LEAGUES OF VOTANN
ARMY RULE

The Kin are a highly practical people in every area of life, not least in war. Their leaders make swift and careful calculations before and during battle, constantly striving to determine if the potential reward of conflict is worth the inevitable loss of resources and precious Kin lives. An essential part of this is what is known as casting the Eye of the Ancestors, through which Kin commanders assess the greatest enemy threats, mark weak points in their defences and determine what forces are needed to overcome both.

EYE OF THE ANCESTORS

If your Army Faction is **LEAGUES OF VOTANN**, each time an enemy unit destroys a **LEAGUES OF VOTANN** unit from your army, that enemy unit gains 1 Judgement token. An enemy unit can never have more than 2 Judgement tokens (any further Judgement tokens a unit would gain beyond this are ignored).

Each time a model from your army with this ability makes an attack that targets a unit that has one or more Judgement tokens, until that model's attacks have been resolved, apply the relevant bonus from the table below to that attack.

Designer's Note: *If a unit with Judgement tokens is removed from the battlefield, make a note of how many Judgement tokens it had when it was removed. If that unit is set up on the battlefield again, place the corresponding number of Judgement tokens next to it. If a unit with Judgement tokens splits up into two or more smaller units, each of those units gains a number of Judgement tokens equal to that of the original unit. If two units combine to form a single larger unit and either of those units had Judgement tokens, make a note of how many the unit with the most has, just before they combine – the new unit has a number of Judgement tokens equal to this.*

JUDGEMENT TOKENS	BONUS
1	**Eminent Threat:** Add 1 to the Hit roll.
2	**Now We've Got a Grudge to Settle:** Add 1 to the Hit roll and add 1 to the Wound roll.

DETACHMENT RULE

If your Army Faction is **LEAGUES OF VOTANN**, you can use this Oathband Detachment rule.

RUTHLESS EFFICIENCY

The Kin of an Oathband are skilled warriors and ruthless expansionists, instinctively working together to defeat their foes and efficiently achieve their aims. As with everything, they approach war with a grim, methodical pragmatism that is an inspiration to other Kin.

At the start of the battle, select one unit from your opponent's army. That unit starts the battle with 2 Judgement tokens (see Eye of the Ancestors).

If, at the start of any of your Command phases, that enemy unit is destroyed, you gain a number of CP depending on how early in the battle you destroyed it, as shown below (you can only gain CP in this way once per battle, and CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).

Unit destroyed by the start of your first or second Command phase:	
You gain	3CP

Unit destroyed by the start of your third or fourth Command phase:	
You gain	2CP

Unit destroyed by the start of your fifth Command phase:	
You gain	1CP

If you are using the Oathband Detachment rule, you can use these Oathband Stratagems.

WARRIOR PRIDE

OATHBAND – BATTLE TACTIC STRATAGEM

1CP

The warriors of the Leagues of Votann pride themselves on their martial skill and proficiency in combat, and when the Ancestors are watching their actions they can quickly overwhelm and pick apart their foes.

WHEN: Fight phase.

TARGET: One LEAGUES OF VOTANN unit from your army, and one enemy unit that has one or more Judgement tokens and is within Engagement Range of that LEAGUES OF VOTANN unit.

EFFECT: Until the end of the phase, each time a model in your unit makes a melee attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1 for each Judgement token that enemy unit has.

ORDERED RETREAT

OATHBAND – STRATEGIC PLOY STRATAGEM

1CP

Not for the Kin the sudden panic of the rout. Instead, they fall back steadily and by squads, laying down furious suppressing fire before launching fresh assaults.

WHEN: Your Movement phase, just after a LEAGUES OF VOTANN unit from your army Falls Back.

TARGET: That LEAGUES OF VOTANN unit.

EFFECT: Until the end of the turn, your unit is eligible to shoot and declare a charge.

ANCESTRAL SENTENCE

OATHBAND – BATTLE TACTIC STRATAGEM

1CP

Some foes are so loathed that the Ancestors themselves are said to pass sentence upon them, marking them for death.

WHEN: Your Shooting phase.

TARGET: One LEAGUES OF VOTANN unit from your army.

EFFECT: Until the end of the phase, each time a model in your unit makes a ranged attack, that attack has the [SUSTAINED HITS 1] ability, and each time a model in your unit makes a ranged attack that targets a unit that has one or more Judgement tokens, that attack has the [SUSTAINED HITS 2] ability instead.

