

C O D E X

LEAGUES OF VOTANN

newvision

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FRAKTIONSREGELN

CONVERSION (THUNDERKYN)

Each time an attack made with this weapon targets an enemy unit that is not within 12", an unmodified Hit roll of 4+ scores a Critical Hit.

PRIORITISED EFFICIENCY

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.
- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.
- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

DETACHMENT OVERVIEW

9 Detachments

Brandfast Oathband

6 Stratagems · 4 Enhancements

Dêlve Assault Shift

6 Stratagems · 4 Enhancements

Hearthband

6 Stratagems · 4 Enhancements

Hearthfyre Arsenal

6 Stratagems · 4 Enhancements

Hearthguard Covenant

3 Stratagems · 2 Enhancements

Mercenary Oathband

6 Stratagems · 4 Enhancements

Needgaard Oathband

0 Stratagems · 4 Enhancements

Persecution Prospect

6 Stratagems · 4 Enhancements

White Dwarf content

0 Stratagems · 17 Enhancements

BRANDFAST OATHBAND

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

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 RULE

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 (6/6)

1 CP BRANDFAST OATHBAND – BATTLE TACTIC STRATAGEM

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 **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

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

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

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

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.

DÊLVE ASSAULT SHIFT

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Dêlvwerke Navigator

25 pts

In the Reinforcements step of your Movement phase, the bearer can use this Enhancement. If it does, select one friendly Cthonian Beserks unit visible to the bearer and then spend any number of YP. Return one destroyed model (excluding Character models) to that unit, and then, for every 2YP you just spent, return up to one additional destroyed model (excluding Character models) to that unit.

Quake Supervisor

20 pts

While the bearer is within 3" of one or more friendly Leagues of Votann Artillery units, the bearer has the Lone Operative ability, and each time one of those Artillery units makes a ranged attack that targets an enemy unit visible to the bearer, add 1 to the Hit roll.

Piledriver

15 pts

Each time the bearer's unit is selected to fight, the bearer can use this Enhancement. If it does, spend up to 2YP and, until the end of the phase, add the number of YP you just spent to the Damage characteristic of the bearer's melee weapons.

Multiwave System Jammer

10 pts

Once per battle, in your Movement phase, if the bearer is on the battlefield, it can use this Enhancement. If it does, select one friendly Cthonian unit that is in Reserves. Until the end of the phase, for the purposes of setting up that unit on the battlefield, treat the current battle round number as one higher than it actually is.

DETACHMENT RULE

Cthonian Beserks units from your army have the Deep Strike ability.

KEYWORDS

CTHONIAN BESERKS units from your army gain the BATTLELINE keyword.

STRATAGEMS (6/6)

1 CP DÊLVE ASSAULT SHIFT – STRATEGIC PLOY STRATAGEM

MOVEMENT

AUGMENTED ASSAULT

When: Your Movement phase.

Target: One Cthonian Beserks unit from your army that has not been selected to move this phase.

Effect: Each time you use this Stratagem, you can spend up to 2YP. Until the end of the turn, add X" to the Move characteristic of models in your unit, where X is the number of YP you spent during this use of this Stratagem, and your unit is eligible to declare a charge in a turn in which it Advanced.

1 CP DÊLVE ASSAULT SHIFT – STRATEGIC PLOY STRATAGEM

SHOOTING

TECTONIC FRACTURE

When: Your Shooting phase, just after a CTHONIAN EARTHSHAKERS unit from your army has shot.

Target: That Cthonian Earthshakers unit.

Effect: Each time you use this Stratagem, you can spend 2YP. Select one enemy unit hit by one or more of your unit's attacks this phase. Until the start of your next Shooting phase, subtract 2 from that unit's Move characteristic and, if you spent YP during this use of this Stratagem, subtract 2 from Charge rolls made for that unit.

1 CP DÊLVE ASSAULT SHIFT – STRATEGIC PLOY STRATAGEM

SHOOTING

WEAVEWËRKE BUTTRESS

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

Target: One Leagues of Votann Infantry 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, each time an attack targets your unit, subtract 1 from the Wound roll.

1 CP DÊLVE ASSAULT SHIFT – BATTLE TACTIC STRATAGEM **FIGHT**

CYBERSTIMM INFUSION

When: Fight phase.

Target: One Cthonian Beserks unit from your army that has not been selected to fight 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, re-roll a Wound roll of 1. If you spent YP during this use of this Stratagem, you can re-roll the Wound roll instead.

1 CP DÊLVE ASSAULT SHIFT – STRATEGIC PLOY STRATAGEM **FIGHT**

HIDDEN ACCESSWAYS

When: End of your opponent's Fight phase.

Target: One Cthonian Beserks, Hearthkyn Warriors or Hernkyn Yaegirs unit from your army that is not within Engagement Range of one or more enemy units.

Effect: Remove your unit from the battlefield and place it into Strategic Reserves.

1 CP DÊLVE ASSAULT SHIFT – STRATEGIC PLOY STRATAGEM **FIGHT**

UNSTOPPABLE FORCE

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 your unit Piles In or Consolidates, each model in that unit can move up to 6" instead of up to 3".

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**

BRËKKEKNOTS

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".

HEARTHFYRE ARSENAL

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Fårstryder Node

20 pts

Models in the bearer's unit have the Deep Strike ability.

Graviton Vault

5 pts

In your Shooting phase, after the bearer has shot, and in the Fight phase, after the bearer has fought, select one enemy Monster or Vehicle unit 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.

Mantle of Elders

10 pts

Each time the bearer's unit is selected to shoot, if you spend YP using the Optimal Application Detachment rule when doing so, you can roll one D6: on a 2+, you gain 1YP.

Calculated Tenacity

15 pts

While the bearer is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

DETACHMENT RULE

At the end of your Command phase, you gain 1YP for each objective marker you control that is not within your deployment zone and has one or more Iron-master and/or Memnyr Strategist models from your army within range of it (to a maximum of 2YP gained from this Detachment rule per turn).

In your Shooting phase, each time a Brôkhyr, Ironkin Steeljacks or Arkanyst Evaluator unit from your army is selected to shoot, you can spend 1YP. If you do, until the end of the phase, each time a model in that unit makes an attack, re-roll a Hit roll of 1.

STRATAGEMS (6/6)

1 CP HEARTHFYRE ARSENAL – STRATEGIC PLOY STRATAGEM

MOVEMENT

COGITATED NEED

When: End of your opponent's Movement phase.

Target: One Ironkin Steeljacks unit from your army.

Effect: Your unit can make a Normal move. When doing so, your unit must end that move as close as possible to the closest objective marker.

1 CP HEARTHFYRE ARSENAL – STRATEGIC PLOY STRATAGEM

MOVEMENT

PREVENTATIVE PURGE

When: Your opponent's Movement phase, just after an enemy unit ends a Fall Back move.

Target: One Brôkhyr Thunderkyn or Ironkin Steeljacks unit from your army.

Effect: Your unit can shoot as if it were your Shooting phase. When doing so, models in your unit can only target that enemy unit (and only if it is an eligible target) and each time a model in your unit makes an attack, subtract 1 from the Hit roll.

1 CP HEARTHFYRE ARSENAL – WARGEAR STRATAGEM

SHOOTING

DELAYED-FIRE ROUNDS

When: Your Shooting phase, just after a Brôkhyr, Ironkin Steeljacks or Arkanyst Evaluator unit from your army has shot.

Target: That BRÔKHYYR, IRONKIN STEELJACKS or ARKANYST EVALUATOR unit.

Effect: Select one enemy unit (excluding MONSTERS and VEHICLES) hit by one or more of those attacks. Until the start of your next Shooting phase, each time that enemy unit makes a Normal, Advance or Fall Back move, roll one D6 for each model in that unit: for each 1, that unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

1 CP HEARTHFYRE ARSENAL – STRATEGIC PLOY STRATAGEM

SHOOTING

FIRST CONCERN

When: Your Shooting phase, just after a Brôkhyr, Ironkin Steeljacks or Arkanyst Evaluator unit from your army has shot.

Target: That BRÔKHYYR, IRONKIN STEELJACKS or ARKANYST EVALUATOR unit.

Effect: If your unit Remained Stationary in your Movement phase this turn, it can make a Normal move.

2 CP HEARTHFYRE ARSENAL – BATTLE TACTIC STRATAGEM

SHOOTING

UNWAVERING ACCURACY

When: Your Shooting phase.

Target: One Brôkhyr Thunderkyn 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, you can ignore any or all modifiers to the following: that attack's Ballistic Skill characteristic; the Hit roll; the Wound roll; that attack's Armour Penetration characteristic.

