01 | LoV | Leviathan | v0102 (965 pts)

Xenos - Leagues of Votann Army Roster (Oathband)

- *Detachment Choice: Oathband*
- *Battle Size: 1. Incursion (1000 Point limit)*

NAME	ROLE	MODELS	POINTS
Einhyr Champion	Character	Einhyr Champion (Appraising Glare [20 pts], Autoch-pattern combi-bolter, Mass hammer, Warlord, Weavefield crest)	80
Hearthkyn Warriors	Battleline	7x Hearthkyn Warrior (Autoch-pattern bolt pistol, Close combat weapon, Ion blaster) Hearthkyn Warrior w/ heavy weapon (Autoch-pattern bolt pistol, Close combat weapon, L7 missile launcher*) Hearthkyn Warrior w/ heavy weapon (Autoch-pattern bolt pistol, Close combat weapon, Magna-rail rifle*) Theyn (Close combat weapon, Etacarn plasma pistol, Ion blaster, Weavefield crest) Unit Upgrades (Comms array, Medipack, Pan spectral scanner)	110
Hearthkyn Warriors	Battleline	7x Hearthkyn Warrior (Autoch-pattern bolt pistol, Autoch-pattern bolter, Close combat weapon) Hearthkyn Warrior w/ heavy weapon (Autoch-pattern bolt pistol, Close combat weapon, L7 missile launcher*) Hearthkyn Warrior w/ heavy weapon (Autoch-pattern bolt pistol, Close combat weapon, Magna-rail rifle*) Theyn (Autoch-pattern bolter, Close combat weapon, Ion pistol, Weavefield crest) Unit Upgrades (Comms array, Medipack, Pan spectral scanner)	110
Einhyr Hearthguard	Infantry	4x Einhyr Hearthguard (Concussion gauntlet, Exo-armour grenade launcher, Volkanite disintegrator) Hesyr (Concussion hammer, Exo-armour grenade launcher, Teleport crest, Volkanite disintegrator)	150
Hekaton Land Fortress	Vehicle	Hekaton Land Fortress (Armoured wheels, MATR autocannon, Pan spectral scanner, SP heavy conversion beamer, 2x Twin bolt cannon)	225
Hernkyn Pioneers	Mounted	Hernkyn Pioneer w/ ion beamer (Bolt revolver, Bolt shotgun, Ion beamer, Magna-coil autocannon, Plasma knife) Hernkyn Pioneer w/ pan-spectral scanner (Bolt revolver, Bolt shotgun, Magna-coil autocannon, Pan-spectral scanner, Plasma knife) Hernkyn Pioneer w/ searchlight (Bolt revolver, Bolt shotgun, Magna-coil autocannon, Plasma knife, Rollbar searchlight)	90
Sagitaur	Dedicated Transport	Sagitaur (Armoured wheels, L7 missile launcher and Sagitaur missile launcher, Twin bolt cannon)	100
Sagitaur	Dedicated Transport	Sagitaur (Armoured wheels, L7 missile launcher and Sagitaur missile launcher, Twin bolt cannon)	100

EINHYR CHAMPION

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

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

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

ABILITIES	Eye of the Ancestors, Leader, Ruthless Efficiency
	APPRAISING GLARE: LEAGUES OF VOTANN model only. In your Command phase, you can select one objective marker your opponent controls. Until start of your next Command 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).
	EXEMPLAR OF THE EINHYR: While this model is leading a unit, you can re-roll Charge rolls made for that unit.
	LEADER: This model can be attached to the following unit: - EINHYR HEARTHGUARD
	MASS DRIVER ACCELERATORS: Each time this model ends a Charge move, you can select one enemy unit within Engagement Range of this unit and one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.
	WEAVEFIELD CREST: The bearer has a 4+ invulnerable save.

FACTIONS	LEAGUES OF VOTANN
KEYWORDS	CHARACTER, EINHYR CHAMPION, EXO-ARMOUR, INFANTRY, WARLORD
MODELS	Einhyr Champion (Appraising Glare [20 pts], Autoch-pattern combi-bolter, Mass hammer, Warlord, Weavefield crest)

HEARTHKYN WARRIORS

RANGED WEAPONS	RANGE	A	BS	S	AP	D	KEYWORDS
Autoch-pattern bolt pistol	12"	1	4+	4	0	1	Pistol
Ion blaster	18"	1	4+	5	-2	1	-
Etacarn plasma pistol	6"	1	4+	8	-3	2	Pistol
Autoch-pattern bolt pistol	12"	1	4+	4	0	1	Pistol
➤ L7 missile launcher - blast	24"	D6	4+	4	0	1	Blast
➤ L7 missile launcher - focused	24"	1	4+	9	-2	D6	-
Autoch-pattern bolt pistol	12"	1	4+	4	0	1	Pistol
Magna-rail rifle	18"	1	5+	12	-3	D3+3	Devastating Wounds, Heavy

MELEE WEAPONS	RANGE	A	WS	S	AP	D	KEYWORDS
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	-

ABILITIES	Blast, Devastating Wounds, Eye of the Ancestors, Feel No Pain 6+, Heavy, Ignores Cover, Pistol, Ruthless Efficiency
	COMMS ARRAY: Each time you target the bearer's unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.
	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.
	MEDIPACK: Models in the bearer's unit have the Feel No Pain 6+ ability.
	PAN SPECTRAL SCANNER: Ranged weapons equipped by models in the bearer's unit have the [IGNORES COVER] ability.
	WEAVEFIELD CREST: The bearer has a 4+ invulnerable save.