REACTIVE REPRISAL

OATHBAND – BATTLE TACTIC STRATAGEM

2CP

Once an enemy target has been marked out by the Eye of the Ancestors, the Kin focus their efforts upon its destruction, redoubling their fury should it attempt to engage.

WHEN: Your opponent's Shooting phase, just after an enemy unit that has one or more Judgement tokens has resolved its attacks.

TARGET: One LEAGUES OF VOTANN unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Your LEAGUES OF VOTANN unit can shoot as if it were your Shooting phase, but it must target the enemy unit that just attacked it, and can only do so if that enemy unit is an eligible target.

If you are using the Oathband Detachment rule, you can use these Oathband Stratagems.

NEWFOUND NEMESIS

OATHBAND – STRATEGIC PLOY STRATAGEM

To strike down Kin is to earn the immediate and murderous ire of all their warrior comrades.

1CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has resolved its attacks.

TARGET: One **Leagues of Votann Infantry** or **Leagues of Votann Mounted** unit from your army that was reduced to Below Half-strength as a result of the attacking unit's attacks.

EFFECT: The attacking unit gains 1 Judgement token, or up to 2 Judgement tokens instead if that **Leagues of Votann** unit contained your **Warlord** when it was targeted by those attacks.

VOID ARMOUR

OATHBAND – WARGEAR STRATAGEM

Void armour comprises hardened, jointed segments hooked into the void suit beneath. It is fashioned from magnaferrite weave, and often reinforced with adamantine and enhanced with microfield generators.

1CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **Leagues of Votann** 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 **Leagues of Votann** unit, worsen the Armour Penteration characteristic of that attack by 1.

If you are using the Oathband Detachment rule, you can use these Oathband Enhancements.

APPRAISING GLARE

Few Kin can cast the Eye of the Ancestors with the swiftness and grim efficiency of this venerable leader. Where their merciless gaze falls, the strengths and weaknesses of the enemy are laid bare, and there their warriors strike hardest.

Leagues of Votann model only. In your Command phase, you can select one objective marker your opponent controls. Until the end of the phase, while an enemy unit is within range of that objective marker, it counts as having one more Judgement token than it actually has (to a maximum of 2).

A LONG LIST

This warrior holds the majority of the galaxy's races in contempt, and seeks out their many nemeses with a keen and inescapable eye. No sooner have they settled a Grudge against one foe, than they move to the next name on their list.

Leagues of Votann model only. Each time the bearer's unit destroys an enemy unit, if that enemy unit has one or more Judgement tokens, you can select one other enemy unit that is visible to the bearer. That other unit gains one Judgement token.

GRIM DEMEANOUR

This warlord's grim countenance is legendary, and they are rumoured to have never smiled. Such a demeanour is, of course, an outward sign of how seriously they undertake their solemn tasks, and under their stern gaze no Kin will be found wanting.

Leagues of Votann model only. You can re-roll Battle-shock tests taken for the bearer's unit, and models in that unit can ignore any or all modifiers to their characteristics and/or to any rolls or tests made for them (excluding modifiers to saving throws).

WAYFARER'S GRACE

This one-of-a-kind void suit was crafted for the famed Hernkyn adventurer Sîmmka Farstryd as thanks for her saving the Hold world of Hyvôk's Kindred. Incorporating ancient technological secrets interpreted from Votannic lore, Wayfarer's Grace acts as a life-support system for its wearer. Monitoring their vital statistics constantly, the suit provides medical support and can even restart its wearer's stopped heart in extremis.

Leagues of Votann model only. The first time the bearer is destroyed, after placing a Judgement token next to the unit that destroyed it, roll one D6 at the end of the phase. On a 2+, set the bearer back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with its full wounds remaining.

ÛTHAR THE DESTINED

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Volkanite disintegrator [DEVASTATING WOUNDS]	18"	3	2+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Blade of the Ancestors [DEVASTATING WOUNDS]	Melee	5	2+	6	-3	2

ABILITIES

CORE: **Leader**

FACTION: **Eye of the Ancestors**

Ancestral Fortune: Once per turn, you can change one Hit roll, one Wound roll or one Damage roll made for this model to a 6.

The Destined: Each time an attack is allocated to this model, change the Damage characteristic of that attack to 1.