1 CP HEARTHFYRE ARSENAL – BATTLE TACTIC STRATAGEM

CHARGE

WALL OF STEEL

When: Your Charge phase, just after an Ironkin Steeljacks unit from your army ends a Charge move.

Target: That IRONKIN STEELJACKS unit.

Effect: Each time you use this Stratagem, you can spend 2YP. Select one enemy unit (excluding MONSTERS and VEHICLES) within Engagement Range of your unit and roll one D6 for each model in your unit, rolling two additional D6 if you spent YP during this use of this Stratagem: for each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

HEARTHGUARD COVENANT

3 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Ironskein

10 pts

This model has +2W.

High Kâhl

30 pts

In the Fight phase, when a model in this unit is destroyed, if this unit has not been selected to fight this phase, roll one D6: on a 4+, do not remove that model from the battlefield; after this unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

STRATAGEMS (3/3)

1 CP

HEARTHGUARD COVENANT STRATAGEM

MOVEMENT

Built to a superior standard using secrets imparted by the

When: Your Movement phase, when a friendly EINHYR HEARTHGUARD

Target: That EINHYR HEARTHGUARD unit.

1 CP

HEARTHGUARD COVENANT STRATAGEM

SHOOTING

As though they unleash the raging flames of their kindred's

When: Your Shooting phase, when a friendly EINHYR HEARTHGUARD

Target: That EINHYR HEARTHGUARD unit.

Effect: Your unit's ranged attacks have:

1 CP

HEARTHGUARD COVENANT STRATAGEM

SHOOTING

These micro shield generators, worked into warrior jewellery

When: Your opponent's Shooting phase or the Fight phase, when an

Target: That EINHYR HEARTHGUARD unit.

Effect: Your unit has 4+ InSv.

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

NEEDGAARD OATHBAND

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Oathbound Speculator

30 pts

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

Dead Reckoning

10 pts

Leagues of Votann model only. At the end of the turn, if the bearer is on the battlefield and you spent no YP in that turn, you gain 1YP.

Iron Ambassador

5 pts

Leagues of Votann model equipped with an Autoch-pattern combi-bolter only. Once per battle, when the bearer's unit is selected to shoot, the bearer can use this Enhancement. If it does, spend up to 3YP, and, until the end of the phase, add the number of YP you just spent to the Damage characteristic of the bearer's ranged weapons.

Ancestral Crest

15 pts

Once per turn, when you target the bearer's unit with the Command Re-roll Stratagem, the bearer can use this Enhancement. If it does, spend 1YP and reduces the CP cost of that Stratagem by 1CP.

PERSECUTION PROSPECT

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

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).

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).

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.

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 RULE

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

Guerrilla Adepts: 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 (6/6)

1 CP PERSECUTION PROSPECT – STRATEGIC PLOY STRATAGEM

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

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

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

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

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

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.

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.

LEAGUES OF VOTANN

ARKANYST
EVALUATOR

70 PTS



M	T	SV	W	LD	OC
5"	5	3+	4	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Transmatter inverter - full charge	HAZARDOUS RAPID FIRE 2	18"	3	2+	8	-2 2
► Transmatter inverter - half charge	RAPID FIRE 1	12"	3	2+	8	-1 1
► Transmatter inverter - overcharge	HAZARDOUS	24"	3	2+	8	-3 3
OVERCHARGE RAPID FIRE 3						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1

AUFSTELLUNG

1x Arkanyst Evaluator (32mm)

Equipped with: ► Transmatter inverter - full charge, ► Transmatter inverter - half charge, ► Transmatter inverter - overcharge, Close combat weapon

ABILITIES

Guerrilla Adepts

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 attack 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 or 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.

Resource Transmutation

Once per turn, in your Shooting phase, one model with this ability can choose to use it when it is selected to shoot. If it does, you must spend 1YP and, until the end of the phase, ranged weapons equipped by that model have the [Sustained Hits 1] ability and, after that model has shot this phase, if one or more enemy units were destroyed by those attacks, you can gain up to 2YP.

Science Guild Support

While this model is within 3" of one or more other friendly Leagues of Votann Infantry units (excluding units with the Lone Operative ability), this model has the Lone Operative ability.



WEAPON RULES

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

CORE RULES

◆ Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◆ Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

BEREHK STORNBÖRÖW

85 PTS



M	T	SV	W	LD	OC	
6"	6	5+	5	7+	1	5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Warforge gauntlets EXTRA ATTACKS SUSTAINED HITS 1	Melee	2	2+	6	-2	1
► Kromlök's Revenge - graviton strikes ANTI-MONSTER 3+	Melee	4	2+	10	-2	4
ANTI-VEHICLE 3+ SUSTAINED HITS 1						
► Kromlök's Revenge - plasma sweeps SUSTAINED HITS 1	Melee	8	2+	7	-2	2

AUFSTELLUNG

1x Berehk Stornbröw (40mm)

Equipped with: Warforge gauntlets, ► Kromlök's Revenge - graviton strikes, ► Kromlök's Revenge - plasma sweeps

ABILITIES

CORE - Leader

Break the Foe

Melee weapons equipped by models in this unit have the **[Sustained Hits 1]** ability.

Relentless Avalanche

You can target this model's unit with the Heroic Intervention Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

Leader

This model can be attached to the following units: Cthonian Berserks

WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

EXTRA ATTACKS

Each time a unit containing one or more models with an **[EXTRA ATTACKS]** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's **[EXTRA ATTACKS]** weapons.
- One of that model's other melee weapons, if possible.

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*



CORE RULES

◆ **Feel No Pain 4+**

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

◆ **Leader**

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◆ **Prioritised Efficiency**

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.
- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.
- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

- You control one or more objective markers not within your deployment zone.
- You control two or more objective markers not within your deployment zone.
- You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.



BRÔKHYR IRON-MASTER

70 PTS



BRÔKHYR IRON-MASTER

M	T	SV	W	LD	OC
5"	5	4+	4	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern bolt pistol PISTOL	12"	1	3+	4	0	1
Graviton rifle ANTI-MONSTER 3+ ANTI-VEHICLE 3+	18"	3	3+	5	-1	3
Las-beam cutter	6"	1	4+	6	-3	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1
Close combat weapon	Melee	1	4+	3	0	1
Graviton hammer ANTI-MONSTER 3+ ANTI-VEHICLE 3+	Melee	3	4+	9	-1	3
Manipulator arms	Melee	3	4+	3	0	1
Plasma torch	Melee	1	4+	6	-3	2

AUFSTELLUNG

1x Brôkhyr Iron-master - Equipped with: Graviton hammer, Graviton rifle
1x E-COG oder E-COG oder E-COG oder Ironkyn Assistant
Basegrößen: 32mm, E-COG 25mm, Ironkin Assistant 28.5mm

ABILITIES

CORE - Leader

Brôkhyr Guild Support

While this unit is within 3" of one or more friendly Leagues of Votann Vehicle or Ironkin Steeljacks units, if this unit is not an attached unit, it has the Lone Operative ability.

Forgewrought Expertise

At the end of your Movement phase, this model can repair one friendly Leagues of Votann Vehicle, Exoframe or Ironkin Steeljacks unit within 3" of it. One model in that unit regains up to D3 lost wounds, or up to 3 lost wounds if this unit contains an Ironkin Assistant model. Each unit can only be repaired once per turn.

Guerrilla Adepts

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 attack 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 or 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.

Multi-spectral visor

Each time a model in this unit makes a ranged attack, re-roll a Wound roll of 1.

Unit Composition

If this unit's Brôkhyr Iron-master model is ever destroyed, all of this unit's remaining E-COG models are also destroyed. While embarking within a Transport and while embarked within a Transport, each E-COG model takes up the space of 0 models.

Leader

This model can be attached to the following units:
- HEARTHKYN WARRIORS
- BRÔKHYR THUNDERKYN



WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

CORE RULES

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◆ Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.
- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.
- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.
You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.



LEAGUES OF VOTANN

BRÔKHYP

THUNDERKYN

80–160 PTS



BRÔKHYP THUNDERKYN

M	T	SV	W	LD	OC
5"	6	3+	2	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt cannon SUSTAINED HITS 2	36"	3	4+	6	-1	2
Graviton blast cannon ANTI-MONSTER 3+ ANTI-VEHICLE 3+	24"	3	4+	5	-2	3
SP conversion beamer CONVERSION LETHAL HITS	24"	2	4+	7	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	4	0	1

AUFSTELLUNG

3-6x Brôkhyn Thunderkyn - Equipped with: Close combat weapon, Bolt cannon, Graviton blast cannon, SP conversion beamer (40mm)

Wargear Options:

- This model can replace its Bolt cannon with Graviton blast cannon or SP conversion beamer.

