

NEEDGAÂRD OATHBAND

 2 DP · PURGE THE FOE

ENHANCEMENTS

Oathbound Speculator

30 pts

Each time a model in the bearer's unit makes an attack, re-roll a Wound roll of 1. Each time the bearer's unit is selected to shoot or fight, you can spend 3YP. If you do, until the end of the phase, each time a model in the bearer's unit makes an attack, add 1 to the Wound roll.

Dead Reckoning

10 pts

Leagues of Votann model only. At the end of the turn, if the bearer is on the battlefield and you spent no YP in that turn, you gain 1YP.

Iron Ambassador

5 pts

Leagues of Votann model equipped with an Autoch-pattern combi-bolter only. Once per battle, when the bearer's unit is selected to shoot, the bearer can use this Enhancement. If it does, spend up to 3YP, and, until the end of the phase, add the number of YP you just spent to the Damage characteristic of the bearer's ranged weapons.

Ancestral Crest

15 pts

Once per turn, when you target the bearer's unit with the Command Re-roll Stratagem, the bearer can use this Enhancement. If it does, spend 1YP and reduces the CP cost of that Stratagem by 1CP.

DETACHMENT-REGEL

Each time an enemy unit is destroyed, you gain 1YP.

STRATAGEMS

1 CP

NEEDGAÂRD OATHBAND –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

MOVEMENT

ORDERED RETREAT

When: Your Movement phase, just after a LEAGUES OF VOTANN unit from your army Falls Back.

Target: That LEAGUES OF VOTANN unit.

Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

1 CP

NEEDGAÂRD OATHBAND – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

HUNTR'S MARK

When: Your Shooting phase.

Target: One LEAGUES OF VOTANN unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

1 CP

NEEDGAÂRD OATHBAND – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

ANCESTRAL SENTENCE

When: Your Shooting phase.

Target: One LEAGUES OF VOTANN unit from your army that has not been selected to shoot this phase.

Effect: Each time you use this Stratagem, you can spend 3YP. Until the end of the phase, ranged weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability. If you spent YP during this use of this Stratagem, until the end of the phase, those weapons have the [SUSTAINED HITS 2] ability instead.

2 CP

NEEDGAÂRD OATHBAND –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

SHOOTING

REACTIVE REPRISAL

When: Your opponent's Shooting phase, just after an enemy unit has shot, if units from your army have Fortify Takeover.

Target: One LEAGUES OF VOTANN unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Your unit can shoot as if it were your Shooting phase, can only target that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

1 CP

NEEDGAÂRD OATHBAND – WARGEAR
STRATAGEM · WAHAPEDIA

SHOOTING

VOID HARDENED

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets, if units from your army have Fortify Takeover.

Target: One LEAGUES OF VOTANN unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP

NEEDGAÂRD OATHBAND – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

FIGHT

HONOUR OF THE HOLD

When: Fight phase.

Target: One LEAGUES OF VOTANN unit from your army that has not been selected to fight this phase.

Effect: Each time you use this Stratagem, you can spend 3YP. Select one enemy unit within Engagement Range of your unit. Until the end of the phase, each time a model in your unit makes a melee attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. If you spent YP during this use of this Stratagem, improve the Armour Penetration characteristic of that attack by 2 instead.