Grim Efficiency: Once per battle round, in your Command phase, you can select one model from your army with this ability, then select one enemy unit that is visible to that model. That enemy unit gains 1 Judgement token.

WARGEAR ABILITIES

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

INVULNERABLE SAVE

4+

KEYWORDS: **Infantry, Character, Epic Hero, Ûthar the Destined**

FACTION KEYWORDS:
Leagues of Votann

ÛTHAR THE DESTINED

As the most accomplished hero of the Greater Thurian League, Kâhl Ûthar the Destined is marked for greatness. Few can assess the foe as swiftly or mercilessly as Ûthar and – once he has his enemies' measure – he soon cuts them to pieces with the glowing Blade of the Ancestors.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Ûthar the Destined – Epic Hero**

This model is equipped with: volkanite disintegrator; Blade of the Ancestors; rampart crest.

LEADER

This model can be attached to the following units:

- **Einhyr Hearthguard**
- **Hearthkyn Warriors**

KEYWORDS: **Infantry, Character, Epic Hero, Ûthar the Destined**

FACTION KEYWORDS:
Leagues of Votann

KÂHL

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autoch-pattern combi-bolter	24"	4	2+	4	0	1
Volkanite disintegrator [DEVASTATING WOUNDS]	18"	3	2+	5	0	1

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

ABILITIES

CORE: **Leader**

FACTION: **Eye of the Ancestors**

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

Grim Efficiency: Once per battle round, in your Command phase, you can select one model from your army with this ability, then select one enemy unit that is visible to that model. That enemy unit gains 1 Judgement token.

WARGEAR ABILITIES

Rampart Crest: While this model is leading a unit, models in that unit have a 5+ invulnerable save.

Teleport Crest: While this model is leading a unit, models in that unit have the Deep Strike ability.

INVULNERABLE SAVE   4+

KEYWORDS: **Infantry, Character, Kâhl**

FACTION KEYWORDS:
Leagues of Votann

KÂHL

Most Oathbands are led by a Kâhl, whose strategic wisdom, determination and martial might are an inspiration to their warriors. Kâhls are often equipped with especially powerful weapons and potent field or teleportation technologies, the better to lead the fight from the front and bring down the deadliest foes.

WARGEAR OPTIONS

- This model's Autoch-pattern combi-bolter can be replaced with 1 volkanite disintegrator.
- This model's forgewrought plasma axe can be replaced with 1 mass gauntlet.
- This model's rampart crest can be replaced with 1 teleport crest.

UNIT COMPOSITION

- **1 Kâhl**

This model is equipped with: Autoch-pattern combi-bolter; forgewrought plasma axe; rampart crest.

LEADER

This model can be attached to the following units:

- **Einhyr Hearthguard**
- **Hearthkyn Warriors**

KEYWORDS: **Infantry, Character, Kâhl**

FACTION KEYWORDS:
Leagues of Votann

EINHYR CHAMPION

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

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

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

ABILITIES

CORE: **Leader**

FACTION: **Eye of the Ancestors**

Exemplar of the Einhyr: While this model is leading a unit, you can re-roll Charge rolls made for that unit.

Mass Driver Accelerators: Each time this model ends a Charge move, you can select one enemy unit within Engagement Range of this unit 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.

WARGEAR ABILITIES

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.

KEYWORDS: **Infantry, Character, Exo-armour, Einhyr Champion**

FACTION KEYWORDS:
Leagues of Votann

EINHYR CHAMPION

Einhyr Champions wear modified exo-armour fitted with mass drivers. Combined with their formidable close-quarters weaponry and bulky RAM shields, this wargear transforms them into living battering rams whose accelerated charge hits hard enough to smash clean through armoured fortress gates.

WARGEAR OPTIONS

- This model's mass hammer can be replaced with 1 darkstar axe.
- This model's weavefield crest can be replaced with 1 teleport crest.

UNIT COMPOSITION

- **1 Einhyr Champion**

This model is equipped with: Autoch-pattern combi-bolter; mass hammer; weavefield crest.

