyn unit from your army that is not within Engagement Range of one or more enemy units. Alternatively, you can spend 2YP and target up to two HERNKYN units from your army that are not within Engagement Range of one or more enemy units instead.
Effect: Remove your units from the battlefield and place them into Strategic Reserves.

1 CP

MERCENARY OATHBAND – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

NEW HORIZONS

When: End of your opponent's Fight phase.
Target: One Leagues of Votann Infantry unit from your army that is not within Engagement range of one or more enemy units and one friendly Transport it is able to embark within.
Effect: If your LEAGUES OF VOTANN unit is wholly within 6" of that TRANSPORT, it can embark within it.

1 CP

MERCENARY OATHBAND – WARGEAR STRATAGEM · WAHAPEDIA

FIGHT

OPTIMAL EXPENDITURE

When: The Fight phase.
Target: One Leagues of Votann Infantry unit from your army that has not been selected to fight this phase.
Effect: Each time you use this Stratagem, you can spend 3YP. Until the end of the phase, each time a model in your unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1. If you spent YP during this usage of this Stratagem, you can re-roll a Hit roll of 1 and re-roll the Wound roll instead.

LEAGUES OF VOTANN · DETACHMENT

NEEDGAÂRD OATHBAND

2 DP · PURGE THE FOE

ENHANCEMENTS

Oathbound Speculator — 30 pts

Each time a model in the bearer's unit makes an attack, re-roll a Wound roll of 1. Each time the bearer's unit is selected to shoot or fight, you can spend 3YP. If you do, until the end of the phase, each time a model in the bearer's unit makes an attack, add 1 to the Wound roll.

Dead Reckoning — 10 pts

Leagues of Votann model only. At the end of the turn, if the bearer is on the battlefield and you spent no YP in that turn, you gain 1YP.

Iron Ambassador — 5 pts

Leagues of Votann model equipped with an Autoch-pattern combi-bolter only. Once per battle, when the bearer's unit is selected to shoot, the bearer can use this Enhancement. If it does, spend up to 3YP, and, until the end of the phase, add the number of YP you just spent to the Damage characteristic of the bearer's ranged weapons.

Ancestral Crest — 15 pts

Once per turn, when you target the bearer's unit with the Command Re-roll Stratagem, the bearer can use this Enhancement. If it does, spend 1YP and reduces the CP cost of that Stratagem by 1CP.

DETACHMENT-REGEL

Each time an enemy unit is destroyed, you gain 1YP.

STRATAGEMS

1 CP — NEEDGAÂRD OATHBAND – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

ORDERED RETREAT

When: Your Movement phase, just after a LEAGUES OF VOTANN unit from your army Falls Back.
Target: That LEAGUES OF VOTANN unit.
Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

1 CP — NEEDGAÂRD OATHBAND – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

HUNTR'S MARK

When: Your Shooting phase.
Target: One LEAGUES OF VOTANN unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

1 CP — NEEDGAÂRD OATHBAND – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

ANCESTRAL SENTENCE

When: Your Shooting phase.
Target: One LEAGUES OF VOTANN unit from your army that has not been selected to shoot this phase.
Effect: Each time you use this Stratagem, you can spend 3YP. Until the end of the phase, ranged weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability. If you spent YP during this use of this Stratagem, until the end of the phase, those weapons have the [SUSTAINED HITS 2] ability instead.

2 CP — NEEDGAÂRD OATHBAND – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

REACTIVE REPRISAL

When: Your opponent's Shooting phase, just after an enemy unit has shot, if units from your army have Fortify Takeover.
Target: One LEAGUES OF VOTANN unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Your unit can shoot as if it were your Shooting phase, can only target that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

1 CP

NEEDGAÂRD OATHBAND – WARGEAR STRATAGEM · WAHAPEDIA

SHOOTING

VOID HARDENED

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets, if units from your army have Fortify Takeover.
Target: One LEAGUES OF VOTANN unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP

NEEDGAÂRD OATHBAND – BATTLE TACTIC STRATAGEM · WAHAPEDIA

FIGHT

HONOUR OF THE HOLD

When: Fight phase.
Target: One LEAGUES OF VOTANN unit from your army that has not been selected to fight this phase.
Effect: Each time you use this Stratagem, you can spend 3YP. Select one enemy unit within Engagement Range of your unit. Until the end of the phase, each time a model in your unit makes a melee attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. If you spent YP during this use of this Stratagem, improve the Armour Penetration characteristic of that attack by 2 instead.

LEAGUES OF VOTANN · DETACHMENT

PERSECUTION PROSPECT

2 DP · DISRUPTION

ENHANCEMENTS

Writ of Acquisition — **10 pts**

In your Shooting phase, after the bearer's unit has shot, you gain 1YP for each assailed unit hit by one or more of those attacks (to a maximum of 3YP).

Surgical Saboteur — **10 pts**

In your Shooting phase, after this model has shot, select one Monster or Vehicle unit hit by one or more of those attacks; until the start of your next Shooting phase, that model is pinned.

Nomad Strategist — **20 pts**

Once per battle, at the end of your opponent's Fight phase, if the bearer is on the battlefield, it can use this Enhancement. If it does, select one Hernkyn unit from your army, and, for every 2YP you just spent, select up to one additional Hernkyn unit from your army. You can remove those units from the battlefield and place them into Strategic Reserves. You cannot select a unit that is within Engagement Range of one or more enemy units (excluding assailed units).

Eye For Weakness — **25 pts**

Each time a model in the bearer's unit makes an attack that targets an assailed unit, add 1 to the Wound roll.

DETACHMENT-REGEL

Leagues of Votann units from your army have the following ability:

Guerrilla Adepts: 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.

STRATAGEMS

1 CP — PERSECUTION PROSPECT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

CLAIMSTAKER REFLEX

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.
Target: One LEAGUES OF VOTANN unit from your army (excluding Artillery and Vehicle units) that is within 8" of that enemy unit.
Effect: Each time you use this Stratagem, you can spend 2YP. Your unit can make a Normal move of up to D6". If you spent YP during this use of this Stratagem, your unit can make a Normal move of up to 6" instead.
Restriction: A unit cannot embark within a Transport as part of this move.

1 CP — PERSECUTION PROSPECT – BATTLE TACTIC STRATAGEM · WAHAPEDIA — MOVEMENT

FRONTIER MOMENTUM

When: Your Movement phase.
Target: One Hernkyn unit from your army that has not been selected to move this phase.
Effect: Until the end of the phase, if your unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in your unit.

1 CP — PERSECUTION PROSPECT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

DISPERSED FORMATION

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One Leagues of Votann Infantry or Leagues of Votann Mounted unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, your unit has the Stealth ability and each time a ranged attack targets your unit, models in your unit have the Benefit of Cover against that attack.

1 CP — PERSECUTION PROSPECT – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

EXPOSED FLAWS

When: Your Shooting phase.
Target: One Hernkyn unit from your army that has not been selected to shoot this phase.
Effect: Each time you use this Stratagem, you can spend 2YP. Until the end of the phase, each time a model in your unit makes an attack, if you spent YP during this use of this Stratagem and/or if that attack targets an assailed unit, you can re-roll the Wound roll.

1 CP — PERSECUTION PROSPECT – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

RANGER TACTICS

When: Your Shooting phase.
Target: One LEAGUES OF VOTANN unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack, if that attack targets an assailed unit and/or if your unit has the Hernkyn keyword, you can re-roll the Hit roll.

1 CP — PERSECUTION PROSPECT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — ANY

ADAPTABLE AVARICE

When: Start of any phase, if units from your army have Fortify Takeover.
Target: One Leagues of Votann Character unit from your army.
Effect: Each time you use this Stratagem, you can spend any number of YP. Once you have done so, if you have 6 or fewer YP, until the start of your next turn, units from your army have Hostile Acquisition instead.

ARKANYST EVALUATOR

70 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Transmatter inverter - full charge HAZARDOUS RAPID FIRE 2	18"	3	2+	8	-2	2
➤ Transmatter inverter - half charge RAPID FIRE 1	12"	3	2+	8	-1	1
➤ Transmatter inverter - overcharge HAZARDOUS OVERCHARGE RAPID FIRE 3	24"	3	2+	8	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1

ABILITIES

Guerrilla Adepts

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.

Resource Transmutation

Once per turn, in your Shooting phase, one model with this ability can choose to use it when it is selected to shoot. If it does, you must spend 1YP and, until the end of the phase, ranged weapons equipped by that model have the [Sustained Hits 1] ability and, after that model has shot this phase, if one or more enemy units were destroyed by those attacks, you can gain up to 2YP.

Science Guild Support

While this model is within 3" of one or more other friendly Leagues of Votann Infantry units (excluding units with the Lone Operative ability), this model has the Lone Operative ability.