ABILITIES

Breaching Fire

In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the start of your next Shooting phase, that enemy unit cannot have the Benefit of Cover.

Guerrilla Adepts

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 attack 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 or 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.



WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

CORE RULES

◇ Conversion (Thunderkyn)

Each time an attack made with this weapon targets an enemy unit that is not within 12", an unmodified Hit roll of 4+ scores a Critical Hit.

◇ Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.



BURI AEGNIRSSSEN

85 PTS



M

5"

T

6

SV

3+

W

5

LD

6+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern bolt pistol PISTOL	12"	1	2+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Bane - strike PRECISION	Melee	5	2+	12	-3	3
► Bane - sweep	Melee	10	2+	6	-2	1

AUFSTELLUNG

1x Buri Aegnisrssen (40mm)

Equipped with: Autoch-pattern bolt pistol, ► Bane - strike, ► Bane - sweep

ABILITIES

Grudge-fuelled Fortitude

The first time this model is destroyed, at the end of the phase, roll one D6: on a 2+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of one or more enemy units, with its full wounds remaining.

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 attack 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 or 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.

Unhinged Vengeance

In your opponent's Shooting phase, when an enemy unit has shot, if this model lost one or more wounds as a result of those attacks, this unit can make a surge move of up to D6+2".

WEAPON RULES

PISTOL

PISTOL and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

PRECISION

While resolving attacks made with one or more **PRECISION** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.



CORE RULES

◆ Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

◆ Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.
- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.
- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

- You control one or more objective markers not within your deployment zone.
- You control two or more objective markers not within your deployment zone.
- You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

◆ Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

LEAGUES OF VOTANN

CTHONIAN BESERKS

100–200 PTS



M	T	SV	W	LD	OC
6"	6	5+	1	7+	1

 RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Mole grenade launcher	BLAST INDIRECT FIRE	18"	D6	5+	5	-1	1

 MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Concussion maul	ANTI-MONSTER 3+ ANTI-VEHICLE 3+	Melee	3	4+	5	-2	3
Heavy plasma axe		Melee	3	4+	7	-2	3
Twin concussion gauntlets	TWIN-LINKED	Melee	4	4+	9	-2	2

AUFSTELLUNG

5x Beserk oder Beserk w/ twin concussion gauntlets oder Beserk w/ mole grenade launcher

Basegrößen: 28.5mm, Mole grenade launcher 50mm

Equipped with: Mole grenade launcher, Concussion maul, Heavy plasma axe, Twin concussion gauntlets

Wargear Options:

- Each Beserk can replace its Heavy plasma axe with Concussion maul.
- Each Beserk w/ mole grenade launcher can replace its Heavy plasma axe with Concussion maul.

ABILITIES

Cyberstimms

Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6, adding one to the result if units from your army have Fortify Takeover: 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.

Guerrilla Adeptes

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 attack 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 or 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.

Subterranean Explosives

In your Shooting phase, after this unit has shot, select one enemy unit (excluding Monsters and Vehicles) that was hit by one or more of those attacks made with a mole grenade launcher. Until the start of your next Shooting phase, that enemy unit cannot be targeted with the Fire Overwatch Stratagem.



WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

INDIRECT FIRE

Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

◆ Feel No Pain 4+

This ability always takes the form **Feel No Pain X+**. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

◆ Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

CTHONIAN EARTHSHAKERS

110 PTS



CTHONIAN EARTHSHAKER

M	T	SV	W	LD	OC
4"	6	4+	6	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern bolt pistol PISTOL	12"	1	4+	4	0	1
Breacher ordnance BLAST HEAVY INDIRECT FIRE	24"	D6+1	5+	10	-1	2
Tremor shells BLAST HEAVY INDIRECT FIRE	36"	D6+4	5+	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Plasma picks	Melee	4	3+	5	-2	1

AUFSTELLUNG

2x Cthonian Earthshaker - Equipped with: Plasma picks, Autoch-pattern bolt pistol, Breacher ordnance, Tremor shells (80mm)

Wargear Options:

- This model can replace its Breacher ordnance with Tremor shells.

ABILITIES

Destabilising Quakes

In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks made with its tremor shells. That unit must take a Battle-shock test, subtracting 1 from the result.

Geomantic Hunters

Up to twice per battle, in your Shooting phase, when this unit is selected to shoot, it can use this ability. If it does, until the end of the phase, each time a model in this unit makes an attack with its breacher ordnance, you can re-roll the Wound roll.

Guerrilla Adeptes

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 attack 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 or 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.



WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HEAVY

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

INDIRECT FIRE

Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).

PISTOL

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

CORE RULES

◆ Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.



EINHYR CHAMPION

65 PTS



M	T	SV	W	LD	OC
5"	5	2+	5	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern combi-bolter	24"	4	2+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Darkstar axe	Melee	6	2+	6	-3	2
Mass hammer	Melee	3	3+	12	-3	D6+1

AUFSTELLUNG

1x Einhyr Champion (40mm)

Equipped with: Autoch-pattern combi-bolter, Darkstar axe, Mass hammer

Wargear Options:

- This model can replace its Weavefield crest with Teleport crest.
- This model can replace its Mass hammer with Darkstar axe.

ABILITIES

CORE - Leader

Exemplar of the Einhyr

While this model is leading a unit, add 1 to Advance and Charge rolls made for that unit.

Guerrilla Adepts

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 attack 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 or 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.

Mass Driver Accelerators

Each time this model ends a Charge move, you can select one enemy unit within Engagement Range of this model and roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

Teleport crest

While the bearer is leading a unit, models in that unit have the Deep Strike ability.

Weavefield crest

The bearer has a 4+ invulnerable save.

Leader

This model can be attached to the following unit:

- EINHYR HEARTGUARD



CORE RULES

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◆ Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.
- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.
- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

- You control one or more objective markers not within your deployment zone.
- You control two or more objective markers not within your deployment zone.
- You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

EINHYR HEARTHGUARD

130–270 PTS



HESYR

M	T	SV	W	LD	OC
5"	5	2+	2	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
EtaCarn plasma gun RAPID FIRE 1	24"	1	3+	7	-3	2
EtaCarn plasma gun RAPID FIRE 1	24"	1	3+	7	-3	2
Exo-armour grenade launcher BLAST	24"	D3	3+	3	0	1
Exo-armour grenade launcher BLAST	24"	D3	3+	3	0	1
Volkanite disintegrator DEVASTATING WOUNDS	24"	3	3+	5	0	1
Volkanite disintegrator DEVASTATING WOUNDS	24"	3	3+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Concussion gauntlet	Melee	2	3+	8	-2	2
Concussion gauntlet	Melee	2	3+	8	-2	2
Graviton hammer ANTI-MONSTER 3+ ANTI-VEHICLE 3+	Melee	3	4+	9	-1	3
Plasma blade gauntlet	Melee	3	3+	6	-2	1
Plasma blade gauntlet	Melee	3	3+	6	-2	1

AUFSTELLUNG

1x Hesyr - Equipped with: Exo-armour grenade launcher, EtaCarn plasma gun, Volkanite disintegrator, Concussion gauntlet, Plasma blade gauntlet, Graviton hammer (32mm)
4-9x Einhyr Hearthguard (32mm)

Wargear Options:

- Each Hesyr can replace its EtaCarn plasma gun with Volkanite disintegrator.
- Each Hesyr can be equipped with one of: Concussion gauntlet, Plasma blade gauntlet, Graviton hammer.
- Each Hesyr can replace its Weavefield crest with Teleport crest.
- Each Einhyr Hearthguard can replace its EtaCarn plasma gun with Volkanite disintegrator.
- Each Einhyr Hearthguard can replace its Concussion gauntlet with Plasma blade gauntlet.

ABILITIES

Decisive Destruction

Each time a model in this unit makes a ranged attack that targets the closest eligible target, re-roll a Hit roll of 1.



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 attack 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 or 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.

Teleport crest

Models in the bearer's unit have the Deep Strike ability.

Weavefield crest

Models in the bearer's unit have a 5+ invulnerable save.

WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

CORE RULES

◆ Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.
 - At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.
 - At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.
- Hostile Acquisition
- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.
 - You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.
- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.