LEADER

This model can be attached to the following unit:

- **Einhyr Hearthguard**

KEYWORDS: **Infantry, Character, Exo-armour, Einhyr Champion**

FACTION KEYWORDS:
Leagues of Votann

GRIMNYR

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autoch-pattern bolter	24"	2	4+	4	0	1
➤ Ancestral Wrath – witchfire [PSYCHIC]	24"	3	2+	6	-2	D3
➤ Ancestral Wrath – focused witchfire [HAZARDOUS, PSYCHIC]	24"	6	2+	6	-2	D3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Ancestral ward stave [PSYCHIC]	Melee	1	3+	7	-1	D3
Close combat weapon	Melee	1	4+	3	0	1

ABILITIES

CORE: **Leader**

FACTION: **Eye of the Ancestors**

Fortify (Psychic): While this model is leading a unit, improve the Toughness characteristic of models in that unit by 1.

Grimnyr's Regard: Once per battle, after this model's unit fails a Battle-shock test, this model can use this ability. If it does, that unit is no longer Battle-shocked.

INVULNERABLE SAVE

4+

➤ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS – ALL MODELS: **Infantry, Grimnyr** | GRIMNYR MODEL: **Character, Psyker**

FACTION KEYWORDS:
Leagues of Votann

GRIMNYR

The Grimnyr – or Living Ancestors – are privy to the wisdom of the Votann, and as close as to priests as the secular Kin get. Equipped with barrier tech such as ward staves and energy-focusing CORVs, they are able to rouse the fury of the immaterium against their foes.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Grimnyr
- 2 CORVs*

* If this unit's Grimnyr model is ever destroyed, all of this unit's remaining CORV models are also destroyed.

The Grimnyr is equipped with: Ancestral Wrath; ancestral ward stave.

Every CORV is equipped with: Autoch-pattern bolter; close combat weapon.

LEADER

This unit can be attached to the following unit:

- **Hearthkyn Warriors**

KEYWORDS — ALL MODELS: **Infantry, Grimnyr** | GRIMNYR MODEL: **Character, Psyker**

FACTION KEYWORDS:
Leagues of Votann

BRÔKHYR IRON-MASTER

M	T	SV	W	LD	OC	
5"	5	4+	4	7+	1	BRÔKHYR IRON-MASTER
5"	5	4+	2	7+	1	IRONKIN ASSISTANT

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

⊕ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autoch-pattern bolt pistol	12"	1	3+	4	0	1
Graviton rifle [ANTI-VEHICLE 2+]	18"	3	3+	5	-1	3
Las-beam cutter	6"	1	4+	6	-3	1

⚒ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1
Graviton hammer [ANTI-VEHICLE 2+]	Melee	3	4+	9	-1	3
Manipulator arms	Melee	3	4+	3	0	1
Plasma torch	Melee	1	4+	6	-3	2

ABILITIES

CORE: **Leader**

FACTION: **Eye of the Ancestors**

Multispectral Visor: While this model is leading a unit, each time a model in that unit makes a ranged attack, add 1 to the Hit roll.

Brôkhyr's Guild: At the end of your Movement phase, this unit can repair one friendly **Leagues of Votann Vehicle** or **Exo-frame** model within 3" of it. That model regains up to D3 lost wounds, or up to 3 lost wounds instead if this unit contains an Ironkyn Assistant. Each model can only be repaired once per turn.

KEYWORDS — ALL MODELS: **Infantry, Brôkhyr Iron-master** |
BRÔKHYR IRON-MASTER MODEL: **Character**

FACTION KEYWORDS:
Leagues of Votann

BRÔKHYR IRON-MASTER

Iron-masters are the most accomplished Brôkhyrs of their Kindred. In battle, they take on the duty of maintaining damaged Kin war engines, often aided by Ironkin and COG repair crews. These veteran Brôkhyrs also bring their most powerful personal creations to war, taking satisfaction in unleashing them upon the foe.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Brôkhyr Iron-master
- 1 Ironkin Assistant*
- 3 E-COGs*

* If this unit's Iron-master is ever destroyed, this unit's Ironkyn Assistant and all remaining E-COGs are also destroyed.

The Iron-master is equipped with: graviton rifle; graviton hammer.

The Ironkin Assistant is equipped with: las-beam cutter; close combat weapon. **One E-COG is equipped with:** Autoch-pattern bolt pistol; close combat weapon. **One other E-COG is equipped with:** plasma torch. **One other E-COG is equipped with:** manipulator arms.