WEAPON ABILITIES

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Rapid Fire

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

AUFSTELLUNG

1x Arkanyst Evaluator (32mm)

Equipped with: ➤ Transmatter inverter - full charge, ➤ Transmatter inverter - half charge, ➤ Transmatter inverter - overcharge, Close combat weapon

KEYWORDS: Character, Infantry, Arkanyst Evaluator
FACTION KEYWORDS: Leagues of Votann

ARKANYST EVALUATOR

70 PTS

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

FACTION RULES

Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Character, Infantry, Arkanyst Evaluator
FACTION KEYWORDS: Leagues of Votann

BEREHK STORNBRÖW

85 PTS

M	T	Sv	W	LD	OC
6"	6	5+	5	7+	1

INVULNERABLE SAVE 5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Warforge gauntlets EXTRA ATTACKS SUSTAINED HITS 1	Melee	2	2+	6	-2	1
➤ Kromlôk's Revenge - graviton strikes ANTI-MONSTER 3+ ANTI-VEHICLE 3+ SUSTAINED HITS 1	Melee	4	2+	10	-2	4
➤ Kromlôk's Revenge - plasma sweeps SUSTAINED HITS 1	Melee	8	2+	7	-2	2

ABILITIES

CORE - Leader

Break the Foe
Melee weapons equipped by models in this unit have the [**Sustained Hits** 1] ability.

Relentless Avalanche
You can target this model's unit with the Heroic Intervention Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

Leader
This model can be attached to the following units: CTHONIAN BESERKS

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

AUFSTELLUNG

1x Berehk Stornbröw (40mm)

Equipped with: Warforge gauntlets, ➤ Kromlôk's Revenge - graviton strikes, ➤ Kromlôk's Revenge - plasma sweeps

KEYWORDS: Epic Hero, Infantry, Character, Cthonian, Berehk Stornbröw, Leader
FACTION KEYWORDS: Leagues of Votann

BEREHK STORNBRÖW

85 PTS

M	T	Sv	W	LD	OC
6"	6	5+	5	7+	1

INVULNERABLE SAVE 5+

FACTION RULES

Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

CORE RULES

Feel No Pain 4+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Epic Hero, Infantry, Character, Cthonian, Berehk Stornbröw, Leader
FACTION KEYWORDS: Leagues of Votann

BRÔKHYR IRON-MASTER

70 PTS

BRÔKHYR IRON-MASTER

M	T	Sv	W	LD	OC
5"	5	4+	4	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern bolt pistol PISTOL	12"	1	3+	4	0	1
Graviton rifle ANTI-MONSTER 3+ ANTI-VEHICLE 3+	18"	3	3+	5	-1	3
Las-beam cutter	6"	1	4+	6	-3	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1
Graviton hammer ANTI-MONSTER 3+ ANTI-VEHICLE 3+	Melee	3	4+	9	-1	3
Manipulator arms	Melee	3	4+	3	0	1
Plasma torch	Melee	1	4+	6	-3	2

ABILITIES

CORE - Leader

Brôkhyr Guild Support
While this unit is within 3" of one or more friendly Leagues of Votann Vehicle or Ironkin Steeljacks units, if this unit is not an attached unit, it has the Lone Operative ability.

Forgewrought Expertise
At the end of your Movement phase, this model can repair one friendly Leagues of Votann Vehicle, Exoframe or Ironkin Steeljacks unit within 3" of it. One model in that unit regains up to D3 lost wounds, or up to 3 lost wounds if this unit contains an Ironkin Assistant model. Each unit can only be repaired once per turn.

Guerrilla Adepts
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.

Multi-spectral visor
Each time a model in this unit makes a ranged attack, re-roll a Wound roll of 1.

Unit Composition
If this unit's Brôkhyr Iron-master model is ever destroyed, all of this unit's remaining E-COG models are also destroyed. While embarking within a Transport and while embarked within a Transport, each E-COG model takes up the space of 0 models.

Leader
This model can be attached to the following units:BRÔKHYR THUNDERKYN, HEARTHKYN WARRIORS

AUFSTELLUNG

1x Brôkhyr Iron-master - Equipped with: Graviton hammer, Graviton rifle

1x E-COG oder E-COG oder E-COG oder Ironkin Assistant

Basegrößen: 32mm, E-COG 25mm, Ironkin Assistant 28.5mm

Brôkhyr Iron-master KEYWORDS: Character, Iron-master
KEYWORDS: Infantry, Character, Brôkhyr, Leader
FACTION KEYWORDS: Leagues of Votann

WEAPON ABILITIES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Pistol

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

FACTION RULES

Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Brôkhyr Iron-master KEYWORDS: Character, Iron-master
KEYWORDS: Infantry, Character, Brôkhyr, Leader
FACTION KEYWORDS: Leagues of Votann

BRÔKHYR THUNDERKYN 80–170 PTS

BRÔKHYR THUNDERKYN

M	T	Sv	W	LD	OC
5"	6	3+	2	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt cannon SUSTAINED HITS 2	36"	3	4+	6	-1	2
Graviton blast cannon ANTI-MONSTER 3+ ANTI-VEHICLE 3+	24"	3	4+	5	-2	3
SP conversion beamer CONVERSION LETHAL HITS	24"	2	4+	7	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	4	0	1

ABILITIES

Breaching Fire
In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the start of your next Shooting phase, that enemy unit cannot have the Benefit of Cover.

Guerrilla Adepts
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.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

AUFSTELLUNG

3-6x Brôkhyr Thunderkyn - Equipped with: Close combat weapon, Bolt cannon, Graviton blast cannon, SP conversion beamer (40mm)

Wargear Options:
- This model can replace its Bolt cannon with Graviton blast cannon or SP conversion beamer.

KEYWORDS: Infantry, Exoframe, Thunderkyn, Brôkhyr
FACTION KEYWORDS: Leagues of Votann

BRÔKHYR THUNDERKYN 80–170 PTS

BRÔKHYR THUNDERKYN

M	T	Sv	W	LD	OC
5"	6	3+	2	7+	1

FACTION RULES

Conversion (Thunderkyn)
Each time an attack made with this weapon targets an enemy unit that is not within 12", an unmodified Hit roll of 4+ scores a Critical Hit.

Prioritised Efficiency
If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

KEYWORDS: Infantry, Exoframe, Thunderkyn, Brôkhyr
FACTION KEYWORDS: Leagues of Votann

BURI AEGNIRSSEN

85 PTS

M	T	Sv	W	LD	OC
5"	6	3+	5	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern bolt pistol PISTOL	12"	1	2+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Bane - strike PRECISION	Melee	5	2+	12	-3	3
➤ Bane - sweep	Melee	10	2+	6	-2	1

ABILITIES

Grudge-fuelled Fortitude
The first time this model is destroyed, at the end of the phase, roll one D6: on a 2+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of one or more enemy units, with its full wounds remaining.

Guerrilla Adepts
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.

Unhinged Vengeance
In your opponent's Shooting phase, when an enemy unit has shot, if this model lost one or more wounds as a result of those attacks, this unit can make a surge move of up to D6+2".

WEAPON ABILITIES

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Precision
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

AUFSTELLUNG

1x Buri Aegnirssen (40mm)

Equipped with: Autoch-pattern bolt pistol, ➤ Bane - strike, ➤ Bane - sweep

KEYWORDS: Epic Hero, Infantry, Character, Buri Aegnirssen, Leader
FACTION KEYWORDS: Leagues of Votann

BURI AEGNIRSSEN

85 PTS

M	T	Sv	W	LD	OC
5"	6	3+	5	6+	1

INVULNERABLE SAVE 4+

FACTION RULES

Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

CORE RULES

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KEYWORDS: Epic Hero, Infantry, Character, Buri Aegnirssen, Leader
FACTION KEYWORDS: Leagues of Votann

CTHONIAN BESERKS

90–180 PTS

M	T	Sv	W	LD	OC
6"	6	5+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Mole grenade launcher **BLAST** **INDIRECT FIRE**	18"	D6	5+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Concussion maul **ANTI-MONSTER 3+** **ANTI-VEHICLE 3+**	Melee	3	4+	5	-2	3
Heavy plasma axe	Melee	3	4+	7	-2	3
Twin concussion gauntlets **TWIN-LINKED**	Melee	4	4+	9	-2	2

ABILITIES

Cyberstimms

Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6, adding one to the result if units from your army have Fortify Takeover: on a 4+, do not remove it from play. The destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

Guerrilla Adepts

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.

Subterranean Explosives

In your Shooting phase, after this unit has shot, select one enemy unit (excluding Monsters and Vehicles) that was hit by one or more of those attacks made with a mole grenade launcher. Until the start of your next Shooting phase, that enemy unit cannot be targeted with the Fire Overwatch Stratagem.

