LEAGUES OF VOTANN

MERCENARY OATHBAND

6 Stratagems · 4 Enhancements

2 DP · TAKE AND HOLD

ENHANCEMENTS (4)

Mercenary Prospector — 20 pts

Each time an enemy unit is destroyed by the bearer's unit, gain 2YP.

Metaphysical Brokerage — 20 pts

At the end of your turn, if the bearer is on the battlefield and you gained fewer than 3YP this turn, you gain an amount of YP equal to the difference.

Etacarn SB9 Targeting Implant — 15 pts

Each time a model in the bearer's unit makes an attack, re-roll a Hit 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, that attack has the [SUSTAINED HITS 1] ability.

Asset Manipulator — 25 pts

At the start of the Command phase, you can spend 3YP. If you do, until the end of the turn, while an enemy unit is within 3" of the bearer, subtract 1 from the Objective Control characteristic of models in that enemy unit.

DETACHMENT RULE

Your Leagues of Votann units do not have the Hostile Acquisition or Fortify Takeover abilities except as described in this rule. At the start of the battle, your Leagues of Votann units have the Hostile Acquisition ability. At the end of your Command phase, you can spend 3YP. If you do, Leagues of Votann units from your army lose the Hostile Acquisition ability and gain the Fortify Takeover ability, or vice versa.

STRATAGEMS (6/6)

1 CP MERCENARY OATHBAND – STRATEGIC PLOY STRATAGEM **MOVEMENT**

GRAND ARTIFICE

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 MERCENARY OATHBAND – STRATEGIC PLOY STRATAGEM **SHOOTING**

AUXILIARY CONTRACT

When: Your Shooting phase or the Fight phase.
Target: One Leagues of Votann Infantry or Leagues of Votann Mounted unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, weapons equipped by models in your unit have the [PRECISION] ability.

1 CP MERCENARY OATHBAND – WARGEAR STRATAGEM **SHOOTING**

PRIVATEER ARSENAL

When: Your Shooting phase.
Target: One Leagues of Votann Infantry 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, 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. If you spent YP during this usage of this Stratagem, you can re-roll the Hit roll and re-roll a Wound roll of 1 instead.

1 CP MERCENARY OATHBAND – STRATEGIC PLOY STRATAGEM **FIGHT**

MOBILE EXPLOITATION

When: End of your opponent's Fight phase.
Target: One Hernkyn unit from your army that is not within Engagement Range of one or more enemy units. Alternatively, you can spend 2YP and target up to two HERNKYN units from your army that are not within Engagement Range of one or more enemy units instead.
Effect: Remove your units from the battlefield and place them into Strategic Reserves.

1 CP MERCENARY OATHBAND – STRATEGIC PLOY STRATAGEM **FIGHT**

NEW HORIZONS

When: End of your opponent's Fight phase.
Target: One Leagues of Votann Infantry unit from your army that is not within Engagement range of one or more enemy units and one friendly Transport it is able to embark within.
Effect: If your LEAGUES OF VOTANN unit is wholly within 6" of that TRANSPORT, it can embark within it.

1 CP MERCENARY OATHBAND – WARGEAR STRATAGEM **FIGHT**

OPTIMAL EXPENDITURE

When: The Fight phase.
Target: One Leagues of Votann Infantry unit from your army that has not been selected to fight this phase.
Effect: Each time you use this Stratagem, you can spend 3YP. 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. If you spent YP during this usage of this Stratagem, you can re-roll a Hit roll of 1 and re-roll the Wound roll instead.