LEADER

This unit can be attached to the following units:

- **HEARTHKYN WARRIORS**
- **BRÔKHYR THUNDERKYN**

KEYWORDS – ALL MODELS: **INFANTRY, BRÔKHYR IRON-MASTER** | BRÔKHYR IRON-MASTER MODEL: **CHARACTER**

FACTION KEYWORDS: **LEAGUES OF VOTANN**

HEARTHKYN WARRIORS

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

◈ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autoch-pattern bolt pistol [PISTOL]	12"	1	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
EtaCarn plasma pistol [PISTOL]	6"	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 pistol [PISTOL]	12"	1	4+	5	-2	1
▶ L7 missile launcher – blast [BLAST]	24"	D6	4+	4	0	1
▶ L7 missile launcher – focused	24"	1	4+	9	-2	D6
Magna-rail rifle [DEVASTATING WOUNDS, HEAVY]	18"	1	5+	12	-3	D3+3

⚒ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	4	0	1
Kin melee weapon	Melee	2	4+	5	-2	2

▶ *Before selecting targets for this weapon, select one of its profiles to make attacks with.*

ABILITIES

FACTION: **Eye of the Ancestors**

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, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

WARGEAR ABILITIES

Pan Spectral Scanner: Ranged weapons equipped by models in the bearer's unit have the [IGNORES COVER] ability.

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

Medipack: Models in the bearer's unit have the Feel No Pain 6+ ability.

Weavefield Crest: The bearer has a 4+ invulnerable save.

KEYWORDS: **Infantry, Battleline, Grenades, Hearthkyn Warriors**

FACTION KEYWORDS:
Leagues of Votann

HEARTHKYN WARRIORS

Well-armoured, well-trained and equipped with an array of powerful weaponry, Hearthkyn Warriors form the backbone of most Oathbands. Led by their Theyns, they lay down hails of firepower, shrugging off the enemy's return volleys before storming in to shatter their wavering foes for good.

WARGEAR OPTIONS

- All models in this unit can each have their Autoch-pattern bolter replaced with 1 ion blaster.
- Up to 2 Hearthkyn Warriors can each have their Autoch-pattern bolter or ion blaster replaced with one of the following:
  ◦ 1 HYLas auto rifle*
  ◦ 1 HYLas rotary cannon*
  ◦ 1 L7 missile launcher*
  ◦ 1 EtaCarn plasma beamer*
  ◦ 1 magna-rail rifle*
  ◦ 1 Kin melee weapon

* You can only select each of these options once per unit.

- Up to 3 different Hearthkyn Warriors equipped with either an Autoch-pattern bolter or an ion blaster can each be equipped with one of the following (to a maximum of 1 of each per unit):
  ◦ 1 medipack**
  ◦ 1 comms array**
  ◦ 1 pan spectral scanner**

** This model's Autoch-pattern bolter or ion blaster cannot be replaced.

- The Theyn's Autoch-pattern bolt pistol can be replaced with one of the following:
  ◦ 1 ion pistol
  ◦ 1 EtaCarn plasma pistol
- The Theyn's Autoch-pattern bolter or ion blaster can be replaced with 1 Kin melee weapon.

UNIT COMPOSITION

- 1 Theyn
- 9 Hearthkyn Warriors

Every model is equipped with: Autoch-pattern bolt pistol; Autoch-pattern bolter; close combat weapon.

The Theyn is additionally equipped with: weavefield crest.

KEYWORDS: **Infantry, Battleline, Grenades, Hearthkyn Warriors**

FACTION KEYWORDS:
Leagues of Votann

EINHYR HEARTHGUARD

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

⬦ RANGED WEAPONS	RANGE	A	BS	S	AP	D
EtaCarn plasma gun	24"	1	3+	8	-3	2
Exo-armour grenade launcher [BLAST]	18"	D6	3+	4	0	1
Volkanite disintegrator [DEVASTATING WOUNDS]	18"	3	3+	5	0	1

⚒ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Concussion gauntlet	Melee	2	3+	9	-2	2
Concussion hammer	Melee	3	4+	9	-1	3
Plasma blade gauntlet	Melee	3	3+	6	-2	1

ABILITIES

FACTION: **Eye of the Ancestors**

Oathband Bodyguard: While a **CHARACTER** is leading this unit, each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic, subtract 1 from the Wound roll.

WARGEAR ABILITIES

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

Weavefield Crest: The bearer has a 4+ invulnerable save.