GRIMNYR

65 PTS



GRIMNYR

M	T	SV	W	LD	OC	
5"	5	4+	4	6+	1	4+

CORV

M	T	SV	W	LD	OC	
5"	5	4+	1	6+	1	4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern bolter	24"	2	4+	4	0	1
► Ancestral Wrath - focused witchfire HAZARDOUS PSYCHIC	24"	6	3+	6	-2	D3
► Ancestral Wrath - witchfire PSYCHIC	24"	3	3+	6	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ancestral ward stave PSYCHIC	Melee	2	3+	7	-1	D3
Close combat weapon	Melee	1	4+	3	0	1

AUFSTELLUNG

1x Grimnyr - Equipped with: Ancestral ward stave, ► Ancestral Wrath - witchfire,
► Ancestral Wrath - focused witchfire
2x CORV - Equipped with: Autoch-pattern bolter, Close combat weapon
Basegrößen: 40mm, CORV 25mm

ABILITIES

CORE - Leader

Fortify (Psychic)

While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

Grimnyr's Regard

Once per battle, at the start of any phase, you can select one friendly Leagues of Votann unit that is Battle-shocked and within 12" of this unit's Grimnyr model. That unit is no longer Battle-shocked.

Guerrilla Adeptes

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 attack 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 or 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.

Unit Composition

If this unit's Grimnyr model is ever destroyed, all of this unit's remaining CORV models are also destroyed. While embarking on a Transport and while embarked within a Transport, each CORV model takes up the space of 0 models.

Leader

This model can be attached to the following unit:
- HEARTHKYN WARRIORS



WEAPON RULES

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

PSYCHIC

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

CORE RULES

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◆ Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.
- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.
- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

- You control one or more objective markers not within your deployment zone.
- You control two or more objective markers not within your deployment zone.
- You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.



HEARTHKYN WARRIORS

100 PTS



M	T	SV	W	LD	OC
5"	5	4+	1	7+	2



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern bolt pistol PISTOL	12"	1	4+	4	0	1
Autoch-pattern bolt pistol PISTOL	12"	1	4+	4	0	1
Autoch-pattern bolt pistol PISTOL	12"	1	4+	4	0	1
Autoch-pattern bolt pistol PISTOL	12"	1	4+	4	0	1
Autoch-pattern bolt pistol PISTOL	12"	1	4+	4	0	1
Autoch-pattern bolt pistol PISTOL	12"	1	4+	4	0	1
Autoch-pattern bolt pistol PISTOL	12"	1	4+	4	0	1
Autoch-pattern bolt pistol PISTOL	12"	1	4+	4	0	1
Autoch-pattern bolt pistol PISTOL	12"	1	4+	4	0	1
Autoch-pattern bolter	24"	2	4+	4	0	1
Autoch-pattern bolter	24"	2	4+	4	0	1
EtaCarn plasma beamer SUSTAINED HITS D3	18"	1	4+	8	-3	2
HYLas auto rifle ASSAULT RAPID FIRE 3	24"	3	4+	6	-1	1
HYLas rotary cannon HEAVY SUSTAINED HITS 1	24"	6	5+	6	-1	1
Ion blaster	18"	1	4+	5	-2	1
Ion blaster	18"	1	4+	5	-2	1
Magna-rail rifle DEVASTATING WOUNDS HEAVY	18"	1	5+	12	-3	D3+3

They'n's pistol PISTOL	12"	1	4+	8	-2	1
► L7 missile launcher - blast BLAST	24"	D6	4+	4	0	1
► L7 missile launcher - focused	24"	1	4+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	4	0	1
Close combat weapon	Melee	1	4+	4	0	1
Close combat weapon	Melee	1	4+	4	0	1
Close combat weapon	Melee	1	4+	4	0	1
Close combat weapon	Melee	1	4+	4	0	1
Close combat weapon	Melee	1	4+	4	0	1
Close combat weapon	Melee	1	4+	4	0	1
Close combat weapon	Melee	1	4+	4	0	1
Close combat weapon	Melee	1	4+	4	0	1
Plasma knife	Melee	2	4+	4	-2	1
Theyn's melee weapon	Melee	2	4+	5	-2	2

KEYWORDS: Infantry, Battleline, Grenades, Hearthkyn Warriors



FACTION: Leagues of Votann **100 PTS**

AUFSTELLUNG

1x Theyn - Equipped with: Close combat weapon, Theyn's melee weapon, Autoch-pattern bolt pistol, Autoch-pattern bolter, Ion blaster, Theyn's pistol (28.5mm)

9x Hearthkyn Warrior w/ bolter oder Hearthkyn Warrior w/ ion blaster oder Hearthkyn Warrior w/ plasma knife (28.5mm)

Wargear Options:

- Each Theyn can replace its Autoch-pattern bolter with Ion blaster or Theyn's pistol.

ABILITIES

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 attack 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 or 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.

Luck Has, Need Keeps, Toil Earns

At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, until your opponent's Level of Control over that is greater than yours at the end of a phase.

Pan-spectral Scanning

Each time a model in this unit makes a ranged attack, re-roll a Hit roll of 1.

Weavefield crest

Models in the bearer's unit have a 5+ invulnerable save.

WEAPON RULES

ASSAULT

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HEAVY

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

PISTOL

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

CORE RULES

◆ Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.
- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.
- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.



HEKATON LAND FORTRESS

250 PTS



M	T	SV	W	LD	OC
10"	12	2+	16	7+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Cyclic ion cannon BLAST	24"	D6+2	4+	7	-2	2
Heavy magna-rail cannon DEVASTATING WOUNDS HEAVY	30"	2	4+	18	-4	D6+4
Hekaton warhead BLAST ONE SHOT	36"	D6+3	4+	7	-2	2
MATR autocannon ASSAULT SUSTAINED HITS 1	24"	6	4+	7	-1	2
SP heavy conversion beamer CONVERSION LETHAL HITS	24"	4	4+	10	-2	4
Twin bolt cannon SUSTAINED HITS 2 TWIN-LINKED	36"	3	4+	6	-1	2
Twin ion beamer BLAST TWIN-LINKED	18"	D3+1	4+	8	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured wheels	Melee	6	4+	8	0	1

AUFSTELLUNG

1x Hekaton Land Fortress (Hull)

Equipped with: Cyclic ion cannon, Heavy magna-rail cannon, Hekaton warhead, MATR autocannon, SP heavy conversion beamer, Twin bolt cannon, Twin ion beamer, Armoured wheels

Wargear Options:

- This model can replace its Cyclic ion cannon with SP heavy conversion beamer or Heavy magna-rail cannon.
- This model must be equipped with 2 of: Twin ion beamer, Twin bolt cannon.
- This model can replace its Pan spectral scanner with Hekaton warhead.

ABILITIES

Damaged: 1-5 wounds remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Firebase 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.

Guerrilla Adeptis

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 attack 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 or 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.



MultiCOG Targeting

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

Pan spectral scanner

Each time a model in the bearer's unit makes a ranged attack, re-roll a Hit roll of 1.

Hekaton Land Fortress (Transport)

Capacity: This model has a transport capacity of 14 LEAGUES OF VOTANN INFANTRY models. Each EXOARMOUR, EXOFRAME or IRONKIN STEELJACKS model takes up the space of 2 models. It cannot transport ARTILLERY models.

WEAPON RULES

ASSAULT

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HEAVY

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its **[ONE SHOT]** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all **[ONE SHOT]** weapons in that unit can be selected to make attacks with once per battle.



SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

◆ Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◆ Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

LEAGUES OF VOTANN

HERNKYN PIONEERS

80–160 PTS



M	T	SV	W	LD	OC
12"	6	4+	3	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt revolver PISTOL	12"	1	4+	5	0	1
Bolt shotgun ASSAULT	18"	2	4+	5	0	1
HYLas rotary cannon SUSTAINED HITS 1	24"	6	4+	6	-1	1
Ion beamer BLAST	18"	D3+1	4+	8	-2	1
Magna-coil autocannon	24"	3	4+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Plasma knife	Melee	2	4+	4	-2	1

AUFSTELLUNG

3x Herknyn Pioneer oder Herknyn Pioneer w/ comms array oder Herknyn Pioneer w/ pan-spectral scanner oder Herknyn Pioneer w/ searchlight (90x52.5mm Oval Base)

Equipped with: Bolt revolver, Bolt shotgun, HYLas rotary cannon, Ion beamer, Magna-coil autocannon, Plasma knife

ABILITIES

Comms array

Each time you target the bearer's unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.

Guerrilla Adepts

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 attack 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 or 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.

Outflanking Mag-Riders

At the end of your opponent's turn, if this unit is wholly within 9" of one or more battlefield edges and not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.

Pan-spectral scanner

Each time a model in the bearer's unit makes a ranged attack, re-roll a Hit roll of 1.

Rollbar searchlight

Each time a model in the bearer's unit makes a ranged attack, you can ignore any or all modifiers to the Hit roll.



WEAPON RULES

ASSAULT

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

CORE RULES

◆ Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield Points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.
- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.
- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

- You control one or more objective markers not within your deployment zone.
- You control two or more objective markers not within your deployment zone.
- You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

◆ Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.



