LEAGUES OF VOTANN

CTHONIAN BESERKS

Feel No Pain 4+ | Prioritised Efficiency

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

90–180 PTS

Base 28.5mm, Mole grenade launcher: 50mm

1 KOMMANDO

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2 BEWEGUNG

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3 BESCHUSS

Mole grenade launcher BLAST INDIRECT FIRE

R	A	BS	S	AP	D
18"	D6	5+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

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.

4 ANGRIFF

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5 NAHKAMPF

Concussion maul ANTI-MONSTER 3+ ANTI-VEHICLE 3+

R	A	WS	S	AP	D
Melee	3	4+	5	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Heavy plasma axe

R	A	WS	S	AP	D
Melee	3	4+	7	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

Twin concussion gauntlets TWIN-LINKED

R	A	WS	S	AP	D
Melee	4	4+	9	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

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.

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W6 · RW 5+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S12+	S7–11	S6	S4–5	S1–3

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
5+	6+	–	–	–

Feel No Pain 4+ gegen jeden verlorenen LP

REGELN & KEYWORDS KURZ

Feel No Pain 4+ This ability always takes the form Feel No Pain X+.

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).

ANTI This ability always takes the form [ANTI-X Y+].

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 (roun…

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

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

- 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 · **FRAKTION** Leagues of Votann