

# BRANDFAST OATHBAND

## ENHANCEMENTS

### Tactical Alchemy

10 pts

In your Command phase, if the bearer's unit is in range of one or more objective markers you control that are not in your deployment zone, you can spend 1YP. If you do, roll one D6: on a 4+, you gain 1CP.

### Trivârg Cyber Implant

40 pts

In your Shooting phase, each time the bearer's unit is selected to shoot, if it disembarked from a Transport this turn, or if you spend 2YP, until the end of the phase, ranged weapons equipped by model in that unit have the [Sustained Hits 2] ability.

### Precursive Judgement

15 pts

While the bearer's unit is wholly within 6" of one or more friendly Leagues of Votann Transport units, you can target the bearer's unit with the Fire Overwatch Stratagem for 0CP and hits are scored on an unmodified Hit roll of 5+ while resolving that Stratagem.

### Signature Restoration

5 pts

Each time a friendly Leagues of Votann model is repaired using the bearer's Forgewrought Expertise ability, that model regains one additional lost wound.

## DETACHMENT-REGEL

Leagues of Votann Transport units from your army have the following ability:

**Firestore 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.

## STRATAGEMS

1 CP

BRANDFAST OATHBAND – BATTLE TACTIC STRATAGEM · WAHAPEDIA

MOVEMENT

### BASTION RUNNING

**When:** Your Movement phase.

**Target:** One Hekaton Land Fortress unit from your army that has not been selected to move this phase.

**Effect:** Until the end of the phase, each time your unit makes a Normal or Advance move, it can move horizontally through terrain features.

1 CP

BRANDFAST OATHBAND – WARGEAR STRATAGEM · WAHAPEDIA

SHOOTING

### ILLUMINATED PRIORITY

**When:** Your Shooting phase, just after a Leagues of Votann Vehicle unit from your army has shot.

**Target:** That LEAGUES OF VOTANN VEHICLE unit.

**Effect:** Select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a Leagues of Votann Infantry model from your army makes an attack that targets that enemy unit, re-roll a Hit roll of 1.

1 CP

BRANDFAST OATHBAND –  
STRATEGIC PLOY STRATAGEM ·  
WAHAPEDIA

SHOOTING

### INEXORABLE EFFICIENCY

**When:** Your Shooting phase.

**Target:** One Leagues of Votann unit from your army.

**Effect:** Until the end of the phase, your unit is eligible to shoot in a turn in which it Fell Back.

1 CP

BRANDFAST OATHBAND –  
STRATEGIC PLOY STRATAGEM ·  
WAHAPEDIA

SHOOTING

### OPPORTUNISTIC ESCALATION

**When:** Your opponent's Shooting phase, just after an enemy unit has shot, if units from your army have Hostile Acquisition.

**Target:** One Leagues of Votann Vehicle unit from your army (excluding Hekaton Land Fortress units) that was hit by one or more of those attacks.

**Effect:** Your unit can make a Normal move of up to D6".

2 CP

BRANDFAST OATHBAND –  
STRATEGIC PLOY STRATAGEM ·  
WAHAPEDIA

SHOOTING

### VENGEANCE FLARE

**When:** Your opponent's Shooting phase, just after an enemy unit has shot.

**Target:** One Leagues of Votann Infantry unit that was hit by one or more of those attacks.

**Effect:** Each time you use this Stratagem, you can spend 2YP. Select one friendly Kapricus or Sagitaur unit within 6" of your INFANTRY unit. If you spent YP during this use of this Stratagem, you can select one friendly Hekaton Land Fortress unit within 6" of your INFANTRY unit instead. The selected unit can shoot as if it were your Shooting phase. When doing so, models in the selected unit can only target that enemy unit (and only if it is an eligible target).

1 CP

BRANDFAST OATHBAND – STRATEGIC  
PLOY STRATAGEM · WAHAPEDIA

ANY

### SECURE POSITIONS

**When:** End of any of your phases.

**Target:** One Leagues of Votann Transport unit from your army.

**Effect:** One LEAGUES OF VOTANN unit embarked within your TRANSPORT can disembark. When doing so, models in that unit can be set up anywhere on the battlefield wholly within 6" of your TRANSPORT. That unit cannot declare a charge in the same turn, but can otherwise act normally in the remainder of the turn.