WEAPON ABILITIES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Blast

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Indirect Fire

Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

Twin-linked

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

AUFSTELLUNG

5x Beserk oder Beserk w/ twin concussion gauntlets oder Beserk w/ mole grenade launcher

Basegrößen: 28.5mm, Mole grenade launcher 50mm

Equipped with: Mole grenade launcher, Concussion maul, Heavy plasma axe, Twin concussion gauntlets

Wargear Options:

- Each Beserk can replace its Heavy plasma axe with Concussion maul.
- Each Beserk w/ mole grenade launcher can replace its Heavy plasma axe with Concussion maul.

KEYWORDS: Infantry, Cthonian, Beserks
FACTION KEYWORDS: Leagues of Votann

CTHONIAN BESERKS

90–180 PTS

M	T	Sv	W	LD	OC
6"	6	5+	1	7+	1

FACTION RULES

Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

CORE RULES

Feel No Pain 4+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

KEYWORDS: Infantry, Cthonian, Beserks
FACTION KEYWORDS: Leagues of Votann

CTHONIAN EARTHSHAKERS

100 PTS

CTHONIAN EARTHSHAKER

M	T	Sv	W	LD	OC
4"	6	4+	6	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Autoch-pattern bolt pistol PISTOL	12"	1	4+	4	0	1
Breacher ordnance BLAST HEAVY INDIRECT FIRE	24"	D6+1	5+	10	-1	2
Tremor shells BLAST HEAVY INDIRECT FIRE	36"	D6+4	5+	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Plasma picks	Melee	4	3+	5	-2	1

ABILITIES

Destabilising Quakes
In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks made with its tremor shells. That unit must take a Battle-shock test, subtracting 1 from the result.

Geomantic Hunters
Up to twice per battle, in your Shooting phase, when this unit is selected to shoot, it can use this ability. If it does, until the end of the phase, each time a model in this unit makes an attack with its breacher ordnance, you can re-roll the Wound roll.

Guerrilla Adepts
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.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Heavy
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Indirect Fire
Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

AUFSTELLUNG

2x Cthonian Earthshaker - Equipped with: Plasma picks, Autoch-pattern bolt pistol, Breacher ordnance, Tremor shells (80mm)

Wargear Options:
- This model can replace its Breacher ordnance with Tremor shells.

KEYWORDS: Infantry, Artillery, Cthonian, Earthshakers
FACTION KEYWORDS: Leagues of Votann

CTHONIAN EARTHSHAKERS

100 PTS

CTHONIAN EARTHSHAKER

M	T	Sv	W	LD	OC
4"	6	4+	6	7+	2

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

FACTION RULES

Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

KEYWORDS: Infantry, Artillery, Cthonian, Earthshakers
FACTION KEYWORDS: Leagues of Votann

EINHYR CHAMPION

65 PTS

M	T	Sv	W	LD	OC
5"	5	2+	5	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern combi-bolter	24"	4	2+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Darkstar axe	Melee	6	2+	6	-3	2
Mass hammer	Melee	3	3+	12	-3	D6+1

ABILITIES

CORE - Leader

Exemplar of the Einhyr
While this model is leading a unit, add 1 to Advance and Charge rolls made for that unit.

Guerrilla Adepts
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.

Mass Driver Accelerators
Each time this model ends a Charge move, you can select one enemy unit within Engagement Range of this model and roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

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

Weavefield crest
The bearer has a 4+ invulnerable save.

Leader
This model can be attached to the following unit: EINHYR HEARTHGUARD

AUFSTELLUNG

1x Einhyr Champion (40mm)

Equipped with: Autoch-pattern combi-bolter, Darkstar axe, Mass hammer

Wargear Options:
- This model can replace its Weavefield crest with Teleport crest.
- This model can replace its Mass hammer with Darkstar axe.

KEYWORDS: Infantry, Character, Exoarmour, Einhyr Champion, Leader
FACTION KEYWORDS: Leagues of Votann

EINHYR CHAMPION

65 PTS

M	T	Sv	W	LD	OC
5"	5	2+	5	7+	1

FACTION RULES

Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Exoarmour, Einhyr Champion, Leader
FACTION KEYWORDS: Leagues of Votann

EINHYR HEARTHGUARD 130–270 PTS

HESYR

M	T	Sv	W	LD	OC
5"	5	2+	2	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
EtaCarn plasma gun RAPID FIRE 1	24"	1	3+	7	-3	2
Exo-armour grenade launcher BLAST	24"	D3	3+	3	0	1
Volkanite disintegrator DEVASTATING WOUNDS	24"	3	3+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Concussion gauntlet	Melee	2	3+	8	-2	2
Graviton hammer ANTI-MONSTER 3+ ANTI-VEHICLE 3+	Melee	3	4+	9	-1	3
Plasma blade gauntlet	Melee	3	3+	6	-2	1

ABILITIES

Decisive Destruction
Each time a model in this unit makes a ranged attack that targets the closest eligible target, re-roll a Hit roll of 1.

Guerrilla Adepts
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.

Teleport crest
Models in the bearer's unit have the Deep Strike ability.

Weavefield crest
Models in the bearer's unit have a 5+ invulnerable save.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

AUFSTELLUNG

1x Hesyr - Equipped with: Exo-armour grenade launcher, EtaCarn plasma gun, Volkanite disintegrator, Concussion gauntlet, Plasma blade gauntlet, Graviton hammer (32mm)

4-9x Einhyr Hearthguard (32mm)

Wargear Options:
- Each Hesyr can replace its EtaCarn plasma gun with Volkanite disintegrator.
- Each Hesyr can be equipped with one of: Concussion gauntlet, Plasma blade gauntlet, Graviton hammer.
- Each Hesyr can replace its Weavefield crest with Teleport crest.
- Einhyr Hearthguard c… EtaCarn pl… disi…

KEYWORDS: Infantry, Exoarmour, Einhyr Hearthguard
FACTION KEYWORDS: Leagues of Votann

EINHYR HEARTHGUARD 130–270 PTS

HESYR

M	T	Sv	W	LD	OC
5"	5	2+	2	7+	1

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.*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Prioritised Efficiency
If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

KEYWORDS: Infantry, Exoarmour, Einhyr Hearthguard
FACTION KEYWORDS: Leagues of Votann

GRIMNYR

65 PTS

GRIMNYR

M	T	Sv	W	LD	OC
5"	5	4+	4	6+	1

INVULNERABLE SAVE 4+

CORV

M	T	Sv	W	LD	OC
5"	5	4+	1	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern bolter	24"	2	4+	4	0	1
➤ Ancestral Wrath - focused witchfire HAZARDOUS PSYCHIC	24"	6	3+	6	-2	D3
➤ Ancestral Wrath - witchfire PSYCHIC	24"	3	3+	6	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ancestral ward stave PSYCHIC	Melee	2	3+	7	-1	D3
Close combat weapon	Melee	1	4+	3	0	1

ABILITIES

CORE - Leader

Fortify (Psychic)
While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

Grimnyr's Regard
Once per battle, at the start of any phase, you can select one friendly Leagues of Votann unit that is Battle-shocked and within 12" of this unit's Grimnyr model. That unit is no longer Battle-shocked.

Guerrilla Adepts
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.

Unit Composition
If this unit's Grimnyr model is ever destroyed, all of this unit's remaining CORV models are also destroyed. While embarking within a Transport and while embarked within a Transport, each CORV model takes up the space of 0 models.'

Leader
This model can be attached to the following unit: HEARTHKYN WARRIORS

WEAPON ABILITIES

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

AUFSTELLUNG

1x Grimnyr - Equipped with: Ancestral ward stave, ➤ Ancestral Wrath - witchfire, ➤ Ancestral Wrath - focused witchfire

2x CORV - Equipped with: Autoch-pattern bolter, Close combat weapon

Basegrößen: 40mm, CORV 25mm

Grimnyr KEYWORDS: Character, Psyker, Grimnyr
KEYWORDS: Infantry, Character, Leader
FACTION KEYWORDS: Leagues of Votann

GRIMNYR

65 PTS

GRIMNYR

M	T	Sv	W	LD	OC
5"	5	4+	4	6+	1

INVULNERABLE SAVE 4+

CORV

M	T	Sv	W	LD	OC
5"	5	4+	1	6+	1

INVULNERABLE SAVE 4+

FACTION RULES

Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Grimnyr KEYWORDS: Character, Psyker, Grimnyr
KEYWORDS: Infantry, Character, Leader
FACTION KEYWORDS: Leagues of Votann

HEARTHKYN WARRIORS

90 PTS

THEYN

M	T	Sv	W	LD	OC
5"	5	4+	1	7+	2

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Theyn - Equipped with: Close combat weapon, Theyn's melee weapon, Autoch-pattern bolt pistol, Autoch-pattern bolter, Ion blaster, Theyn's pistol (28.5mm)

9x Hearthkyn Warrior w/ bolter oder Hearthkyn Warrior w/ ion blaster oder Hearthkyn Warrior w/ plasma knife (28.5mm)

Wargear Options:

- Each Theyn can replace its Autoch-pattern bolter with Ion blaster or Theyn's pistol.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern bolt pistol PISTOL	12"	1	4+	4	0	1
Autoch-pattern bolter	24"	2	4+	4	0	1
EtaCarn plasma beamer SUSTAINED HITS D3	18"	1	4+	8	-3	2
HYLas auto rifle ASSAULT RAPID FIRE 3	24"	3	4+	6	-1	1
HYLas rotary cannon HEAVY SUSTAINED HITS 1	24"	6	5+	6	-1	1
Ion blaster	18"	1	4+	5	-2	1
Magna-rail rifle DEVASTATING WOUNDS HEAVY	18"	1	5+	12	-3	D3+3
Theyn's pistol PISTOL	12"	1	4+	8	-2	1
➤ L7 missile launcher - blast BLAST	24"	D6	4+	4	0	1
➤ L7 missile launcher - focused	24"	1	4+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	4	0	1
Plasma knife	Melee	2	4+	4	-2	1
Theyn's melee weapon	Melee	2	4+	5	-2	2

ABILITIES

Guerrilla Adepts
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.