KEYWORDS: **Infantry, Exo-armour, Einhyr Hearthguard**

FACTION KEYWORDS:
Leagues of Votann

EINHYR HEARTHGUARD

Clad in formidable exo-armour and equipped with a fearsome array of weaponry, Einhyr Hearthguard are a force to be reckoned with. Whether forming bodyguards around their Oathband's heroes or striking deep into the heart of enemy territory, they are unstoppable on the attack and immovable in defence.

WARGEAR OPTIONS

- All models in this unit can each have their EtaCarn plasma gun replaced with 1 volkanite disintegrator.
- All models in this unit can each have their concussion gauntlet replaced with 1 plasma blade gauntlet.
- The Hesyr's concussion gauntlet or plasma blade gauntlet can be replaced with 1 concussion hammer.
- The Hesyr's weavefield crest can be replaced with 1 teleport crest.

UNIT COMPOSITION

- **1 Hesyr**
- **4-9 Hearthguard**

Every model is equipped with: EtaCarn plasma gun; exo-armour grenade launcher; concussion gauntlet.

The Hesyr is additionally equipped with: weavefield crest.

KEYWORDS: **Infantry, Exo-armour, Einhyr Hearthguard**

FACTION KEYWORDS:
Leagues of Votann

CTHONIAN BESERKS

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Mole grenade launcher [BLAST, INDIRECT FIRE]	24"	D6	4+	5	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Concussion maul	Melee	3	4+	9	-2	3
▶ Heavy plasma axe – strike	Melee	3	3+	6	-2	2
▶ Heavy plasma axe – sweep	Melee	6	3+	4	-1	1
Twin concussion gauntlet [TWIN-LINKED]	Melee	4	4+	9	-1	2

▶ *Before selecting targets for this weapon, select one of its profiles to make attacks with.*

KEYWORDS: **Infantry, Cthonian Beserks**

ABILITIES

CORE: **Feel No Pain 5+**

FACTION: **Eye of the Ancestors**

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: on a 4+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

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 this unit's mole grenade launchers this phase and roll one D6. On a 4+, until the end of your opponent's next turn, that enemy unit is shaken. While a unit is shaken, subtract 2" from its Move characteristic and subtract 2 from Advance and Charge rolls made for it.

Designer's Note: *While a unit is shaken, place a Mole Grenade token next to that unit as a reminder.*

FACTION KEYWORDS:
Leagues of Votann

CTHONIAN BESERKS

Cthonian Beserks are amongst the most heavily augmented and courageous Kin. Brandishing mining-tools-cum-weapons-of-war and unleashing explosives that tunnel through solid rock, the Beserks storm the enemy's strongpoints and break them open like an asteroid filled with seams of precious ore.

WARGEAR OPTIONS

- All models in this unit can each have their heavy plasma axe replaced with 1 concussion maul.

- For every 5 models in this unit, 1 model that is not equipped with a mole grenade launcher can have its heavy plasma axe or concussion maul replaced with 1 twin concussion gauntlet.

- For every 5 models in this unit, 1 model that is not equipped with a twin concussion gauntlet can be equipped with 1 mole grenade launcher. If a model is equipped with a mole grenade launcher, add 1 to its Wounds and Attacks characteristics.*

** **Designer's Note:** If a Cthonian Beserk is equipped with a mole grenade launcher, it will be accompanied by an L-COG unit: both models should be placed on the same base and together they act as a single model for all rules purposes (albeit one with improved characteristics).*

UNIT COMPOSITION

- 5-10 Cthonian Beserks

Every model is equipped with: heavy plasma axe.

KEYWORDS: **Infantry, Cthonian Beserks**

FACTION KEYWORDS:
Leagues of Votann

HERNKYN PIONEERS

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt revolver [PISTOL]	9"	1	4+	5	0	1
Bolt shotgun [ASSAULT]	12"	2	4+	5	0	1
HYLas rotary cannon [SUSTAINED HITS 1]	24"	6	4+	6	-1	1
Ion beamer [SUSTAINED HITS D3]	18"	3	4+	7	-2	1
Magna-coil autocannon	24"	3	4+	7	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Plasma knife	Melee	2	4+	4	0	1

ABILITIES

CORE: **Scouts 9"**

FACTION: **Eye of the Ancestors**

Outflanking Mag-Riders: At the end of your opponent's turn, if this unit is within 6" of any battlefield edge and is not within Engagement Range of any enemy units, you can remove this unit from the battlefield and place it into Strategic Reserves.