LEAGUES OF VOTANN

HERNKYN YAEGIRS

90 PTS



M	T	SV	W	LD	OC
6"	5	5+	1	7+	1

 RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
APM launcher	ANTI-MONSTER 3+ ANTI-VEHICLE 3+	24"	1	4+	6	-2	D6
Bolt revolver	PISTOL	12"	1	4+	5	0	1
Bolt shotgun	ASSAULT	18"	2	4+	5	0	1
Bolt shotgun	ASSAULT	18"	2	4+	5	0	1
Magna-coil rifle	IGNORES COVER PRECISION	24"	1	4+	5	-2	2

 MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Close combat weapon		Melee	1	4+	4	0	1
Plasma knife		Melee	2	4+	4	-2	1

AUFSTELLUNG

9x Hernkyn Yaegir w/ bolt shotgun oder Hernkyn Yaegir w/ APM launcher oder Hernkyn Yaegir w/ magna-coil rifle oder Hernkyn Yaegir w/ revolver and knife (28.5mm)
1x Yaegir Theyn (28.5mm)
Equipped with: APM launcher, Bolt revolver, Bolt shotgun, Magna-coil rifle, Close combat weapon, Plasma knife
Wargear Options:
■ Each Yaegir Theyn can replace its Bolt shotgun with Bolt revolver and plasma knife.

ABILITIES

Guerrilla Adepts
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 attack 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 or 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.

Pragmatic Hunters
In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to D6".



WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

ASSAULT

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

PISTOL

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

PRECISION

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more **CHARACTER** models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible **CHARACTER** models. If they do, until those attacks are resolved, or until that **CHARACTER** group is destroyed (whichever happens first), that **CHARACTER** group is the current allocation group.

CORE RULES

◆ Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

◆ Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.



IRONKIN STEELJACKS WITH HEAVY VOLKANITE DISINTEGRATORS

80–160 PTS



STEELJACK THEYN

M	T	SV	W	LD	OC
5"	6	2+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern bolter PISTOL	24"	2	4+	4	0	1
Heavy volkanite disintegrator DEVASTATING WOUNDS	24"	6	4+	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Plasma knife	Melee	2	3+	6	-2	1
Plasma sword SUSTAINED HITS 1	Melee	6	3+	6	-2	1

AUFSTELLUNG

1x Steeljack Theyn - Equipped with: Heavy volkanite disintegrator, Plasma knife, Autoch-pattern bolter, Plasma sword (40mm)
2-5x Ironkin Steeljack (40mm)

Wargear Options:

- Each Steeljack Theyn can replace its Disintegrator and knife with Bolter and sword.

ABILITIES

Guerrilla Adepts

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 attack 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 or 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.

Preymark crest

Each time a model in the bearer's unit makes an attack that targets an enemy unit within range of one or more objective markers, on a Critical Wound, that attack has the [Precision] ability.

Purge Response

Each time you target this unit with the Fire Overwatch Stratagem, hits are scored on unmodified Hit rolls of 5+ while resolving that Stratagem. If units from your army have Fortify Takeover, hits are scored on unmodified Hit rolls of 4+ while resolving that Stratagem instead.



WEAPON RULES

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

CORE RULES

◆ Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.



IRONKIN STEELJACKS WITH MELEE WEAPONS

80–160 PTS



STEELJACK THEYN

M	T	SV	W	LD	OC
5"	6	2+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern bolter PISTOL	24"	2	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Concussion gauntlet LETHAL HITS	Melee	3	4+	10	-2	2
Plasma sword SUSTAINED HITS 1	Melee	6	3+	6	-2	1

AUFSTELLUNG

1x Steeljack Theyn - Equipped with: Autoch-pattern bolter, Plasma sword, Concussion gauntlet (40mm)
2-5x Ironkin Steeljack w/ concussion gauntlet oder Ironkin Steeljack w/ plasma sword (40mm)

Wargear Options:

- Each Steeljack Theyn can replace its Plasma sword with Concussion gauntlet.
- This model's Plasma sword can be replaced with 1x Concussion gauntlet.

ABILITIES

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 attack 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 or 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.

Merciless Eradication

Each time an enemy unit (excluding Monsters and Vehicles) that is within Engagement Range of this unit Falls Back, all models in that enemy unit must take a Desperate Escape test. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those tests.

Preymark crest

Each time a model in the bearer's unit makes an attack that targets an enemy unit within range of one or more objective markers, on a Critical Wound, that attack has the [Precision] ability.



WEAPON RULES

LETHAL HITS

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

CORE RULES

◆ Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.
 - At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.
 - At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.
- Hostile Acquisition
- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.
 - You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.
- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

- You control one or more objective markers not within your deployment zone.
- You control two or more objective markers not within your deployment zone.
- You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.



LEAGUES OF VOTANN

KAPRICUS CARRIER

70 PTS



M	T	SV	W	LD	OC
12"	7	4+	7	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Magna-coil autocannon	24"	3	4+	7	-1	2
Twin magna-coil autocannon	24"	3	4+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Kapricus Carrier (105x70mm Oval Base)

Equipped with: Magna-coil autocannon, Twin magna-coil autocannon, Armoured hull

ABILITIES

Firebase 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.

Guerrilla Adepts

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 attack 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 or 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.

Scanner Uplinks

In your shooting phase, after this model has shot, select one enemy unit (excluding Monsters and Vehicles) 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.

Smoke Launcher

The bearer has the Smoke keyword.

Kapricus Carrier (Transport)

Capacity: This model has a transport capacity of 5 Hernkyn Yaegir models.

At the start of the Declare Battle Formations step, you can select one Hernkyn Yaegir unit from your army that has not been split. If you do, that unit is split into two units, each containing as equal a number of models as possible (when splitting a unit in this way, make a note of which models form each of the two new units). One of these units must start the battle embarked within this Transport; the other can start the battle embarked within another Transport, or it can be deployed as a separate unit.

WEAPON RULES

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.



CORE RULES

◆ **Deadly Demise 1**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◆ **Firing Deck 5**

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

◆ **Prioritised Efficiency**

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.
- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.
- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

- You control one or more objective markers not within your deployment zone.
- You control two or more objective markers not within your deployment zone.
- You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

◆ **Scouts 9"**

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.



LEAGUES OF VOTANN

KAPRICUS
DEFENDERS



KAPRICUS DEFENDER

M	T	SV	W	LD	OC
12"	7	4+	7	7+	2

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
HYLas rotary cannon	SUSTAINED HITS 1	24"	6	4+	6	-1	2
Magna-rail cannon	DEVASTATING WOUNDS HEAVY	24"	1	4+	14	-4	D3+3
Twin magna-coil autocannon	TWIN-LINKED	24"	3	4+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1-2x Kapricus Defender - Equipped with: Twin magna-coil autocannon, Armoured hull, Magna-rail cannon , HYLas rotary cannon (105x70mm Oval Base)

Wargear Options:

- This model can replace its Magna-rail cannon with HYLas rotary cannon.

ABILITIES

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 attack 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 or 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.

Opportunistic Manoeuvre

In your Shooting phase, after this unit has shot, it can make a Normal Move of up to D6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

Smoke Launcher

The bearer has the Smoke keyword.



WEAPON RULES

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

HEAVY

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

◇ Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◇ Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

◇ At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

◇ At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

◇ At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

◇ Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

◇ You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

◇ Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

◇ Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.



◆ Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.



KINHOST COMMANDER [CRUCIBLE]

65 PTS

M

5"

T

5

SV

3+

W

4

LD

7+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern bolt pistol PISTOL	12"	1	2+	4	0	1
Autoch-pattern bolter	24"	2	3+	4	0	1
Autoch-pattern bolter PISTOL	24"	2	3+	4	0	1
Autoch-pattern combi-bolter	24"	4	2+	4	0	1
Bolt cannon SUSTAINED HITS 2	36"	3	3+	6	-1	2
Bolt revolver PISTOL	12"	1	2+	5	0	1
Bolt shotgun ASSAULT	18"	2	3+	5	0	1
EtaCarn plasma gun RAPID FIRE 1	24"	1	2+	7	-3	2
Exo-armour grenade launcher BLAST	24"	D3	2+	3	0	1
Graviton blast cannon ANTI-MONSTER 3+ ANTI-VEHICLE 3+	24"	3	3+	5	-2	3
Graviton rifle ANTI-MONSTER 3+ ANTI-VEHICLE 3+	18"	3	3+	5	-1	3
Heavy volkanite disintegrator DEVASTATING WOUNDS	24"	6	3+	6	-1	1
Ion blaster	18"	1	2+	5	-2	1
Magna-coil autocannon	24"	3	4+	7	-1	2
SP conversion beamer CONVERSION LETHAL HITS	24"	2	3+	7	-2	3
They'n's pistol PISTOL	12"	1	2+	8	-2	1