Luck Has, Need Keeps, Toil Earns
At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, until your opponent's Level of Control over that is greater than yours at the end of a phase.

Pan-spectral Scanning
Each time a model in this unit makes a ranged attack, re-roll a Hit roll of 1.

Weavefield crest
Models in the bearer's unit have a 5+ invulnerable save.

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

KEYWORDS: Infantry, Battleline, Grenades, Hearthkyn Warriors
FACTION KEYWORDS: Leagues of Votann

HEARTHKYN WARRIORS

90 PTS

THEYN

M	T	Sv	W	LD	OC
5"	5	4+	1	7+	2

INVULNERABLE SAVE 5+

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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.*

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

KEYWORDS: Infantry, Battleline, Grenades, Hearthkyn Warriors
FACTION KEYWORDS: Leagues of Votann

HEARTHKYN WARRIORS

90 PTS

THEYN

M	T	Sv	W	LD	OC
5"	5	4+	1	7+	2

INVULNERABLE SAVE 5+

FACTION RULES

Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

KEYWORDS: Infantry, Battleline, Grenades, Hearthkyn Warriors
FACTION KEYWORDS: Leagues of Votann

HEKATON LAND FORTRESS 250 PTS

M	T	Sv	W	LD	OC
10"	12	2+	16	7+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Cyclic ion cannon BLAST	24"	D6+2	4+	7	-2	2
Heavy magna-rail cannon DEVASTATING WOUNDS HEAVY	30"	2	4+	18	-4	D6+4
Hekaton warhead BLAST ONE SHOT	36"	D6+3	4+	7	-2	2
MATR autocannon ASSAULT SUSTAINED HITS 1	24"	6	4+	7	-1	2
SP heavy conversion beamer CONVERSION LETHAL HITS	24"	4	4+	10	-2	4
Twin bolt cannon SUSTAINED HITS 2 TWIN-LINKED	36"	3	4+	6	-1	2
Twin ion beamer BLAST TWIN-LINKED	18"	D3+1	4+	8	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured wheels	Melee	6	4+	8	0	1

ABILITIES

Damaged: 1-5 wounds remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Firebase Control (Aura)
While a friendly Leagues of Votann Infantry unit is wholly within 6" of this Transport, ranged weapons equipped by models in that Infantry unit have the [**sustained hits** 1] ability.

Guerrilla Adepts
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.

MultiCOG Targeting
Each time this model makes a ranged attack, you can ignore any or all modifiers to the following: that attack's Ballistic Skill characteristic, the Hit roll.

Pan spectral scanner
Each time a model in the bearer's unit makes a ranged attack, re-roll a Hit roll of 1.

TRANSPORT

Hekaton Land Fortress
This model has a transport capacity of 14 LEAGUES OF VOTANN INFANTRY models. Each EXOARMOUR, EXOFRAME or IRONKIN STEELJACKS model takes up the space of 2 models. It cannot transport ARTILLERY models.

AUFSTELLUNG

1x Hekaton Land Fortress (Hull)

Equipped with: Cyclic ion cannon, Heavy magna-rail cannon, Hekaton warhead, MATR autocannon, SP heavy conversion beamer, Twin bolt cannon, Twin ion beamer, Armoured wheels

Wargear Options:
- This model can replace its Cyclic ion cannon with SP heavy conversion beamer or Heavy magna-rail cannon.
- This model must be equipped with 2 of: Twin ion beamer, Twin bolt cannon.
- This model can replace its Pan spectral scanner with Hekaton warhead.

KEYWORDS: Vehicle, Transport, Hekaton Land Fortress, Frame
FACTION KEYWORDS: Leagues of Votann

HEKATON LAND FORTRESS 250 PTS

M	T	Sv	W	LD	OC
10"	12	2+	16	7+	5

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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.*

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

KEYWORDS: Vehicle, Transport, Hekaton Land Fortress, Frame
FACTION KEYWORDS: Leagues of Votann

HEKATON LAND FORTRESS 250 PTS

M	T	Sv	W	LD	OC
10"	12	2+	16	7+	5

FACTION RULES

Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Transport, Hekaton Land Fortress, Frame
FACTION KEYWORDS: Leagues of Votann

HERNKYN PIONEERS

85–170 PTS

M	T	Sv	W	LD	OC
12"	6	4+	3	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt revolver PISTOL	12"	1	4+	5	0	1
Bolt shotgun ASSAULT	18"	2	4+	5	0	1
HYLas rotary cannon SUSTAINED HITS 1	24"	6	4+	6	-1	1
Ion beamer BLAST	18"	D3+1	4+	8	-2	1
Magna-coil autocannon	24"	3	4+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Plasma knife	Melee	2	4+	4	-2	1

ABILITIES

Comms array
Each time you target the bearer's unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.

Guerrilla Adepts
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.

Outflanking Mag-Riders
At the end of your opponent's turn, if this unit is wholly within 9" of one or more battlefield edges and not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.

Pan-spectral scanner
Each time a model in the bearer's unit makes a ranged attack, re-roll a Hit roll of 1.

Rollbar searchlight
Each time a model in the bearer's unit makes a ranged attack, you can ignore any or all modifiers to the Hit roll.

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

AUFSTELLUNG

3x Hernkyn Pioneer oder Hernkyn Pioneer w/ comms array oder Hernkyn Pioneer w/ pan-spectral scanner oder Hernkyn Pioneer w/ searchlight (90x52.5mm Oval Base)

Equipped with: Bolt revolver, Bolt shotgun, HYLas rotary cannon, Ion beamer, Magna-coil autocannon, Plasma knife

KEYWORDS: Mounted, Grenades, Fly, Pioneers, Hernkyn
FACTION KEYWORDS: Leagues of Votann

HERNKYN PIONEERS

85–170 PTS

M	T	Sv	W	LD	OC
12"	6	4+	3	7+	2

FACTION RULES

Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

CORE RULES

Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Mounted, Grenades, Fly, Pioneers, Hernkyn
FACTION KEYWORDS: Leagues of Votann

HERNKYN YAEGIRS

90 PTS

M	T	Sv	W	LD	OC
6"	5	5+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
APM launcher **ANTI-MONSTER 3+** **ANTI-VEHICLE 3+**	24"	1	4+	6	-2	D6
Bolt revolver **PISTOL**	12"	1	4+	5	0	1
Bolt shotgun **ASSAULT**	18"	2	4+	5	0	1
Magna-coil rifle **IGNORES COVER** **PRECISION**	24"	1	4+	5	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	4	0	1
Plasma knife	Melee	2	4+	4	-2	1

ABILITIES

Guerrilla Adepts

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.

Pragmatic Hunters

In your opponent's Movement phase, if an enemy unit ends a move within 8” of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to D6”.'

WEAPON ABILITIES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Assault

Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Ignores Cover

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Pistol

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

AUFSTELLUNG

9x Hernkyn Yaegir w/ bolt shotgun oder Hernkyn Yaegir w/ APM launcher oder Hernkyn Yaegir w/ magna-coil rifle oder Hernkyn Yaegir w/ revolver and knife (28.5mm)

1x Yaegir Theyn (28.5mm)

Equipped with: APM launcher, Bolt revolver, Bolt shotgun, Magna-coil rifle, Close combat weapon, Plasma knife

Wargear Options:

- Each Yaegir Theyn can replace its Bolt shotgun with Bolt revolver and plasma knife.

