

ENHANCEMENTS

Dêlvwerke Navigator

25 pts

In the Reinforcements step of your Movement phase, the bearer can use this Enhancement. If it does, select one friendly Cthonian Beserks unit visible to the bearer and then spend any number of YP. Return one destroyed model (excluding Character models) to that unit, and then, for every 2YP you just spent, return up to one additional destroyed model (excluding Character models) to that unit.

Quake Supervisor

20 pts

While the bearer is within 3" of one or more friendly Leagues of Votann Artillery units, the bearer has the Lone Operative ability, and each time one of those Artillery units makes a ranged attack that targets an enemy unit visible to the bearer, add 1 to the Hit roll.

Piledriver

15 pts

Each time the bearer's unit is selected to fight, the bearer can use this Enhancement. If it does, spend up to 2YP and, until the end of the phase, add the number of YP you just spent to the Damage characteristic of the bearer's melee weapons.

Multiwave System Jammer

10 pts

Once per battle, in your Movement phase, if the bearer is on the battlefield, it can use this Enhancement. If it does, select one friendly Cthonian unit that is in Reserves. Until the end of the phase, for the purposes of setting up that unit on the battlefield, treat the current battle round number as one higher than it actually is.

DETACHMENT-REGEL

Cthonian Beserks units from your army have the Deep Strike ability.

STRATAGEMS

1 CP

DÊLVE ASSAULT SHIFT – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

MOVEMENT

AUGMENTED ASSAULT

When: Your Movement phase.

Target: One Cthonian Beserks unit from your army that has not been selected to move this phase.

Effect: Each time you use this Stratagem, you can spend up to 2YP. Until the end of the turn, add X" to the Move characteristic of models in your unit, where X is the number of YP you spent during this use of this Stratagem, and your unit is eligible to declare a charge in a turn in which it Advanced.

1 CP

DÊLVE ASSAULT SHIFT – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

SHOOTING

TECTONIC FRACTURE

When: Your Shooting phase, just after a CTHONIAN EARTHSHAKERS unit from your army has shot.

Target: That Cthonian Earthshakers unit.

Effect: Each time you use this Stratagem, you can spend 2YP. Select one enemy unit hit by one or more of your unit's attacks this phase. Until the start of your next Shooting phase, subtract 2 from that unit's Move characteristic and, if you spent YP during this use of this Stratagem, subtract 2 from Charge rolls made for that unit.

1 CP

DÊLVE ASSAULT SHIFT – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

SHOOTING

WEAVEWËRKE BUTTRESS

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets, if units from your army have Hostile Acquisition.

Target: One Leagues of Votann Infantry unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Wound roll.

1 CP

DÊLVE ASSAULT SHIFT – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

FIGHT

CYBERSTIMM INFUSION

When: Fight phase.

Target: One Cthonian Beserks unit from your army that has not been selected to fight this phase.

Effect: Each time you use this Stratagem, you can spend 2YP. Until the end of the phase, each time a model in your unit makes an attack, re-roll a Wound roll of 1. If you spent YP during this use of this Stratagem, you can re-roll the Wound roll instead.

1 CP

DÊLVE ASSAULT SHIFT – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

FIGHT

HIDDEN ACCESSWAYS

When: End of your opponent's Fight phase.

Target: One Cthonian Beserks, Hearthkyn Warriors or Hernkyn Yaegirs unit from your army that is not within Engagement Range of one or more enemy units.

Effect: Remove your unit from the battlefield and place it into Strategic Reserves.

1 CP

DÊLVE ASSAULT SHIFT – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

FIGHT

UNSTOPPABLE FORCE

When: Fight phase.

Target: One Leagues of Votann unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time your unit Piles In or Consolidates, each model in that unit can move up to 6" instead of up to 3".