Volkanite disintegrator DEVASTATING WOUNDS	24"	3	2+	5	0	1
► Ancestral Wrath - focused witchfire HAZARDOUS PSYCHIC	24"	6	3+	6	-2	D3
► Ancestral Wrath - witchfire PSYCHIC	24"	3	3+	6	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ancestral ward stave PSYCHIC	Melee	2	3+	7	-1	D3
Close combat weapon	Melee	2	3+	4	0	1
Concussion gauntlet LETHAL HITS	Melee	3	3+	8	-2	2
Concussion maul ANTI-MONSTER 3+ ANTI-VEHICLE 3+	Melee	3	3+	5	-2	3
Darkstar axe	Melee	6	2+	6	-3	2
Forgewrought plasma axe	Melee	4	2+	6	-3	2
Graviton hammer ANTI-MONSTER 3+ ANTI-VEHICLE 3+	Melee	3	3+	9	-1	3
Heavy plasma axe	Melee	3	3+	7	-2	3
Mass gauntlet	Melee	3	3+	8	-3	3
Mass hammer	Melee	3	3+	12	-3	D6+1
Plasma blade gauntlet	Melee	3	2+	6	-2	1
Plasma knife	Melee	3	2+	4	-2	1
Plasma sword SUSTAINED HITS 1	Melee	6	3+	6	-2	1
They'n's melee weapon	Melee	3	3+	5	-2	1



AUFSTELLUNG

1x Kinhost Commander [Crucible]

Equipped with: Autoch-pattern bolt pistol, Autoch-pattern bolter, Autoch-pattern combi-bolter, Bolt cannon, Bolt revolver, Bolt shotgun, EtaCarn plasma gun, Exo-armour grenade launcher, Graviton blast cannon, Graviton rifle, Heavy volkanite disintegrator, Ion blaster, Magna-coil autocannon, SP conversion beamer, Theyn's pistol, Volkanite disintegrator, ► Ancestral Wrath - focused witchfire, ► Ancestral Wrath - witchfire, Ancestral ward stave, Close combat weapon, Concussion gauntlet, Concussion maul, Darkstar axe, Forgewrought plasma axe, Graviton hammer, Heavy plasma axe, Mass gauntlet, Mass hammer, Plasma blade gauntlet, Plasma knife, Plasma sword, Theyn's melee weapon

Wargear Options:

- This model can be equipped with one of: Ancestral Wrath, Autoch-pattern bolter, Autoch-pattern combi-bolter, Graviton blast cannon, Bolt shotgun, EtaCarn plasma gun, Bolt cannon, Graviton rifle, Heavy volkanite disintegrator, Ion blaster, SP conversion beamer, Volkanite disintegrator.
- This model can be equipped with up to 2 of: Autoch-pattern bolter, Autoch-pattern bolt pistol, Bolt revolver, Theyn's pistol.

Leader

This model can be attached to the following units: Hernkyn Pioneers

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader, Leader

Barrier Tech Repulsion

Each time a ranged attack targets this unit, subtract 1 from the Hit roll.

Exemplar of the Einhyr

While this model is leading a unit, add 1 to Advance and Charge rolls made for that unit.

Forgewrought Expertise

At the end of your Movement phase, this model can repair one friendly Leagues of Votann Vehicle, Exoframe or Ironkin Steeljacks unit within 3" of it. One model in that unit regains up to D3 lost wounds. Each unit can only be repaired once per turn.

Kindred Hero

While this model is leading a unit, weapons equipped by models in that unit have the [Lethal Hits] ability.

Rampart Crest

While the bearer is leading a unit, models in that unit have a 5+ invulnerable save.

Seized Opportunity

Once per phase, one model from your army with this ability can use it when its unit destroys an enemy unit. If it does, you gain 1YP.

Teleport Crest

While the bearer is leading a unit, models in that unit have the Deep Strike ability.



WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

ASSAULT

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*

PISTOL

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

PSYCHIC

Each time an attack is made with a **[PSYCHIC]** weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*



CORE RULES

◆ Conversion (Thunderkyn)

Each time an attack made with this weapon targets an enemy unit that is not within 12", an unmodified Hit roll of 4+ scores a Critical Hit.

◆ Feel No Pain 4+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

◆ Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◆ Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

◆ Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.



LEAGUES OF VOTANN

KÄHL

65 PTS



M

5"

T

5

SV

3+

W

4

LD

7+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern combi-bolter	24"	4	2+	4	0	1
Vulkanite disintegrator	24"	3	2+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Forgewrought plasma axe	Melee	4	2+	5	-2	2
Mass gauntlet	Melee	3	3+	8	-3	3

AUFSTELLUNG

1x Kahl (40mm)

Equipped with: Autoch-pattern combi-bolter, Vulkanite disintegrator, Forgewrought plasma axe, Mass gauntlet

Wargear Options:

This model can replace its Rampart crest with Teleport crest.

This model can replace its Forgewrought plasma axe with Mass gauntlet.

This model can replace its Autoch-pattern combi-bolter with Vulkanite disintegrator.

ABILITIES

CORE - Leader

Guerrilla Adepts

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 attack 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 or 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.

Kindred Hero

While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Rampart crest

While the bearer is leading a unit, models in that unit have a 5+ invulnerable save.

Seized Opportunity

Once per phase, one model from your army with this ability can use it when its unit destroys an enemy unit. If it does, gain 1YP.

Teleport crest

While the bearer is leading a unit, models in that unit have the Deep Strike ability.

Leader

This model can be attached to the following units:

- EINHYR HEARTHGUARD
- HEARTHKYN WARRIORS



WEAPON RULES

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

CORE RULES

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◆ Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.
- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.
- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.
You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.



LIVING ANCESTOR

[CRUCIBLE]

70 PTS

M	T	SV	W	LD	OC
5"	5	4+	4	6+	1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern bolt pistol PISTOL	12"	1	2+	4	0	1
Autoch-pattern bolter	24"	2	3+	4	0	1
Autoch-pattern bolter PISTOL	24"	2	3+	4	0	1
Autoch-pattern combi-bolter	24"	4	2+	4	0	1
Bolt cannon SUSTAINED HITS 2	36"	3	3+	6	-1	2
Bolt revolver PISTOL	12"	1	2+	5	0	1
Bolt shotgun ASSAULT	18"	2	3+	5	0	1
EtaCarn plasma gun RAPID FIRE 1	24"	1	2+	7	-3	2
Exo-armour grenade launcher BLAST	24"	D3	2+	3	0	1
Graviton blast cannon ANTI-MONSTER 3+ ANTI-VEHICLE 3+	24"	3	3+	5	-2	3
Graviton rifle ANTI-MONSTER 3+ ANTI-VEHICLE 3+	18"	3	3+	5	-1	3
Heavy volkanite disintegrator DEVASTATING WOUNDS	24"	6	3+	6	-1	1
Ion blaster	18"	1	2+	5	-2	1
Magna-coil autocannon	24"	3	4+	7	-1	2
SP conversion beamer CONVERSION LETHAL HITS	24"	2	3+	7	-2	3
They'n's pistol PISTOL	12"	1	2+	8	-2	1

Volkanite disintegrator DEVASTATING WOUNDS	24"	3	2+	5	0	1
► Ancestral Wrath - focused witchfire HAZARDOUS PSYCHIC	24"	6	3+	6	-2	D3
► Ancestral Wrath - witchfire PSYCHIC	24"	3	3+	6	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ancestral ward stave PSYCHIC	Melee	2	3+	7	-1	D3
Close combat weapon	Melee	2	3+	4	0	1
Concussion gauntlet LETHAL HITS	Melee	3	3+	8	-2	2
Concussion maul ANTI-MONSTER 3+ ANTI-VEHICLE 3+	Melee	3	3+	5	-2	3
Darkstar axe	Melee	6	2+	6	-3	2
Forgewrought plasma axe	Melee	4	2+	6	-3	2
Graviton hammer ANTI-MONSTER 3+ ANTI-VEHICLE 3+	Melee	3	3+	9	-1	3
Heavy plasma axe	Melee	3	3+	7	-2	3
Mass gauntlet	Melee	3	3+	8	-3	3
Mass hammer	Melee	3	3+	12	-3	D6+1
Plasma blade gauntlet	Melee	3	2+	6	-2	1
Plasma knife	Melee	3	2+	4	-2	1
Plasma sword SUSTAINED HITS 1	Melee	6	3+	6	-2	1
They'n's melee weapon	Melee	3	3+	5	-2	1



AUFSTELLUNG

1x Living Ancestor [Crucible]

Equipped with: Autoch-pattern bolt pistol, Autoch-pattern bolter, Autoch-pattern combi-bolter, Bolt cannon, Bolt revolver, Bolt shotgun, EtaCarn plasma gun, Exo-armour grenade launcher, Graviton blast cannon, Graviton rifle, Heavy volkanite disintegrator, Ion blaster, Magna-coil autocannon, SP conversion beamer, Theyn's pistol, Volkanite disintegrator, ► Ancestral Wrath - focused witchfire, ► Ancestral Wrath - witchfire, Ancestral ward stave, Close combat weapon, Concussion gauntlet, Concussion maul, Darkstar axe, Forgewrought plasma axe, Graviton hammer, Heavy plasma axe, Mass gauntlet, Mass hammer, Plasma blade gauntlet, Plasma knife, Plasma sword, Theyn's melee weapon

Wargear Options:

- This model can be equipped with one of: Ancestral Wrath, Autoch-pattern bolter, Autoch-pattern combi-bolter, Graviton blast cannon, Bolt shotgun, EtaCarn plasma gun, Bolt cannon, Graviton rifle, Heavy volkanite disintegrator, Ion blaster, SP conversion beamer, Volkanite disintegrator.
- This model can be equipped with up to 2 of: Autoch-pattern bolter, Autoch-pattern bolt pistol, Bolt revolver, Theyn's pistol.

