

WHITE DWARF CONTENT

0 Stratagems · 17 Enhancements

ENHANCEMENTS (17)

Advanced Mag-tech

0 pts

Once per battle round, one unit from your Crusade army with this ability can use this ability when it is selected to Advance. If it does, do not make an Advance roll for that unit. Instead, until the end of the phase, add 12" to the Move characteristic of models in that unit.

Timed Defence

0 pts

Once per battle, when a ranged attack is allocated to this model, change the Damage characteristic of that attack to 0.

Exceptional Assistant

0 pts

Each time this unit uses it's Brôkhyr's Guild ability, if this unit contains an Ironkyn Assistant, it can repair up to two Vehicles, instead of 1.

Heroes of the League

0 pts

Once per turn, one unit from your Crusade army with this ability can use this ability when they are selected to shoot or fight. If it does, until the end of the phase, each time a model in this unit makes an attack, add 1 to the Hit roll.

Nullyn Cloneskein

0 pts

Models in this unit have the Feel No Pain 4+ ability against [PSYCHIC] attacks and against mortal wounds caused by [PSYCHIC] abilities.

Ancestral Exo-armour

0 pts

This unit has the Feel No Pain 5+ ability against mortal wounds.

Comrades' Acclaim

0 pts

Each time this unit is Marked for Greatness, it gains an additional 2XP.

Full Throttle Assault

0 pts

Ranged weapons equipped by models in this unit have the [ASSAULT] ability.

Master Salvager

0 pts

If this unit is part of your Crusade army, and if it was not destroyed during the battle, then at the end of the battle you can ignore one failed Out of Action test taken for a Leagues of Votann Vehicle unit from your Crusade army - that test is treated as having been passed instead.

Resourceful

0 pts

At the end of each battle, for each unit with this Battle Trait that is on the battlefield, increase the amount of the resource that is acquired by 10, to a maximum of an additional 50 resources, and each time you roll a dice to see if a Rare Resource is acquired, add 1 to the result.

Stalwart Efficiency

0 pts

Once per battle, in your Command phase, you can select one enemy unit on the battlefield that has 1 Judgement token to be this unit's 'Allotted Target'. Until the start of your next Command phase, each time a model (excluding a Cog model) in this unit makes an attack that targets its Allotted Target, that enemy unit is considered to have 2 Judgement tokens when determining what bonus applies to the attacking model's attacks.

Data Author Note: Judgement tokens were removed with the release of the codex.

Strafing Run

0 pts

Once per battle, in your Shooting phase, after this unit has shot, it can make a Normal move of up to 6". If it does until the end of the turn, this unit is not eligible to declare a charge.

War-wrought

0 pts

You can ignore any or all modifiers to the Leadership characteristic of models in this unit, and you can re-roll failed Out of Action tests taken for this unit.

Enhanced Stabilisers

0 pts

In your Shooting phase, each time this unit is selected to shoot, select one ranged weapon equipped by that unit. Until the end of the phase, improve the Ballistic Skill characteristic of that unit by 1.

Stalwart Protector

0 pts

While a friendly Leagues of Votann Character is leading this unit, that Character has the Feel No Pain 4+ ability.

Stubborn and Unforgiving

0 pts

When a unit first gains this Battle Trait, you can immediately use the Directed Hatred Requisition on this unit for 0RP. Each time a model in this unit makes an attack, if this unit is harbouring a Grudge against your opponent's Crusade army, you can re-roll the Hit roll.

Bastion Running

0 pts

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