WARGEAR ABILITIES

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

Pan Spectral Scanner: Ranged weapons equipped by models in the bearer's unit have the [IGNORES COVER] ability.

Rollbar Searchlight: Each time a model in the bearer's unit makes an attack that targets a unit that contains one or more models with the Stealth ability, add 1 to the Hit roll.

KEYWORDS: **Mounted, Grenades, Fly, Hernkyn Pioneers**

FACTION KEYWORDS:
Leagues of Votann

HERNKYN PIONEERS

Hernkyn Pioneers skim across alien worlds and scout enemy positions, riding on their magna-coil bikes. Fast, resilient, and possessed of formidable firepower, these far-ranging bands of warriors often strike at the foe from unexpected quarters, or send back intelligence on enemy movements to their Oathband's Kâhl.

WARGEAR OPTIONS

- For every 3 models in this unit, 1 model can be equipped with one of the following (if a model is equipped with any of these weapons, add 1 to its Wounds characteristic):
  - 1 HYLas rotary cannon
  - 1 ion beamer
- Up to 3 different models that are not equipped with either a HYLas rotary cannon or an ion beamer can each be equipped with 1 of the following (to a maximum of 1 of each per unit):
  - 1 comms array*
  - 1 pan spectral scanner*
  - 1 rollbar searchlight*

This model cannot be equipped with a HYLas rotary cannon or an ion beamer.

UNIT COMPOSITION

- **3-6 Hernkyn Pioneers**

Every model is equipped with: bolt revolver; bolt shotgun; magna-coil autocannon; plasma knife.

KEYWORDS: **Mounted, Grenades, Fly, Hernkyn Pioneers**

FACTION KEYWORDS:
Leagues of Votann

SAGITAUR

M	T	SV	W	LD	OC
12"	10	3+	9	7+	3

RANGED WEAPONS

RANGED WEAPONS	RANGE	A	BS	S	AP	D
HYLas beam cannon [SUSTAINED HITS D3]	24"	2	4+	12	-3	D6
➤ L7 missile launcher – blast [BLAST]	24"	D6	4+	4	0	1
➤ L7 missile launcher – focused	24"	1	4+	9	-2	D6
MATR autocannon	24"	6	4+	7	-1	2
Sagitaur missile launcher	36"	2	4+	12	-3	3
Twin bolt cannon [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	4+	6	-1	2

MELEE WEAPONS

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

➤ *Before selecting targets for this weapon, select one of its profiles to make attacks with.*

ABILITIES

CORE: **Deadly Demise 1, Scouts 6"**

FACTION: **Eye of the Ancestors**

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.

KEYWORDS: **Vehicle, Transport, Dedicated Transport, Sagitaur**

FACTION KEYWORDS:
Leagues of Votann

SAGITAUR

Designed to survive the worst that hostile worlds and alien predators can throw at it, the Sagitaur is a rugged ATV ideally suited to scouting operations and swift, armoured offensives. Sagitaurs mount a remarkable amount of firepower for their size, and can even knock out enemy battle tanks.

WARGEAR OPTIONS

- This model's HYLas beam cannon can be replaced with one of the following:
  - 1 L7 missile launcher and 1 Sagitaur missile launcher
  - 1 MATR autocannon

UNIT COMPOSITION

- **1 Sagitaur**

This model is equipped with: HYLas beam cannon; twin bolt cannon; armoured wheels.

TRANSPORT

This model has a transport capacity of 6 **Leagues of Votann Infantry** models. It cannot transport **Exo-armour** or **Exo-frame** models.

At the start of the Declare Battle Formations step, you can select one **Hearthkyn Warriors** unit from your army and split it into two units, each containing 5 models (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.

KEYWORDS: **Vehicle, Transport, Dedicated Transport, Sagitaur**

FACTION KEYWORDS:
Leagues of Votann

BRÔKHYR THUNDERKYN

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

RANGED WEAPONS

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt cannon [SUSTAINED HITS 1]	36"	3	4+	6	-1	2
Graviton blast cannon [ANTI-VEHICLE 2+, BLAST]	18"	D6	4+	5	-2	2
SP conversion beamer [CONVERSION, SUSTAINED HITS D3]	24"	1	4+	7	-1	3

Conversion: Each time an attack is made with this weapon, if the target is more than 12" from the bearer, an unmodified successful Hit roll of 4+ scores a Critical Hit.

