

SAGITAUR

M	T	SV	W	LD	OC
12"	9	3+	9	7+	2

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.

⚙ 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

ABILITIES

RULES - Deadly Demise 1, Prioritised Efficiency

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.



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

Guerrilla Adeptus

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.

Sagittaur (Transport)

Capacity: 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 RULES

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).*

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.