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).*

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 [illegible] Heavy

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

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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.

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.

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