LEAGUES OF VOTANN

# ARMOURED TRAILBLAZERS

3 Stratagems · 2 Enhancements

1 DP · DISRUPTION

## ENHANCEMENTS (2)

**Saturation Rounds** — 15 pts

This unit's ranged attacks have [IGNORES COVER].

**Optimised Attack Lines** — 15 pts

This unit has MOBILE.

## DETACHMENT RULE

Friendly Sagitaur units have Scouts 6".

## STRATAGEMS (3/3)

1 CP · ARMOURED TRAILBLAZERS STRATAGEM · MOVEMENT

### OUTFLANKING ARMOUR

**When:** End of your opponent's Movement phase, from the second battle round onwards.
**Target:** Up to two friendly SAGITAUR units in strategic reserves.
**Effect:** Your units each make an ingress move.

1 CP · ARMOURED TRAILBLAZERS STRATAGEM · SHOOTING

### BUILT TO LAST

**When:** Your opponent's Shooting phase, when an enemy unit targets a friendly SAGITAUR unit.
**Target:** That SAGITAUR unit.
**Effect:** Ranged attacks that target your unit with a S greater than your unit's T have -1 to wound rolls.

1 CP · ARMOURED TRAILBLAZERS STRATAGEM · SHOOTING

### COORDINATED CROSSFIRE

**When:** Start of your Shooting phase.
**Target:** Up to two friendly SAGITAUR units.
**Effect:** Select one enemy unit. Your units' ranged attacks that target that enemy unit can: Re-roll hit rolls of 1. Re-roll wound rolls of 1.