KEYWORDS: Infantry, Grenades, Yaegirs, Hernkyn
FACTION KEYWORDS: Leagues of Votann

HERNKYN YAEGIRS

90 PTS

M	T	Sv	W	LD	OC
6"	5	5+	1	7+	1

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

FACTION RULES

Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

CORE RULES

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

KEYWORDS: Infantry, Grenades, Yaegirs, Hernkyn
FACTION KEYWORDS: Leagues of Votann

IRONKIN STEELJACKS WITH HEAVY VOLKANITE DISINTEGRATORS

80–170 PTS

STEELJACK THEYN

M	T	Sv	W	LD	OC
5"	6	2+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern bolter PISTOL	24"	2	4+	4	0	1
Heavy volkanite disintegrator DEVASTATING WOUNDS	24"	6	4+	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Plasma knife	Melee	2	3+	6	-2	1
Plasma sword SUSTAINED HITS 1	Melee	6	3+	6	-2	1

ABILITIES

Guerrilla Adepts
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.

Preymark crest
Each time a model in the bearer's unit makes an attack that targets an enemy unit within range of one or more objective markers, on a Critical Wound, that attack has the [Precision] ability.

Purge Response
Each time you target this unit with the Fire Overwatch Stratagem, hits are scored on unmodified Hit rolls of 5+ while resolving that Stratagem. If units from your army have Fortify Takeover, hits are scored on unmodified Hit rolls of 4+ while resolving that Stratagem instead.

AUFSTELLUNG

1x Steeljack Theyn - Equipped with: Heavy volkanite disintegrator, Plasma knife, Autoch-pattern bolter, Plasma sword (40mm)

2-5x Ironkin Steeljack (40mm)

Wargear Options:

- Each Steeljack Theyn can replace its Disintegrator and knife with Bolter and sword.

KEYWORDS: Infantry, Ironkin Steeljacks, Ironkin Steeljacks with Heavy Volkanite Disintegrators
FACTION KEYWORDS: Leagues of Votann

IRONKIN STEELJACKS WITH HEAVY VOLKANITE DISINTEGRATORS

80–170 PTS

STEELJACK THEYN

M	T	Sv	W	LD	OC
5"	6	2+	3	7+	1

WEAPON ABILITIES

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.*

Pistol

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

KEYWORDS: Infantry, Ironkin Steeljacks, Ironkin Steeljacks with Heavy Volkanite Disintegrators
FACTION KEYWORDS: Leagues of Votann

IRONKIN STEELJACKS WITH HEAVY VOLKANITE DISINTEGRATORS

80–170 PTS

STEELJACK THEYN

M	T	Sv	W	LD	OC
5"	6	2+	3	7+	1

FACTION RULES

Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

KEYWORDS: Infantry, Ironkin Steeljacks, Ironkin Steeljacks with Heavy Volkanite Disintegrators
FACTION KEYWORDS: Leagues of Votann

IRONKIN STEELJACKS WITH MELEE WEAPONS

75–150 PTS

STEELJACK THEYN

M	T	Sv	W	LD	OC
5"	6	2+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern bolter PISTOL	24"	2	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Concussion gauntlet LETHAL HITS	Melee	3	4+	10	-2	2
Plasma sword SUSTAINED HITS 1	Melee	6	3+	6	-2	1

ABILITIES

Guerrilla Adepts
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.

Merciless Eradication
Each time an enemy unit (excluding Monsters and Vehicles) that is within Engagement Range of this unit Falls Back, all models in that enemy unit must take a Desperate Escape test. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those tests.

Preymark crest
Each time a model in the bearer's unit makes an attack that targets an enemy unit within range of one or more objective markers, on a Critical Wound, that attack has the [Precision] ability.

WEAPON ABILITIES

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

AUFSTELLUNG

1x Steeljack Theyn - Equipped with: Autoch-pattern bolter, Plasma sword, Concussion gauntlet (40mm)

2-5x Ironkin Steeljack w/ concussion gauntlet oder Ironkin Steeljack w/ plasma sword (40mm)

Wargear Options:
- Each Steeljack Theyn can replace its Plasma sword with Concussion gauntlet.
- This model's Plasma sword can be replaced with 1x Concussion gauntlet.

KEYWORDS: Infantry, Ironkin Steeljacks, Ironkin Steeljacks with Melee Weapons
FACTION KEYWORDS: Leagues of Votann

IRONKIN STEELJACKS WITH MELEE WEAPONS

75–150 PTS

STEELJACK THEYN

M	T	Sv	W	LD	OC
5"	6	2+	3	7+	1

FACTION RULES

Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

KEYWORDS: Infantry, Ironkin Steeljacks, Ironkin Steeljacks with Melee Weapons
FACTION KEYWORDS: Leagues of Votann

KAPRICUS CARRIER

70 PTS

M	T	Sv	W	LD	OC
12"	7	4+	7	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Magna-coil autocannon	24"	3	4+	7	-1	2
Twin magna-coil autocannon TWIN-LINKED	24"	3	4+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

Firebase Control (Aura)
While a friendly Leagues of Votann Infantry unit is wholly within 6" of this Transport, ranged weapons equipped by models in that Infantry unit have the [sustained hits 1] ability.

Guerrilla Adepts
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.

Scanner Uplinks
In your shooting phase, after this model has shot, select one enemy unit (excluding Monsters and Vehicles) hit by one or more of those attacks. Until the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

Smoke Launcher
The bearer has the Smoke keyword.

TRANSPORT

Kapricus Carrier
This model has a transport capacity of 5 Hernkyn Yaegir models.

At the start of the Declare Battle Formations step, you can select one Hernkyn Yaegir unit from your army that has not been split. If you do, that unit is split into two units, each containing as equal a number of models as possible (when splitting a unit in this way, make a note of which models form each of the two new units). One of these units must start the battle embarked within this Transport; the other can start the battle embarked within another Transport, or it can be deployed as a separate unit.

WEAPON ABILITIES

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Kapricus Carrier (105x70mm Oval Base)

Equipped with: Magna-coil autocannon, Twin magna-coil autocannon, Armoured hull

KEYWORDS: Dedicated Transport, Transport, Vehicle, Fly, Hernkyn, Kapricus, Carrier
FACTION KEYWORDS: Leagues of Votann

KAPRICUS CARRIER

70 PTS

M	T	Sv	W	LD	OC
12"	7	4+	7	7+	2

FACTION RULES

Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

KEYWORDS: Dedicated Transport, Transport, Vehicle, Fly, Hernkyn, Kapricus, Carrier
FACTION KEYWORDS: Leagues of Votann

KAPRICUS CARRIER

70 PTS

M	T	Sv	W	LD	OC
12"	7	4+	7	7+	2

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Firing Deck 5

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).

2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).

3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.

4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Dedicated Transport, Transport, Vehicle, Fly, Hernkyn, Kapricus, Carrier
FACTION KEYWORDS: Leagues of Votann

KAPRICUS DEFENDERS

75–150 PTS

KAPRICUS DEFENDER

M	T	Sv	W	LD	OC
12"	7	4+	7	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
HYLas rotary cannon SUSTAINED HITS 1	24"	6	4+	6	-1	2
Magna-rail cannon DEVASTATING WOUNDS HEAVY	24"	1	4+	14	-4	D3+3
Twin magna-coil autocannon TWIN-LINKED	24"	3	4+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

Guerrilla Adepts
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.

Opportunistic Manoeuvre
In your Shooting phase, after this unit has shot, it can make a Normal Move of up to D6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

Smoke Launcher
The bearer has the Smoke keyword.

WEAPON ABILITIES

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.

Heavy
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1-2x Kapricus Defender - Equipped with: Twin magna-coil autocannon, Armoured hull, Magna-rail cannon , HYLas rotary cannon (105x70mm Oval Base)

Wargear Options:
- This model can replace its Magna-rail cannon with HYLas rotary cannon.

