

ENHANCEMENTS (4)

Bastion Shield

25 pts

Each time a ranged attack targets the bearer's unit, if the attacking model is within 12" of the bearer's unit, worsen the Armour Penetration characteristic of that attack by 1. If you spend 1YP, until the end of the phase, if the attacking model is within 18" of the bearer's unit, worsen the Armour Penetration characteristic of that attack by 1 instead.

High Kâhl

30 pts

Each time a model in the bearer's unit is destroyed by a melee attack, if it has not fought this phase, roll one D6: on a 4+, do not remove it from play. The destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

Ironskein

10 pts

Add 2 to the bearer's Wounds characteristic.

Quake Multigenerator

15 pts

In your Shooting phase, after the bearer has shot, select one enemy unit (excluding TITANIC units) hit by one or more of those attacks. Until the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

DETACHMENT RULE

Each time a Leagues of Votann model from your army makes an attack with a weapon that targets the closest eligible target or a target that is within Engagement Range of that model's unit:

- Re-roll a Wound roll of 1.
- If your unit is a Kâhl, Einhyr Hearthguard or Ûthar the Destined unit, improve the Armour Penetration characteristic of that attack by 1.

STRATAGEMS (6/6)

1 CP HEARTHBAND – STRATEGIC PLOY STRATAGEM **MOVEMENT**

MATERIALISATION MATRICES

When: The Reinforcements step of your Movement phase.

Target: One LEAGUES OF VOTANN unit from your army that is in Reserves and has the Deep Strike ability.

Effect: Until the end of the phase, when your unit is set up on the battlefield using the Deep Strike ability, it can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units.

Restriction: Until the end of the turn, your unit is not eligible to declare a charge.

1 CP HEARTHBAND – STRATEGIC PLOY STRATAGEM **MOVEMENT**

UNYIELDING AGGRESSION

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

Target: That Leagues of Votann Infantry 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 HEARTHBAND – BATTLE TACTIC STRATAGEM **SHOOTING**

BRÆKKEKNOTS

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One Kâhl, Úthar the Destined or Einhyr Hearthguard unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, models in your unit have a 4+ invulnerable save.

1 CP HEARTHBAND – BATTLE TACTIC STRATAGEM **SHOOTING**

FURY OF THE HEARTH

When: Your Shooting phase.

Target: One Einhyr Hearthguard unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, improve the Strength characteristic of ranged weapons equipped by models in your unit by 1. If you spend 1YP, until the end of the phase, ranged weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability as well.

2 CP HEARTHBAND – BATTLE TACTIC STRATAGEM **FIGHT**

SUPERIOR CRAFTSMANSHIP

When: Fight phase.

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

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a MONSTER or VEHICLE unit, add 1 to the Damage characteristic of that attack.

1 CP HEARTHBAND – STRATEGIC PLOY STRATAGEM **FIGHT**

SURE OF PURPOSE

When: Fight phase.

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

Effect: Until the end of the phase, each time a model in your unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3".