

MERCENARY OATHBAND

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Mercenary Prospector

20 pts

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

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.

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.

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

Unfazed by deception where it serves a practical

When: Your Movement phase, just after a Leagues

Target: That Leagues of Votann unit.

Effect: Until the end of the turn, your unit is eligible

1 CP

MERCENARY OATHBAND – WARGEAR STRATAGEM

SHOOTING

Confident their use will turn the tide, the Kin draw on

When: Your Shooting phase.

Target: One Leagues of Votann Infantry unit

Effect: Each time you use this Stratagem, you can

1 CP

MERCENARY OATHBAND – STRATEGIC PLOY
STRATAGEM

SHOOTING

Mercenary Kin are no strangers to working more than

When: Your Shooting phase or the Fight phase.

Target: One Leagues of Votann Infantry or

Effect: Until the end of the phase, weapons

1 CP

MERCENARY OATHBAND – WARGEAR STRATAGEM

FIGHT

By expending energy reserves, the Kin's

When: The Fight phase.

Target: One Leagues of Votann Infantry unit

Effect: Each time you use this Stratagem, you can

1 CP

MERCENARY OATHBAND – STRATEGIC PLOY
STRATAGEM

FIGHT

Efficient and eager to stake their next claim, the Kin

When: End of your opponent's Fight phase.

Target: One Leagues of Votann Infantry unit

Effect: If your Leagues of Votann unit is wholly

1 CP

MERCENARY OATHBAND – STRATEGIC PLOY
STRATAGEM

FIGHT

The Hernkyn of mercenary oathbands are swift to

When: End of your opponent's Fight phase.

Target: One LEAGUES OF VOTANN TRANSPORT unit from your army.

Effect: One LEAGUES OF VOTANN unit embarked within your
TRANSPORT