

PERSECUTION PROSPECT

ENHANCEMENTS

Writ of Acquisition

10 pts

In your Shooting phase, after the bearer's unit has shot, you gain 1YP for each assailed unit hit by one or more of those attacks (to a maximum of 3YP).

Surgical Saboteur

10 pts

In your Shooting phase, after this model has shot, select one Monster or Vehicle unit hit by one or more of those attacks; until the start of your next Shooting phase, that model is pinned.

Nomad Strategist

20 pts

Once per battle, at the end of your opponent's Fight phase, if the bearer is on the battlefield, it can use this Enhancement. If it does, select one Hernkyn unit from your army, and, for every 2YP you just spent, select up to one additional Hernkyn unit from your army. You can remove those units from the battlefield and place them into Strategic Reserves. You cannot select a unit that is within Engagement Range of one or more enemy units (excluding assailed units).

Eye For Weakness

25 pts

Each time a model in the bearer's unit makes an attack that targets an assailed unit, add 1 to the Wound roll.

DETACHMENT-REGEL

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

Guerrilla Adept: 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 target 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 and 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.

STRATAGEMS

1 CP

PERSECUTION PROSPECT –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

MOVEMENT

CLAIMSTAKER REFLEX**When:** Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.**Target:** One LEAGUES OF VOTANN unit from your army (excluding Artillery and Vehicle units) that is within 9" of that enemy unit.**Effect:** Each time you use this Stratagem, you can spend 2YP. Your unit can make a Normal move of up to D6". If you spent YP during this use of this Stratagem, your unit can make a Normal move of up to 6" instead.**Restriction:** A unit cannot embark within a Transport as part of this move.

1 CP

PERSECUTION PROSPECT – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

MOVEMENT

FRONTIER MOMENTUM**When:** Your Movement phase.**Target:** One Hernkyn unit from your army that has not been selected to move this phase.**Effect:** Until the end of the phase, if your unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in your unit.

1 CP

PERSECUTION PROSPECT –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

SHOOTING

DISPERSED FORMATION**When:** Your opponent's Shooting phase, just after an enemy unit has selected its targets.**Target:** One Leagues of Votann Infantry or Leagues of Votann Mounted 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, your unit has the Stealth ability and each time a ranged attack targets your unit, models in your unit have the Benefit of Cover against that attack.

1 CP

PERSECUTION PROSPECT – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

EXPOSED FLAWS**When:** Your Shooting phase.**Target:** One Hernkyn unit from your army that has not been selected to shoot this phase.**Effect:** Each time you use this Stratagem, you can spend 2YP. Until the end of the phase, each time a model in your unit makes an attack, if you spent YP during this use of this Stratagem and/or if that attack targets an assailed unit, you can re-roll the Wound roll.

1 CP

PERSECUTION PROSPECT – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

RANGER TACTICS**When:** Your Shooting phase.**Target:** One LEAGUES OF VOTANN unit from your army that has not been selected to shoot this phase.**Effect:** Until the end of the phase, each time a model in your unit makes an attack, if that attack targets an assailed unit and/or if your unit has the Hernkyn keyword, you can re-roll the Hit roll.

1 CP

PERSECUTION PROSPECT – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

ANY

ADAPTABLE AVARICE**When:** Start of any phase, if units from your army have Fortify Takeover.**Target:** One Leagues of Votann Character unit from your army.**Effect:** Each time you use this Stratagem, you can spend any number of YP. Once you have done so, if you have 6 or fewer YP, until the start of your next turn, units from your army have Hostile Acquisition instead.