LEAGUES OF VOTANN

CTHONIAN EARTHSHAKERS

Prioritised Efficiency

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

100 PTS
Base 80mm

1 KOMMANDO

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2 BEWEGUNG

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3 BESCHUSS

2× Autoch-pattern bolt pistol

PISTOL

R	A	BS	S	AP	D
12"	1	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Breacher ordnance BLAST HEAVY

INDIRECT FIRE

R	A	BS	S	AP	D
24"	D6+1	5+	10	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–5	T6–9	T10	T11–19	T20+

Tremor shells BLAST HEAVY

INDIRECT FIRE

R	A	BS	S	AP	D
36"	D6+4	5+	6	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

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.

4 ANGRIFF

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5 NAHKAMPF

Plasma picks

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W6 · RW 4+ · 6 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
4+	5+	6+	–	–

REGELN & KEYWORDS KURZ

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).

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…

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 unen…

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

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

AUFSTELLUNG

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

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

KEYWORDS Infantry, Artillery, Cthonian, Earthshakers · **FRAKTION** Leagues of Votann