

CTHONIAN EARTHSHAKERS - LEAGUES OF VOTANN

110 PTS

CTHONIAN EARTHSHAKER

M	T	Sv	W	LD	OC
4"	6	4+	6	7+	2

AUFSTELLUNG

2x Cthonian Earthshaker - Equipped with: Plasma picks, Autoch-pattern bolt pistol, Breacher ordnance, Tremor shells (80mm)

Wargear Options:

- This model can replace its Breacher ordnance with Tremor shells.

KEYWORDS: Infantry, Artillery, Cthonian, Earthshakers

FACTION KEYWORDS: Leagues of Votann

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Autoch-pattern bolt pistol PISTOL	12"	1	4+	4	0	1
Breacher ordnance BLAST, HEAVY, INDIRECT FIRE	24"	D6+1	5+	10	-1	2
Tremor shells BLAST, HEAVY, INDIRECT FIRE	36"	D6+4	5+	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Plasma picks	Melee	4	3+	5	-2	1

ABILITIES

- Destabilising Quakes**

In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks made with its tremor shells. That unit must take a Battle-shock test, subtracting 1 from the result.
- Geomantic Hunters**

Up to twice per battle, in your Shooting phase, when this unit is selected to shoot, it can use this ability. If it does, until the end of the phase, each time a model in this unit makes an attack with its breacher ordnance, you can re-roll the Wound roll.
- Guerrilla Adeptes**

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.

WEAPON ABILITIES

- 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).
- Heavy**

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

 - That unit is unengaged.
 - That unit was not set up on the battlefield this turn.
 - No model in that unit has moved more than 3" this turn.
- Indirect Fire**

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

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Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

FACTION RULES

Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.
- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.
- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

- You control one or more objective markers not within your deployment zone.
- You control two or more objective markers not within your deployment zone.
- You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.