KEYWORDS: Vehicle, Fly, Hernkyn, Kapricus, Defenders
FACTION KEYWORDS: Leagues of Votann

KAPRICUS DEFENDERS

75–150 PTS

KAPRICUS DEFENDER

M	T	Sv	W	LD	OC
12"	7	4+	7	7+	2

FACTION RULES

Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Vehicle, Fly, Hernkyn, Kapricus, Defenders
FACTION KEYWORDS: Leagues of Votann

KINHOST COMMANDER [CRUCIBLE]

65 PTS

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

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern bolt pistol PISTOL	12"	1	2+	4	0	1
Autoch-pattern bolter	24"	2	3+	4	0	1
Autoch-pattern bolter PISTOL	24"	2	3+	4	0	1
Autoch-pattern combi-bolter	24"	4	2+	4	0	1
Bolt cannon SUSTAINED HITS 2	36"	3	3+	6	-1	2
Bolt revolver PISTOL	12"	1	2+	5	0	1
Bolt shotgun ASSAULT	18"	2	3+	5	0	1
EtaCarn plasma gun RAPID FIRE 1	24"	1	2+	7	-3	2
Exo-armour grenade launcher BLAST	24"	D3	2+	3	0	1
Graviton blast cannon ANTI-MONSTER 3+ ANTI-VEHICLE 3+	24"	3	3+	5	-2	3
Graviton rifle ANTI-MONSTER 3+ ANTI-VEHICLE 3+	18"	3	3+	5	-1	3
Heavy volkanite disintegrator DEVASTATING WOUNDS	24"	6	3+	6	-1	1
Ion blaster	18"	1	2+	5	-2	1
Magna-coil autocannon	24"	3	4+	7	-1	2
SP conversion beamer CONVERSION LETHAL HITS	24"	2	3+	7	-2	3
Theyn's pistol PISTOL	12"	1	2+	8	-2	1
Volkanite disintegrator DEVASTATING WOUNDS	24"	3	2+	5	0	1
➤ Ancestral Wrath - focused witchfire HAZARDOUS PSYCHIC	24"	6	3+	6	-2	D3
➤ Ancestral Wrath - witchfire PSYCHIC	24"	3	3+	6	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ancestral ward stave PSYCHIC	Melee	2	3+	7	-1	D3
Close combat weapon	Melee	2	3+	4	0	1
Concussion gauntlet LETHAL HITS	Melee	3	3+	8	-2	2

AUFSTELLUNG

1x Kinhost Commander [Crucible]

Equipped with: Autoch-pattern bolt pistol, Autoch-pattern bolter, Autoch-pattern combi-bolter, Bolt cannon, Bolt revolver, Bolt shotgun, EtaCarn plasma gun, Exo-armour grenade launcher, Graviton blast cannon, Graviton rifle, Heavy volkanite disintegrator, Ion blaster, Magna-coil autocannon, SP conversion beamer, Theyn's pistol, Volkanite disintegrator, ➤ Ancestral Wrath - focused witchfire, ➤ Ancestral Wrath - witchfire, Ancestral ward stave, Close combat weapon, Concussion gauntlet, Concussion maul, Darkstar axe, Forgewrought plasma axe, Graviton hammer, [illegible]y plasma axe, Mass gaunt[illegible], [illegible]mmer, Plasma bla[illegible], [illegible]a knife

KEYWORDS: Character, Infantry, Kinhost Commander, Crucible, Leader
FACTION KEYWORDS: Leagues of Votann

KINHOST COMMANDER [CRUCIBLE]

65 PTS

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

INVULNERABLE SAVE 4+

Concussion maul **ANTI-MONSTER 3+** **ANTI-VEHICLE 3+**	Melee	3	3+	5	-2	3
Darkstar axe	Melee	6	2+	6	-3	2
Forgewrought plasma axe	Melee	4	2+	6	-3	2
Graviton hammer **ANTI-MONSTER 3+** **ANTI-VEHICLE 3+**	Melee	3	3+	9	-1	3
Heavy plasma axe	Melee	3	3+	7	-2	3
Mass gauntlet	Melee	3	3+	8	-3	3
Mass hammer	Melee	3	3+	12	-3	D6+1
Plasma blade gauntlet	Melee	3	2+	6	-2	1
Plasma knife	Melee	3	2+	4	-2	1
Plasma sword **SUSTAINED HITS 1**	Melee	6	3+	6	-2	1
Theyn's melee weapon	Melee	3	3+	5	-2	1

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader, Leader

Barrier Tech Repulsion
Each time a ranged attack targets this unit, subtract 1 from the Hit roll.

Exemplar of the Einhyr
While this model is leading a unit, add 1 to Advance and Charge rolls made for that unit.

Forgewrought Expertise
At the end of your Movement phase, this model can repair one friendly Leagues of Votann Vehicle, Exoframe or Ironkin Steeljacks unit within 3" of it. One model in that unit regains up to D3 lost wounds. Each unit can only be repaired once per turn.

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, you 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: Hernkyn Pioneers

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

KEYWORDS: Character, Infantry, Kinhost Commander, Crucible, Leader
FACTION KEYWORDS: Leagues of Votann

KINHOST COMMANDER [CRUCIBLE]

65 PTS

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

INVULNERABLE SAVE 4+

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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.*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

KEYWORDS: Character, Infantry, Kinhost Commander, Crucible, Leader
FACTION KEYWORDS: Leagues of Votann

KINHOST COMMANDER [CRUCIBLE]

65 PTS

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

INVULNERABLE SAVE 4+

FACTION RULES

Conversion (Thunderkyn)
Each time an attack made with this weapon targets an enemy unit that is not within 12", an unmodified Hit roll of 4+ scores a Critical Hit.

Prioritised Efficiency
If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

CORE RULES

Feel No Pain 4+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Kinhost Commander, Crucible, Leader
FACTION KEYWORDS: Leagues of Votann

KINHOST COMMANDER [CRUCIBLE]

65 PTS

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

INVULNERABLE SAVE 4+

Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Character, Infantry, Kinhost Commander, Crucible, Leader
FACTION KEYWORDS: Leagues of Votann

KÂHL

65 PTS

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

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern combi-bolter	24"	4	2+	4	0	1
Volkanite 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

Guerrilla Adepts
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 ABILITIES

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.

AUFSTELLUNG

1x Kâhl (40mm)

Equipped with: Autoch-pattern combi-bolter, Volkanite 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 Volkanite disintegrator.

KEYWORDS: Infantry, Character, Kâhl, Leader
FACTION KEYWORDS: Leagues of Votann

KÂHL

65 PTS

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

INVULNERABLE SAVE 4+

FACTION RULES

Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Kâhl, Leader
FACTION KEYWORDS: Leagues of Votann

LIVING ANCESTOR [CRUCIBLE]

70 PTS

M	T	Sv	W	LD	OC
5"	5	4+	4	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern bolt pistol PISTOL	12"	1	2+	4	0	1
Autoch-pattern bolter	24"	2	3+	4	0	1
Autoch-pattern bolter PISTOL	24"	2	3+	4	0	1
Autoch-pattern combi-bolter	24"	4	2+	4	0	1
Bolt cannon SUSTAINED HITS 2	36"	3	3+	6	-1	2
Bolt revolver PISTOL	12"	1	2+	5	0	1
Bolt shotgun ASSAULT	18"	2	3+	5	0	1
EtaCarn plasma gun RAPID FIRE 1	24"	1	2+	7	-3	2
Exo-armour grenade launcher BLAST	24"	D3	2+	3	0	1
Graviton blast cannon ANTI-MONSTER 3+ ANTI-VEHICLE 3+	24"	3	3+	5	-2	3
Graviton rifle ANTI-MONSTER 3+ ANTI-VEHICLE 3+	18"	3	3+	5	-1	3
Heavy volkanite disintegrator DEVASTATING WOUNDS	24"	6	3+	6	-1	1
Ion blaster	18"	1	2+	5	-2	1
Magna-coil autocannon	24"	3	4+	7	-1	2
SP conversion beamer CONVERSION LETHAL HITS	24"	2	3+	7	-2	3
Theyn's pistol PISTOL	12"	1	2+	8	-2	1
Volkanite disintegrator DEVASTATING WOUNDS	24"	3	2+	5	0	1
➤ Ancestral Wrath - focused witchfire HAZARDOUS PSYCHIC	24"	6	3+	6	-2	D3
➤ Ancestral Wrath - witchfire PSYCHIC	24"	3	3+	6	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ancestral ward stave PSYCHIC	Melee	2	3+	7	-1	D3
Close combat weapon	Melee	2	3+	4	0	1
Concussion gauntlet LETHAL HITS	Melee	3	3+	8	-2	2

AUFSTELLUNG

1x Living Ancestor [Crucible]

Equipped with: Autoch-pattern bolt pistol, Autoch-pattern bolter, Autoch-pattern combi-bolter, Bolt cannon, Bolt revolver, Bolt shotgun, EtaCarn plasma gun, Exo-armour grenade launcher, Graviton blast cannon, Graviton rifle, Heavy volkanite disintegrator, Ion blaster, Magna-coil autocannon, SP conversion beamer, Theyn's pistol, Volkanite disintegrator, ➤ Ancestral Wrath - focused witchfire, ➤ Ancestral Wrath - witchfire, Ancestral ward stave, Close combat weapon, Concussion gauntlet, Concussion maul, Darkstar axe, Forgewrought plasma axe, Graviton hammer, [illegible] plasma axe, Mass gaunt[illegible] [illegible]mmer, Plasma bla[illegible] [illegible]a knife

KEYWORDS: Character, Infantry, Crucible, Psyker, Living Ancestor, Leader
FACTION KEYWORDS: Leagues of Votann

LIVING ANCESTOR [CRUCIBLE]

70 PTS

M	T	Sv	W	LD	OC
5"	5	4+	4	6+	1

INVULNERABLE SAVE 4+

Concussion maul **ANTI-MONSTER 3+** **ANTI-VEHICLE 3+**	Melee	3	3+	5	-2	3
Darkstar axe	Melee	6	2+	6	-3	2
Forgewrought plasma axe	Melee	4	2+	6	-3	2
Graviton hammer **ANTI-MONSTER 3+** **ANTI-VEHICLE 3+**	Melee	3	3+	9	-1	3
Heavy plasma axe	Melee	3	3+	7	-2	3
Mass gauntlet	Melee	3	3+	8	-3	3
Mass hammer	Melee	3	3+	12	-3	D6+1
Plasma blade gauntlet	Melee	3	2+	6	-2	1
Plasma knife	Melee	3	2+	4	-2	1
Plasma sword **SUSTAINED HITS 1**	Melee	6	3+	6	-2	1
Theyn's melee weapon	Melee	3	3+	5	-2	1

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader, Leader

Barrier Tech Repulsion
Each time a ranged attack targets this unit, subtract 1 from the Hit roll.

