



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Cyclic ion cannonBLAST

R	A	BS	S	AP	D
24"	D6+2	4+	7	-2	2
VERWUNDET					
2+	3+	4+	5+	6+	
T1-3	T4-6	T7	T8-13	T14+	

Heavy magna-rail cannonDEVASTATING WOUNDSHEAVY

R	A	BS	S	AP	D
30"	2	4+	18	-4	D6+4
VERWUNDET					
2+	3+	4+	5+	6+	
T1-9	T10-17	T18	T19-35	T36+	

Hekaton warheadBLASTONE SHOT

R	A	BS	S	AP	D
36"	D6+3	4+	7	-2	2
VERWUNDET					
2+	3+	4+	5+	6+	
T1-3	T4-6	T7	T8-13	T14+	

MATR autocannonASSAULTSUSTAINED HITS 1

R	A	BS	S	AP	D
24"	6	4+	7	-1	2
VERWUNDET					
2+	3+	4+	5+	6+	
T1-3	T4-6	T7	T8-13	T14+	

SP heavy conversion beamerCONVERSIONLETHAL HITS

R	A	BS	S	AP	D
24"	4	4+	10	-2	4
VERWUNDET					
2+	3+	4+	5+	6+	
T1-5	T6-9	T10	T11-19	T20+	

Twin bolt cannonSUSTAINED HITS 2TWIN-LINKED

R	A	BS	S	AP	D
36"	3	4+	6	-1	2
VERWUNDET					
2+	3+	4+	5+	6+	
T1-3	T4-5	T6	T7-11	T12+	

Twin ion beamerBLASTTWIN-LINKED

R	A	BS	S	AP	D
18"	D3+1	4+	8	-2	1
VERWUNDET					
2+	3+	4+	5+	6+	
T1-4	T5-7	T8	T9-15	T16+	

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.

4ANGRIFF

5NAHKAMPF

Armoured wheels

R	A	WS	S	AP	D
Melee	6	4+	8	0	1
VERWUNDET					
2+	3+	4+	5+	6+	
T1-4	T5-7	T8	T9-15	T16+	

VERTEIDIGUNG

IMMER / EINMALIG

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.

GEGEN DIESE EINHEIT

W12 · RW 2+ · 16 LP je Modell

WIRD VERWUNDET MIT

2+S24+

3+S13-23

4+S12

5+S7-11

6+S1-6

RETTUNGSWURF JE DS

DS 02+

DS -13+

DS -24+

DS -35+

DS -46+

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.

REGELN & KEYWORDS KURZ

Deadly Demise D6

This ability always takes the form Deadly Demise 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).

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 (round down).

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...

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...

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.

ONE SHOT

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

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X].

TWIN-LINKED

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

AUFSTELLUNG

1x Hekaton Land Fortress

Ausrüstung:

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

•

This model can replace its Cyclic ion cannon with SP heavy conversion beamer or Heavy magna-rail cannon.

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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.

Transport

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.