FACTIONS	LEAGUES OF VOTANN
KEYWORDS	BATTLELINE, GRENADES, HEARTHKYN WARRIORS, INFANTRY
MODELS	7x Hearthkyn Warrior (Autoch-pattern bolt pistol, Close combat weapon, Ion blaster)
	Hearthkyn Warrior w/ heavy weapon (Autoch-pattern bolt pistol, Close combat weapon, L7 missile launcher*)
	Hearthkyn Warrior w/ heavy weapon (Autoch-pattern bolt pistol, Close combat weapon, Magna-rail rifle*)
	Theyn (Close combat weapon, Etacarn plasma pistol, Ion blaster, Weavefield crest)
	Unit Upgrades (Comms array, Medipack, Pan spectral scanner)

HEARTHKYN WARRIORS

RANGED WEAPONS	RANGE	A	BS	S	AP	D	KEYWORDS
Autoch-pattern bolt pistol	12"	1	4+	4	0	1	Pistol
Autoch-pattern bolter	24"	2	4+	4	0	1	-
Autoch-pattern bolter	24"	2	4+	4	0	1	-
Ion pistol	12"	1	4+	5	-2	1	Pistol
Autoch-pattern bolt pistol	12"	1	4+	4	0	1	Pistol
➤ L7 missile launcher - blast	24"	D6	4+	4	0	1	Blast
➤ L7 missile launcher - focused	24"	1	4+	9	-2	D6	-
Autoch-pattern bolt pistol	12"	1	4+	4	0	1	Pistol
Magna-rail rifle	18"	1	5+	12	-3	D3+3	Devastating Wounds, Heavy

MELEE WEAPONS	RANGE	A	WS	S	AP	D	KEYWORDS
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	-

ABILITIES	Blast, Devastating Wounds, Eye of the Ancestors, Feel No Pain 6+, Heavy, Ignores Cover, Pistol, Ruthless Efficiency
	COMMS ARRAY: Each time you target the bearer's unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.
	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.
	MEDIPACK: Models in the bearer's unit have the Feel No Pain 6+ ability.
	PAN SPECTRAL SCANNER: Ranged weapons equipped by models in the bearer's unit have the [IGNORES COVER] ability.
	WEAVEFIELD CREST: The bearer has a 4+ invulnerable save.
FACTIONS	LEAGUES OF VOTANN

HEARTHKYN WARRIORS ▶ (110)

KEYWORDS	BATTLELINE, GRENADES, HEARTHKYN WARRIORS, INFANTRY
MODELS	7x Hearthkyn Warrior (Autoch-pattern bolt pistol, Autoch-pattern bolter, Close combat weapon)
	Hearthkyn Warrior w/ heavy weapon (Autoch-pattern bolt pistol, Close combat weapon, L7 missile launcher*)
	Hearthkyn Warrior w/ heavy weapon (Autoch-pattern bolt pistol, Close combat weapon, Magna-rail rifle*)
	Theyn (Autoch-pattern bolter, Close combat weapon, Ion pistol, Weavefield crest)
	Unit Upgrades (Comms array, Medipack, Pan spectral scanner)

EINHYR HEARTHGUARD (150)

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D	KEYWORDS
Exo-armour grenade launcher	18"	D6	3+	4	0	1	Blast
Volkanite disintegrator	18"	3	3+	5	0	1	Devastating Wounds
Exo-armour grenade launcher	18"	D6	3+	4	0	1	Blast
Volkanite disintegrator	18"	3	3+	5	0	1	Devastating Wounds

MELEE WEAPONS	RANGE	A	WS	S	AP	D	KEYWORDS
Concussion hammer	Melee	3	4+	9	-1	3	-
Concussion gauntlet	Melee	2	3+	9	-2	2	-

ABILITIES	**Blast, Devastating Wounds, Eye of the Ancestors, Ruthless Efficiency**
	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.
	TELEPORT CREST: Models in the bearer's unit have the Deep Strike ability.
FACTIONS	LEAGUES OF VOTANN
KEYWORDS	EINHYR HEARTHGUARD, EXO-ARMOUR, INFANTRY
MODELS	4x Einhyr Hearthguard (Concussion gauntlet, Exo-armour grenade launcher, Volkanite disintegrator)
	Hesyr (Concussion hammer, Exo-armour grenade launcher, Teleport crest, Volkanite disintegrator)