Exemplar of the Einhyr
While this model is leading a unit, add 1 to Advance and Charge rolls made for that unit.

Forgewrought Expertise
At the end of your Movement phase, this model can repair one friendly Leagues of Votann Vehicle, Exoframe or Ironkin Steeljacks unit within 3" of it. One model in that unit regains up to D3 lost wounds. Each unit can only be repaired once per turn.

Grimnyr's Regard
Once per battle, at the start of any phase, you can select one friendly Leagues of Votann unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

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.

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: Hernkyn Pioneers

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

KEYWORDS: Character, Infantry, Crucible, Psyker, Living Ancestor, Leader
FACTION KEYWORDS: Leagues of Votann

LIVING ANCESTOR [CRUCIBLE]

70 PTS

M	T	Sv	W	LD	OC
5"	5	4+	4	6+	1

INVULNERABLE SAVE 4+

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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.*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

KEYWORDS: Character, Infantry, Crucible, Psyker, Living Ancestor, Leader
FACTION KEYWORDS: Leagues of Votann

LIVING ANCESTOR [CRUCIBLE]

70 PTS

M	T	Sv	W	LD	OC
5"	5	4+	4	6+	1

INVULNERABLE SAVE 4+

FACTION RULES

Conversion (Thunderkyn)
Each time an attack made with this weapon targets an enemy unit that is not within 12", an unmodified Hit roll of 4+ scores a Critical Hit.

Prioritised Efficiency
If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

CORE RULES

Feel No Pain 4+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Crucible, Psyker, Living Ancestor, Leader
FACTION KEYWORDS: Leagues of Votann

LIVING ANCESTOR [CRUCIBLE]

70 PTS

M	T	Sv	W	LD	OC
5"	5	4+	4	6+	1

INVULNERABLE SAVE 4+

Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Character, Infantry, Crucible, Psyker, Living Ancestor, Leader
FACTION KEYWORDS: Leagues of Votann

MEMNYR STRATEGIST

45 PTS

M	T	Sv	W	LD	OC
5"	5	4+	4	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern bolt pistol PISTOL	12"	1	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1

ABILITIES

CORE - Leader

Computational Mastermind
At the end of your Command phase, before you determine if units from your army have Hostile Acquisition or Fortify Takeover, for each objective marker you control that has one or more models with this ability in range of it, you can spend 1YP or gain 1YP.

Guerrilla Adepts
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.

Predictive Guidance
Once per battle round, when you target this unit with the Fire Overwatch/Heroic Intervention stratagem, you can use this ability. If you do, that use of that stratagem is -1 CP.

Leader
This model can be attached to the following units: IRONKIN STEELJACKS WITH HEAVY VOLKANITE DISINTEGRATORS, IRONKIN STEELJACKS WITH MELEE WEAPONS

WEAPON ABILITIES

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

AUFSTELLUNG

1x Memnyr Strategist (32mm)

Equipped with: Autoch-pattern bolt pistol, Close combat weapon

KEYWORDS: Character, Infantry, Memnyr Strategist, Leader
FACTION KEYWORDS: Leagues of Votann

MEMNYR STRATEGIST

45 PTS

M	T	Sv	W	LD	OC
5"	5	4+	4	7+	1

FACTION RULES

Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Memnyr Strategist, Leader
FACTION KEYWORDS: Leagues of Votann

SAGITAUR

85 PTS

M	T	Sv	W	LD	OC
12"	9	3+	9	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
HYLas beam cannon	24"	2	4+	12	-3	D6+1
MATR autocannon ASSAULT SUSTAINED HITS 1	24"	6	4+	7	-1	2
Sagitaur missile launcher	36"	2	4+	10	-3	3
Twin bolt cannon SUSTAINED HITS 2 TWIN-LINKED	36"	3	4+	6	-1	2
➤ L7 missile launcher - blast BLAST	24"	D6	4+	4	0	1
➤ L7 missile launcher - focused	24"	1	4+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured wheels	Melee	3	4+	6	0	1

ABILITIES

Blistering Advance
Units can disembark from this Transport after it has Advanced. Units that do so count as having made a Normal move that phase, and cannot declare a charge in the same turn, but can otherwise act normally in the remainder of the turn.

Firebase Control (Aura)
While a friendly Leagues of Votann Infantry unit is wholly within 6" of this Transport, ranged weapons equipped by models in that Infantry unit have the [**sustained hits** 1] ability.

Guerrilla Adepts
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.

TRANSPORT

Sagitaur
This model has a transport capacity of 6 LEAGUES OF VOTANN INFANTRY models. It cannot transport ARTILLERY, EXOARMOUR, EXOFRAME or IRONKIN STEELJACKS models.

At the start of the Declare Battle Formations step, you can select one Hearthkyn Warriors unit from your army that has not been split. If you do, that unit is split into two units, each containing as equal a number of models as possible (when splitting a unit in this way, make a note of which models form each of the two new units). One of these units must start the battle embarked within this Transport; the other can start the battle embarked within another Transport, or it can be deployed as a separate unit.

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

AUFSTELLUNG

1x Sagitaur (Hull)

Equipped with: HYLas beam cannon, MATR autocannon, Sagitaur missile launcher, Twin bolt cannon, ➤ L7 missile launcher - blast, ➤ L7 missile launcher - focused, Armoured wheels

Wargear Options:
- This model can replace its HYLas beam cannon with L7 missile launcher and Sagitaur missile launcher or MATR autocannon.

KEYWORDS: Vehicle, Transport, Dedicated Transport, Sagitaur, Frame
FACTION KEYWORDS: Leagues of Votann

SAGITAUR

85 PTS

M	T	Sv	W	LD	OC
12"	9	3+	9	7+	2

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Transport, Dedicated Transport, Sagitaur, Frame
FACTION KEYWORDS: Leagues of Votann

STEELJACK ELDER [CRUCIBLE]

80 PTS

M	T	Sv	W	LD	OC
5"	6	2+	5	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern bolt pistol PISTOL	12"	1	2+	4	0	1
Autoch-pattern bolter	24"	2	3+	4	0	1
Autoch-pattern bolter PISTOL	24"	2	3+	4	0	1
Autoch-pattern combi-bolter	24"	4	2+	4	0	1
Bolt cannon SUSTAINED HITS 2	36"	3	3+	6	-1	2
Bolt revolver PISTOL	12"	1	2+	5	0	1
Bolt shotgun ASSAULT	18"	2	3+	5	0	1
EtaCarn plasma gun RAPID FIRE 1	24"	1	2+	7	-3	2
Exo-armour grenade launcher BLAST	24"	D3	2+	3	0	1
Graviton blast cannon ANTI-MONSTER 3+ ANTI-VEHICLE 3+	24"	3	3+	5	-2	3
Graviton rifle ANTI-MONSTER 3+ ANTI-VEHICLE 3+	18"	3	3+	5	-1	3
Heavy volkanite disintegrator DEVASTATING WOUNDS	24"	6	3+	6	-1	1
Ion blaster	18"	1	2+	5	-2	1
Magna-coil autocannon	24"	3	4+	7	-1	2
SP conversion beamer CONVERSION LETHAL HITS	24"	2	3+	7	-2	3
Theyn's pistol PISTOL	12"	1	2+	8	-2	1
Volkanite disintegrator DEVASTATING WOUNDS	24"	3	2+	5	0	1
➤ Ancestral Wrath - focused witchfire HAZARDOUS PSYCHIC	24"	6	3+	6	-2	D3
➤ Ancestral Wrath - witchfire PSYCHIC	24"	3	3+	6	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ancestral ward stave PSYCHIC	Melee	2	3+	7	-1	D3
Close combat weapon	Melee	2	3+	4	0	1
Concussion gauntlet LETHAL HITS	Melee	3	3+	8	-2	2

AUFSTELLUNG

1x Steeljack Elder [Crucible]

