

HEKATON LAND FORTRESS

M	T	SV	W	LD	OC
10"	12	2+	16	7+	5

AUFSTELLUNG

1x Hekaton Land Fortress (Hull)

Equipped with: Cyclic ion cannon, Heavy magna-rail cannon, Hekaton warhead, MATR autocannon, SP heavy conversion beamer, Twin bolt cannon, Twin ion beamer, Armoured wheels

Wargear Options:

- This model can replace its Cyclic ion cannon with SP heavy conversion beamer or Heavy magna-rail cannon.
- This model must be equipped with 2 of: Twin ion beamer, Twin bolt cannon.
- This model can replace its Pan spectral scanner with Hekaton warhead.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Cyclic ion cannon BLAST	24"	D6+2	4+	7	-2	2
Heavy magna-rail cannon DEVASTATING WOUNDS, HEAVY	30"	2	4+	18	-4	D6+4
Hekaton warhead BLAST, ONE SHOT	36"	D6+3	4+	7	-2	2
MATR autocannon ASSAULT, SUSTAINED HITS 1	24"	6	4+	7	-1	2
SP heavy conversion beamer CONVERSION, LETHAL HITS	24"	4	4+	10	-2	4

ABILITIES

RULES - Deadly Demise D6, Prioritised Efficiency

Damaged: 1-5 wounds remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Firebase Control (Aura)

While a friendly Leagues of Votann Infantry unit is wholly within 6" of this Transport, ranged weapons equipped by models in that Infantry unit have the [sustained hits 1] ability.



Twin bolt cannon SUSTAINED HITS 2, TWIN-LINKED	36"	3	4+	6	-1	2
Twin ion beamer BLAST, TWIN-LINKED	18"	D3+1	4+	8	-2	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured wheels	Melee	6	4+	8	0	1

Guerrilla Adeptus

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.

MultiCOG Targeting

Each time this model makes a ranged attack, you can ignore any or all modifiers to the following: that attack's Ballistic Skill characteristic, the Hit roll.

Pan spectral scanner

Each time a model in the bearer's unit makes a ranged attack, re-roll a Hit roll of 1.

Hekaton Land Fortress (Transport)

Capacity: This model has a transport capacity of 14 LEAGUES OF VOTANN INFANTRY models. Each EXOARMOUR, EXOFRAME or IRONKIN STEELJACKS model takes up the space of 2 models. It cannot transport ARTILLERY models.



WEAPON RULES

Assault

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

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).*

Devastating Wounds

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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.

Lethal Hits

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.