Leader

This model can be attached to the following units: Hernkyn Pioneers

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader, Leader

Barrier Tech Repulsion

Each time a ranged attack targets this unit, subtract 1 from the Hit roll.

Exemplar of the Einhyr

While this model is leading a unit, add 1 to Advance and Charge rolls made for that unit.

Forgewrought Expertise

At the end of your Movement phase, this model can repair one friendly Leagues of Votann Vehicle, Exoframe or Ironkin Steeljacks unit within 3" of it. One model in that unit regains up to D3 lost wounds. Each unit can only be repaired once per turn.

Grimnyr's Regard

Once per battle, at the start of any phase, you can select one friendly Leagues of Votann unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

Kindred Hero

While this model is leading a unit, weapons equipped by models in that unit have the [\[Lethal Hits\]](#) ability.

Rampart Crest

While the bearer is leading a unit, models in that unit have a 5+ invulnerable save.

Teleport Crest

While the bearer is leading a unit, models in that unit have the Deep Strike ability.



WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

ASSAULT

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*

PISTOL

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

PSYCHIC

Each time an attack is made with a **[PSYCHIC]** weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*



CORE RULES

◆ Conversion (Thunderkyn)

Each time an attack made with this weapon targets an enemy unit that is not within 12", an unmodified Hit roll of 4+ scores a Critical Hit.

◆ Feel No Pain 4+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

◆ Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◆ Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

◆ Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.



MEMNYR STRATEGIST

45 PTS



M	T	SV	W	LD	OC
5"	5	4+	4	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern bolt pistol PISTOL	12"	1	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1

AUFSTELLUNG

1x Memnyr Strategist (32mm)

Equipped with: Autoch-pattern bolt pistol, Close combat weapon

ABILITIES

CORE - Leader

Computational Mastermind

At the end of your Command phase, before you determine if units from your army have Hostile Acquisition or Fortify Takeover, for each objective marker you control that has one or more models with this ability in range of it, you can spend 1YP or gain 1YP.

Guerrilla Adepts

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 attack 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 or 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.

Predictive Guidance

Once per battle round, when you target this unit with the Fire Overwatch/Heroic Intervention stratagem, you can use this ability. If you do, that use of that stratagem is -1 CP.

Leader

This model can be attached to the following units: Ironkin Steeljacks with Heavy Vulkanite Disintegrators, Ironkin Steeljacks with Melee Weapons

WEAPON RULES

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.



CORE RULES

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◆ Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.
- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.
- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

- You control one or more objective markers not within your deployment zone.
- You control two or more objective markers not within your deployment zone.
- You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

LEAGUES OF VOTANN

SAGITAUR

85 PTS



M	T	SV	W	LD	OC
12"	9	3+	9	7+	2

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
HYLas beam cannon	24"	2	4+	12	-3	D6+1
MATR autocannon ASSAULT SUSTAINED HITS 1	24"	6	4+	7	-1	2
Sagitaur missile launcher	36"	2	4+	10	-3	3
Twin bolt cannon SUSTAINED HITS 2 TWIN-LINKED	36"	3	4+	6	-1	2
► L7 missile launcher - blast BLAST	24"	D6	4+	4	0	1
► L7 missile launcher - focused	24"	1	4+	9	-2	D6

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured wheels	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Sagitaur (Hull)

Equipped with: HYLas beam cannon, MATR autocannon, Sagitaur missile launcher, Twin bolt cannon, ► L7 missile launcher - blast, ► L7 missile launcher - focused, Armoured wheels

Wargear Options:

- This model can replace its HYLas beam cannon with L7 missile launcher and Sagitaur missile launcher or MATR autocannon.

ABILITIES

Blistering Advance

Units can disembark from this Transport after it has Advanced. Units that do so count as having made a Normal move that phase, and cannot declare a charge in the same turn, but can otherwise act normally in the remainder of the turn.

Firebase 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.

Guerrilla Adepts

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 attack 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 or 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.

Sagitaur (Transport)

Capacity: This model has a transport capacity of 6 LEAGUES OF VOTANN INFANTRY models. It cannot transport ARTILLERY, EXOARMOUR, EXOFRAME or IRONKIN STEELJACKS models.

At the start of the Declare Battle Formations step, you can select one Hearthkyn Warriors unit from your army that has not been split. If you do, that unit is split into two units, each containing as equal a number of models as possible (when splitting a unit in this way, make a note of which models form each of the two new units). One of these units must start the battle embarked within this Transport; the other can start the battle embarked within another Transport, or it can be deployed as a separate unit.



WEAPON RULES

ASSAULT

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

◆ Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◆ Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.

- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.



◆ Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.



STEELJACK ELDER

[CRUCIBLE]

80 PTS

M	T	SV	W	LD	OC
5"	6	2+	5	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern bolt pistol PISTOL	12"	1	2+	4	0	1
Autoch-pattern bolter	24"	2	3+	4	0	1
Autoch-pattern bolter PISTOL	24"	2	3+	4	0	1
Autoch-pattern combi-bolter	24"	4	2+	4	0	1
Bolt cannon SUSTAINED HITS 2	36"	3	3+	6	-1	2
Bolt revolver PISTOL	12"	1	2+	5	0	1
Bolt shotgun ASSAULT	18"	2	3+	5	0	1
EtaCarn plasma gun RAPID FIRE 1	24"	1	2+	7	-3	2
Exo-armour grenade launcher BLAST	24"	D3	2+	3	0	1
Graviton blast cannon ANTI-MONSTER 3+ ANTI-VEHICLE 3+	24"	3	3+	5	-2	3
Graviton rifle ANTI-MONSTER 3+ ANTI-VEHICLE 3+	18"	3	3+	5	-1	3
Heavy volkanite disintegrator DEVASTATING WOUNDS	24"	6	3+	6	-1	1
Ion blaster	18"	1	2+	5	-2	1
Magna-coil autocannon	24"	3	4+	7	-1	2
SP conversion beamer CONVERSION LETHAL HITS	24"	2	3+	7	-2	3
They'n's pistol PISTOL	12"	1	2+	8	-2	1

Volkanite disintegrator DEVASTATING WOUNDS	24"	3	2+	5	0	1
► Ancestral Wrath - focused witchfire HAZARDOUS PSYCHIC	24"	6	3+	6	-2	D3
► Ancestral Wrath - witchfire PSYCHIC	24"	3	3+	6	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ancestral ward stave PSYCHIC	Melee	2	3+	7	-1	D3
Close combat weapon	Melee	2	3+	4	0	1
Concussion gauntlet LETHAL HITS	Melee	3	3+	8	-2	2
Concussion maul ANTI-MONSTER 3+ ANTI-VEHICLE 3+	Melee	3	3+	5	-2	3
Darkstar axe	Melee	6	2+	6	-3	2
Forgewrought plasma axe	Melee	4	2+	6	-3	2
Graviton hammer ANTI-MONSTER 3+ ANTI-VEHICLE 3+	Melee	3	3+	9	-1	3
Heavy plasma axe	Melee	3	3+	7	-2	3
Mass gauntlet	Melee	3	3+	8	-3	3
Mass hammer	Melee	3	3+	12	-3	D6+1
Plasma blade gauntlet	Melee	3	2+	6	-2	1
Plasma knife	Melee	3	2+	4	-2	1
Plasma sword SUSTAINED HITS 1	Melee	6	3+	6	-2	1
They'n's melee weapon	Melee	3	3+	5	-2	1



AUFSTELLUNG

1x Steeljack Elder [Crucible]