Equipped with: Autoch-pattern bolt pistol, Autoch-pattern bolter, Autoch-pattern combi-bolter, Bolt cannon, Bolt revolver, Bolt shotgun, EtaCarn plasma gun, Exo-armour grenade launcher, Graviton blast cannon, Graviton rifle, Heavy volkanite disintegrator, Ion blaster, Magna-coil autocannon, SP conversion beamer, Theyn's pistol, Volkanite disintegrator, ➤ Ancestral Wrath - focused witchfire, ➤ Ancestral Wrath - witchfire, Ancestral ward stave, Close combat weapon, Concussion gauntlet, Concussion maul, Darkstar axe, Forgewrought plasma axe, Graviton hammer, [illegible]y plasma axe, Mass gaunt[illegible] [illegible]mmer, Plasma bla[illegible] [illegible]a knife

KEYWORDS: Character, Infantry, Crucible, Ironkin Steeljacks, Steeljack Elder, Leader
FACTION KEYWORDS: Leagues of Votann

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M	T	Sv	W	LD	OC
5"	6	2+	5	7+	1

Concussion maul **ANTI-MONSTER 3+** **ANTI-VEHICLE 3+**	Melee	3	3+	5	-2	3
Darkstar axe	Melee	6	2+	6	-3	2
Forgewrought plasma axe	Melee	4	2+	6	-3	2
Graviton hammer **ANTI-MONSTER 3+** **ANTI-VEHICLE 3+**	Melee	3	3+	9	-1	3
Heavy plasma axe	Melee	3	3+	7	-2	3
Mass gauntlet	Melee	3	3+	8	-3	3
Mass hammer	Melee	3	3+	12	-3	D6+1
Plasma blade gauntlet	Melee	3	2+	6	-2	1
Plasma knife	Melee	3	2+	4	-2	1
Plasma sword **SUSTAINED HITS 1**	Melee	6	3+	6	-2	1
Theyn's melee weapon	Melee	3	3+	5	-2	1

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader, Leader

Barrier Tech Repulsion
Each time a ranged attack targets this unit, subtract 1 from the Hit roll.

Exemplar of the Einhyr
While this model is leading a unit, add 1 to Advance and Charge rolls made for that unit.

Forgewrought Expertise
At the end of your Movement phase, this model can repair one friendly Leagues of Votann Vehicle, Exoframe or Ironkin Steeljacks unit within 3" of it. One model in that unit regains up to D3 lost wounds. Each unit can only be repaired once per turn.

Forgewrought Skill
Each time this model makes an attack, you can re-roll the Hit roll.

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.

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: Hernkyn Pioneers

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

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M	T	Sv	W	LD	OC
5"	6	2+	5	7+	1

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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.*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

KEYWORDS: Character, Infantry, Crucible, Ironkin Steeljacks, Steeljack Elder, Leader
FACTION KEYWORDS: Leagues of Votann

STEELJACK ELDER [CRUCIBLE]

80 PTS

M	T	Sv	W	LD	OC
5"	6	2+	5	7+	1

FACTION RULES

Conversion (Thunderkyn)
Each time an attack made with this weapon targets an enemy unit that is not within 12", an unmodified Hit roll of 4+ scores a Critical Hit.

Prioritised Efficiency
If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

CORE RULES

Feel No Pain 4+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Crucible, Ironkin Steeljacks, Steeljack Elder, Leader
FACTION KEYWORDS: Leagues of Votann

STEELJACK ELDER [CRUCIBLE]

80 PTS

M	T	Sv	W	LD	OC
5"	6	2+	5	7+	1

Scouts 9"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Character, Infantry, Crucible, Ironkin Steeljacks, Steeljack Elder, Leader
FACTION KEYWORDS: Leagues of Votann

ÛTHAR THE DESTINED

100 PTS

M	T	Sv	W	LD	OC
5"	5	3+	5	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Volkanite disintegrator DEVASTATING WOUNDS	24"	3	2+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blade of the Ancestors DEVASTATING WOUNDS	Melee	5	2+	6	-3	2

ABILITIES

CORE - Leader

Ancestral Fortune
Once per turn, you can spend 1YP to change one Hit roll, one Wound roll or one saving throw made for this model to an unmodified 6.

Grim Efficiency
Once per battle round, when a friendly Leagues of Votann unit within 12" of this model is targeted with a Stratagem, this model can use this ability. If it does, reduce the CP cost of that Stratagem by 1CP.

Guerrilla Adepts
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.

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

Leader
This model can be attached to the following units: EINHYR HEARTHGUARD, HEARTHKYN WARRIORS

WEAPON ABILITIES

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.

AUFSTELLUNG

1x Ûthar the Destined (40mm)

Equipped with: Volkanite disintegrator, Blade of the Ancestors

KEYWORDS: Infantry, Character, Epic Hero, Ûthar the Destined, Leader
FACTION KEYWORDS: Leagues of Votann

ÛTHAR THE DESTINED

100 PTS

M	T	Sv	W	LD	OC
5"	5	3+	5	6+	1

INVULNERABLE SAVE 4+

FACTION RULES

Prioritised Efficiency

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- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

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You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Epic Hero, Ûthar the Destined, Leader
FACTION KEYWORDS: Leagues of Votann

PUNKTELISTE

EINHEIT	PUNKTE
Arkanyst Evaluator	70 pts
Berehk Stornbröw	85 pts
Brôkhyr Iron-master	70 pts
Brôkhyr Thunderkyn	80 pts (bis 3 Modelle) · 170 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Buri Aegnirssen	85 pts
Cthonian Beserks	90 pts (bis 5 Modelle) · 180 pts (ab 6 Modellen)
Cthonian Earthshakers	100 pts
Einhyr Champion	65 pts
Einhyr Hearthguard	130 pts (bis 5 Modelle) · 270 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Grimnyr	65 pts
Hearthkyn Warriors	90 pts
Hekaton Land Fortress	250 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Hernkyn Pioneers	85 pts (bis 3 Modelle) · 170 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Hernkyn Yaegirs	90 pts
Ironkin Steeljacks with Heavy Volkanite Disintegrators	80 pts (bis 3 Modelle) · 170 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Ironkin Steeljacks with Melee Weapons	75 pts (bis 3 Modelle) · 150 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Kapricus Carrier	70 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Kapricus Defenders	75 pts (bis 1 Modell) · 150 pts (ab 2 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Kinhost Commander [Crucible]	65 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Kâhl	65 pts
Living Ancestor [Crucible]	70 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Memnyr Strategist	45 pts
Sagitaur	85 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Steeljack Elder [Crucible]	80 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Ûthar the Destined	100 pts

ENHANCEMENTS — ARMOURED TRAILBLAZERS

ENHANCEMENT	PUNKTE
Saturation Rounds	15 pts
Optimised Attack Lines	15 pts

ENHANCEMENTS — BRANDFAST OATHBAND

ENHANCEMENT	PUNKTE
Tactical Alchemy	10 pts
Trivârg Cyber Implant	40 pts
Precursive Judgement	15 pts
Signature Restoration	5 pts

ENHANCEMENTS — DÊLVE ASSAULT SHIFT

ENHANCEMENT	PUNKTE
Dêlvwerke Navigator	25 pts
Quake Supervisor	20 pts
Piledriver	15 pts
Multiwave System Jammer	10 pts

ENHANCEMENTS — FARSEEKERS

ENHANCEMENT	PUNKTE
Pan-spectral Lockons	10 pts
Shroudwërke Talismans	15 pts

ENHANCEMENTS — HEARTHBAND

ENHANCEMENT	PUNKTE
Bastion Shield	25 pts
High Kâhl	30 pts
Ironskein	10 pts
Quake Multigenerator	15 pts

ENHANCEMENTS — HEARTHFYRE ARSENAL

ENHANCEMENT	PUNKTE
Fârstryder Node	20 pts
Graviton Vault	5 pts
Mantle of Elders	10 pts
Calculated Tenacity	15 pts

ENHANCEMENTS — HEARTHGUARD COVENANT

ENHANCEMENT	PUNKTE
Ironskein	10 pts
High Kâhl	30 pts

ENHANCEMENTS — MERCENARY OATHBAND

ENHANCEMENT	PUNKTE
Mercenary Prospector	20 pts

ENHANCEMENT	PUNKTE
Metaphysical Brokerage	20 pts
Etacarn SB9 Targeting Implant	15 pts
Asset Manipulator	25 pts

ENHANCEMENTS — NEEDGAÂRD OATHBAND

ENHANCEMENT	PUNKTE
Oathbound Speculator	30 pts
Dead Reckoning	10 pts
Iron Ambassador	5 pts
Ancestral Crest	15 pts

ENHANCEMENTS — PERSECUTION PROSPECT

ENHANCEMENT	PUNKTE
Writ of Acquisition	10 pts
Surgical Saboteur	10 pts
Nomad Strategist	20 pts
Eye For Weakness	25 pts