HEKATON LAND FORTRESS (225)

UNIT	M	T	SV	W	LD	OC
Hekaton Land Fortress	10"	12	2+	16	7+	5

RANGED WEAPONS	RANGE	A	BS	S	AP	D	KEYWORDS
MATR autocannon	24"	6	4+	7	-1	2	-
SP heavy conversion beamer	24"	2	4+	10	-2	4	Conversion, Sustained Hits D3
Twin bolt cannon	36"	3	4+	6	-1	2	Sustained Hits 1, Twin-linked

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

ABILITIES	**Conversion, Deadly Demise D6, Eye of the Ancestors, Ruthless Efficiency, Sustained Hits, Twin-linked**
	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.
	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 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
	PAN SPECTRAL SCANNER: Ranged weapons equipped by the bearer have the [IGNORES COVER] ability.
TRANSPORT	**HEKATON LAND FORTRESS:** This model has a transport capacity of 12 LEAGUES OF VOTANN INFANTRY models. Each EXO-ARMOUR model take the space of 2 models and each EXO-FRAME model takes up the space of 3 models.
FACTIONS	LEAGUES OF VOTANN
KEYWORDS	HEKATON LAND FORTRESS, TRANSPORT, VEHICLE
MODELS	Hekaton Land Fortress (Armoured wheels, MATR autocannon, Pan spectral scanner, SP heavy conversion beamer, 2x Twin bolt cannon)

HERNKYN PIONEERS

UNIT		M	T	SV	W	LD	OC	
Hernkyn Pioneer w/ ion beamer		12"	6	4+	4	7+	2	

RANGED WEAPONS	RANGE	A	BS	S	AP	D	KEYWORDS
Bolt revolver	9"	1	4+	5	0	1	Pistol
Bolt shotgun	12"	2	4+	5	0	1	Assault
Magna-coil autocannon	24"	3	4+	7	-1	2	-
Bolt revolver	9"	1	4+	5	0	1	Pistol
Bolt shotgun	12"	2	4+	5	0	1	Assault
Magna-coil autocannon	24"	3	4+	7	-1	2	-
Ion beamer	18"	3	4+	7	-2	1	Sustained Hits D3
Bolt revolver	9"	1	4+	5	0	1	Pistol
Bolt shotgun	12"	2	4+	5	0	1	Assault
Magna-coil autocannon	24"	3	4+	7	-1	2	-

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

ABILITIES	**Assault, Eye of the Ancestors, Ignores Cover, Pistol, Ruthless Efficiency, Scouts 9", Sustained Hits**
	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 enemy units, you can remove this unit from the battlefield and place it into Strategic Reserves.
	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.
FACTIONS	LEAGUES OF VOTANN
KEYWORDS	FLY, GRENADES, HERNKYN PIONEERS, MOUNTED
MODELS	Hernkyn Pioneer w/ ion beamer (Bolt revolver, Bolt shotgun, Ion beamer, Magna-coil autocannon, Plasma knife)
	Hernkyn Pioneer w/ pan-spectral scanner (Bolt revolver, Bolt shotgun, Magna-coil autocannon, Pan-spectral scanner, Plasma knife)
	Hernkyn Pioneer w/ searchlight (Bolt revolver, Bolt shotgun, Magna-coil autocannon, Plasma knife, Rollbar searchlight)

SAGITAUR (2)

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D	KEYWORDS
Twin bolt cannon	36"	3	4+	6	-1	2	Sustained Hits 1, Twin-linked
Sagitaur missile launcher	36"	2	4+	12	-3	3	-
➤ L7 missile launcher - blast	24"	D6	4+	4	0	1	Blast
➤ L7 missile launcher - focused	24"	1	4+	9	-2	D6	-

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

ABILITIES	**Blast, Deadly Demise 1, Eye of the Ancestors, Ruthless Efficiency, Scouts 6", Sustained Hits, Twin-linked**
	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.
TRANSPORT	**SAGITAUR:** 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 bat embarked within this Transport; the other can start the battle embarked within another Transport, or it can be deployed as a separate unit.
FACTIONS	LEAGUES OF VOTANN
KEYWORDS	DEDICATED TRANSPORT, SAGITAUR, TRANSPORT, VEHICLE
MODELS	Sagitaur (Armoured wheels, L7 missile launcher and Sagitaur missile launcher, Twin bolt cannon)

Xenos - Leagues of Votann

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.

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.

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.

Ruthless Efficiency

At the start of the battle, select a number of units from your opponent's army depending on the battle size, as shown below:
■ Incursion: 2 units
■ Strike Force: 4 units
■ Onslaught: 6 units.
Each of those units starts the battle with 2 Judgement tokens (see Eye of the Ancestors).

If, at the start of any of your Command phases, any of those enemy units have been 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

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.