Equipped with: Autoch-pattern bolt pistol, Autoch-pattern bolter, Autoch-pattern combi-bolter, Bolt cannon, Bolt revolver, Bolt shotgun, EtaCarn plasma gun, Exo-armour grenade launcher, Graviton blast cannon, Graviton rifle, Heavy volkanite disintegrator, Ion blaster, Magna-coil autocannon, SP conversion beamer, Theyn's pistol, Volkanite disintegrator, ► Ancestral Wrath - focused witchfire, ► Ancestral Wrath - witchfire, Ancestral ward stave, Close combat weapon, Concussion gauntlet, Concussion maul, Darkstar axe, Forgewrought plasma axe, Graviton hammer, Heavy plasma axe, Mass gauntlet, Mass hammer, Plasma blade gauntlet, Plasma knife, Plasma sword, Theyn's melee weapon

Wargear Options:

- This model can be equipped with one of: Ancestral Wrath, Autoch-pattern bolter, Autoch-pattern combi-bolter, Graviton blast cannon, Bolt shotgun, EtaCarn plasma gun, Bolt cannon, Graviton rifle, Heavy volkanite disintegrator, Ion blaster, SP conversion beamer, Volkanite disintegrator.
- This model can be equipped with up to 2 of: Autoch-pattern bolter, Autoch-pattern bolt pistol, Bolt revolver, Theyn's pistol.

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader, Leader

Barrier Tech Repulsion

Each time a ranged attack targets this unit, subtract 1 from the Hit roll.

Exemplar of the Einhyr

While this model is leading a unit, add 1 to Advance and Charge rolls made for that unit.

Forgewrought Expertise

At the end of your Movement phase, this model can repair one friendly Leagues of Votann Vehicle, Exoframe or Ironkin Steeljacks unit within 3" of it. One model in that unit regains up to D3 lost wounds. Each unit can only be repaired once per turn.

Forgewrought Skill

Each time this model makes an attack, you can re-roll the Hit roll.

Kindred Hero

While this model is leading a unit, weapons equipped by models in that unit have the [Lethal Hits] ability.

Rampart Crest

While the bearer is leading a unit, models in that unit have a 5+ invulnerable save.

Teleport Crest

While the bearer is leading a unit, models in that unit have the Deep Strike ability.

Leader

This model can be attached to the following units: Hernkyn Pioneers

WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

ASSAULT

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

LETHAL HITS

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].



PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PSYCHIC

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

CORE RULES

◇ Conversion (Thunderkyn)

Each time an attack made with this weapon targets an enemy unit that is not within 12", an unmodified Hit roll of 4+ scores a Critical Hit.

◇ Feel No Pain 4+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

◇ Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

◇ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



◆ **Prioritised Efficiency**

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.
- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.
- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

- You control one or more objective markers not within your deployment zone.
- You control two or more objective markers not within your deployment zone.
- You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

◆ **Scouts 9"**

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.



LEAGUES OF VOTANN

ÛTHAR THE DESTINED

90 PTS



M

5"

T

5

SV

3+

W

5

LD

6+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Volkanite disintegrator DEVASTATING WOUNDS	24"	3	2+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blade of the Ancestors DEVASTATING WOUNDS	Melee	5	2+	6	-3	2

AUFSTELLUNG

1x Ûthar the Destined (40mm)

Equipped with: Volkanite disintegrator, Blade of the Ancestors

ABILITIES

CORE - Leader

- Ancestral Fortune**
Once per turn, you can spend 1YP to change one Hit roll, one Wound roll or one saving throw made for this model to an unmodified 6.
- Grim Efficiency**
Once per battle round, when a friendly Leagues of Votann unit within 12" of this model is targeted with a Stratagem, this model can use this ability. If it does, reduce the CP cost of that Stratagem by 1CP.

Guerrilla Adepts

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 attack 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 or 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.

Rampart crest

While the bearer is leading a unit, models in that unit have a 5+ invulnerable save.

Leader

- This model can be attached to the following units:
- Einhyr Hearthguard
 - Hearthkyn Warriors

WEAPON RULES

DEVASTATING WOUNDS

Each time an attack made with a **DEVASTATING WOUNDS** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **DEVASTATING WOUNDS** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **DEVASTATING WOUNDS** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*



CORE RULES

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◆ Prioritised Efficiency

If your Army Faction is Leagues of Votann, Leagues of Votann units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those Leagues of Votann units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.
- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.
- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

- You control one or more objective markers not within your deployment zone.
- You control two or more objective markers not within your deployment zone.
- You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

PUNKTELISTE

EINHEIT	PUNKTE
Arkanyst Evaluator	70 pts
Berehk Stornbröw	85 pts
Brôkhyr Iron-master	70 pts
Brôkhyr Thunderkyn	80 pts (bis 3 Modelle) · 160 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Buri Aegnirssen	85 pts
Cthonian Beserks	100 pts (bis 5 Modelle) · 200 pts (ab 6 Modellen)
Cthonian Earthshakers	110 pts
Einhyr Champion	65 pts
Einhyr Hearthguard	130 pts (bis 5 Modelle) · 270 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Grimnyr	65 pts
Hearthkyn Warriors	100 pts
Hekaton Land Fortress	250 pts · ab der 2. gleichnamigen Einheit im Heer: +15 pts

EINHEIT	PUNKTE
Hernkyn Pioneers	80 pts (bis 3 Modelle) · 160 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Hernkyn Yaegirs	90 pts
Ironkin Steeljacks with Heavy Volkanite Disintegrators	80 pts (bis 3 Modelle) · 160 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Ironkin Steeljacks with Melee Weapons	80 pts (bis 3 Modelle) · 160 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Kapricus Carrier	70 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Kinhost Commander [Crucible]	65 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Kâhl	65 pts
Living Ancestor [Crucible]	70 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Memnyr Strategist	45 pts
Sagitaur	85 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Steeljack Elder [Crucible]	80 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Ûthar the Destined	90 pts

ENHANCEMENTS — BRANDFAST OATHBAND

ENHANCEMENT	PUNKTE
Tactical Alchemy	10 pts
Trivârg Cyber Implant	40 pts
Precursive Judgement	15 pts
Signature Restoration	5 pts

ENHANCEMENTS — DÊLVE ASSAULT SHIFT

ENHANCEMENT	PUNKTE
Dêlvwerke Navigator	25 pts
Quake Supervisor	20 pts
Piledriver	15 pts
Multiwave System Jammer	10 pts

ENHANCEMENTS — HEARTHBAND

ENHANCEMENT	PUNKTE
Bastion Shield	25 pts
High Kâhl	30 pts

ENHANCEMENT	PUNKTE
Ironskein	10 pts
Quake Multigenerator	15 pts

ENHANCEMENTS — HEARTHFYRE ARSENAL

ENHANCEMENT	PUNKTE
Fårstryder Node	20 pts
Graviton Vault	5 pts
Mantle of Elders	10 pts
Calculated Tenacity	15 pts

ENHANCEMENTS — HEARTHGUARD COVENANT

ENHANCEMENT	PUNKTE
Ironskein	10 pts
High Kâhl	30 pts

ENHANCEMENTS — MERCENARY OATHBAND

ENHANCEMENT	PUNKTE
Mercenary Prospector	20 pts
Metaphysical Brokerage	20 pts
Etacarn SB9 Targeting Implant	15 pts
Asset Manipulator	25 pts

ENHANCEMENTS — NEEDGAARD OATHBAND

ENHANCEMENT	PUNKTE
Oathbound Speculator	30 pts
Dead Reckoning	10 pts
Iron Ambassador	5 pts
Ancestral Crest	15 pts

ENHANCEMENTS — PERSECUTION PROSPECT

ENHANCEMENT	PUNKTE
Writ of Acquisition	10 pts
Surgical Saboteur	10 pts

ENHANCEMENT	PUNKTE
Nomad Strategist	20 pts
Eye For Weakness	25 pts

ENHANCEMENTS — WHITE DWARF CONTENT

ENHANCEMENT	PUNKTE
Advanced Mag-tech	0 pts
Ancestral Exo-armour	0 pts
Timed Defence	0 pts
Comrades' Acclaim	0 pts
Exceptional Assistant	0 pts
Full Throttle Assault	0 pts
Heroes of the League	0 pts
Master Salvager	0 pts
Nullyn Cloneskein	0 pts
Resourceful	0 pts
Stalwart Efficiency	0 pts
Stalwart Protector	0 pts

ENHANCEMENT	PUNKTE
Strafing Run	0 pts
Stubborn and Unforgiving	0 pts
War-wrought	0 pts
Bastion Running	0 pts
Enhanced Stabilisers	0 pts