MELEE WEAPONS

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

ABILITIES

FACTION: **Eye of the Ancestors**

Oathband Covering Fire: Each time you target this unit with the Fire Overwatch Stratagem, hits are scored on unmodified Hit rolls of 5+ when resolving that Stratagem.

KEYWORDS: **Infantry, Exo-frame, Brôkhyr Thunderkyn**

FACTION KEYWORDS:
Leagues of Votann

BRÔKHYR THUNDERKYN

When a Brôkhyr hooks into a powerful exo-frame, they become Thunderkyn. Adapted from void-rigs used to maintain Kin spacecraft, these armoured exoskeletons exchange repair tools for massive heavy weapons, which the Brôkhyr use to lay down withering covering fire for the Oathbands and to pick off enemy armour.

WARGEAR OPTIONS

- All models in this unit can each have their bolt cannon replaced with 1 graviton blast cannon.
- All models in this unit can each have their bolt cannon replaced with 1 SP conversion beamer.

UNIT COMPOSITION

- **3-6 Brôkhyr Thunderkyn**

Every model is equipped with: bolt cannon; close combat weapon.

KEYWORDS: **Infantry, Exo-frame, Brôkhyr Thunderkyn**

FACTION KEYWORDS:
Leagues of Votann

HEKATON LAND FORTRESS

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

RANGED WEAPONS

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Cyclic ion cannon [BLAST]	24"	D6+3	4+	9	-2	2
Heavy magna-rail cannon [DEVASTATING WOUNDS, HEAVY]	30"	1	4+	18	-4	D6+6
Hekaton warhead [BLAST, INDIRECT FIRE, ONE SHOT]	36"	D6+3	4+	7	-2	2
One Shot: The bearer can only shoot with this weapon once per battle.						
MATR autocannon	24"	6	4+	7	-1	2
SP heavy conversion beamer [CONVERSION, SUSTAINED HITS D3]	24"	2	4+	10	-2	4
Conversion: Each time an attack is made with this weapon, if the target is more than 12" from the bearer, an unmodified successful Hit roll of 4+ scores a Critical Hit.						
Twin bolt cannon [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	4+	6	-1	2
Twin ion beamer [SUSTAINED HITS D3, TWIN-LINKED]	18"	3	4+	7	-2	1

MELEE WEAPONS

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

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Eye of the Ancestors**

Fire Support: In your Shooting phase, after this model has shot, select one enemy unit it scored one or more hits against this phase. Until the end of the phase, each time a friendly model that disembarked from this **Transport** this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.

WARGEAR ABILITIES

Pan spectral scanner: Ranged weapons equipped by the bearer have the [IGNORES COVER] ability.

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.

KEYWORDS: **Vehicle, Transport, Hekaton Land Fortress**

FACTION KEYWORDS:
Leagues of Votann

HEKATON LAND FORTRESS

The iconic battle tank and armoured transport of the Leagues of Votann, the Hekaton Land Fortress is as venerable and well-respected as it is powerful. With a fearsome arsenal of heavy weaponry and tremendously resilient armour – and with the ability to bear bands of Kin soldiery into battle – it is a versatile military asset.

WARGEAR OPTIONS

- This model can do one of the following:
  - Replace 1 twin bolt cannon with 1 twin ion beamer
  - Replace 2 twin bolt cannons with 2 twin ion beamers
- This model's cyclic ion cannon can be replaced with one of the following:
  - 1 SP heavy conversion beamer
  - 1 heavy magna-rail cannon
- This model's pan spectral scanner can be replaced with 1 Hekaton warhead.

UNIT COMPOSITION

- **1 Hekaton Land Fortress**

This model is equipped with: cyclic ion cannon; MATR autocannon; 2 twin bolt cannons; armoured wheels; pan spectral scanner.

TRANSPORT

This model has a transport capacity of 12 **Leagues of Votann Infantry** models. Each **Exo-armour** model takes up the space of 2 models and each **Exo-frame** model takes up the space of 3 models.

KEYWORDS: **Vehicle, Transport, Hekaton Land Fortress**

FACTION KEYWORDS:
Leagues of Votann