

Army Roster (Xenos - Leagues of Votann) [965pts]

Configuration

Battle Size

Selections: 1. Incursion (1000 Point limit)

Categories: CONFIGURATION

Detachment Choice

Selections: Oathband

Categories: CONFIGURATION

Character [80pts]

Einhyr Champion [80pts]

Selections: Appraising Glare [20pts], Autoch-pattern combi-bolter, Mass hammer, Warlord, Weavefield crest

Categories: FACTION: LEAGUES OF VOTANN, INFANTRY, CHARACTER, EXO-ARMOUR, EINHYR CHAMPION, WARLORD

Rules: *Eye of the Ancestors, Leader, Ruthless Efficiency*

Abilities: *Appraising Glare, Exemplar of the Einhyr, Leader, Mass Driver Accelerators, Weavefield crest, Melee*

Weapons: *Mass hammer, Ranged Weapons: Autoch-pattern combi-bolter, Unit: Einhyr Champion*

Abilities	Description	Ref
Appraising Glare	LEAGUES OF VOTANN model only. In your Command phase, you can select one objective marker your opponent controls. Until the 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 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.	
Weavefield crest	The bearer has a 4+ invulnerable save.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Mass hammer	Melee	3	3+	12	-2	D6+1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Autoch-pattern combi-bolter	24"	4	2+	4	0	1	-	

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

Battleline [220pts]

Hearthkyn Warriors [110pts]

Selections: Comms array, Medipack, Pan spectral scanner

Categories: FACTION: LEAGUES OF VOTANN, INFANTRY, BATTLELINE, GRENADES, HEARTHKYN WARRIORS

Rules: *Eye of the Ancestors, Feel No Pain 6+, Ignores Cover, Ruthless Efficiency*

Abilities: *Comms array, Luck Has, Need Keeps, Toil Earns, Medipack, Pan spectral scanner, Unit: Hearthkyn Warriors*

7x Hearthkyn Warrior

Selections: 7x Autoch-pattern bolt pistol, 7x Close combat weapon, 7x Ion blaster

Rules: *Pistol*

Melee Weapons: *Close combat weapon, Ranged Weapons:* *Autoch-pattern bolt pistol, Ion blaster*

Hearthkyn Warrior w/ heavy weapon

Selections: Autoch-pattern bolt pistol, Close combat weapon, L7 missile launcher*

Rules: *Blast, Pistol*

Melee Weapons: *Close combat weapon, Ranged Weapons:* *Autoch-pattern bolt pistol, ► L7 missile launcher - blast, ► L7 missile launcher - focused*

Hearthkyn Warrior w/ heavy weapon

Selections: Autoch-pattern bolt pistol, Close combat weapon, Magna-rail rifle*

Rules: *Devastating Wounds, Heavy, Pistol*

Melee Weapons: *Close combat weapon, Ranged Weapons:* *Autoch-pattern bolt pistol, Magna-rail rifle*

Theyn

Selections: Close combat weapon, Etacarn plasma pistol, Ion blaster, Weavefield crest

Rules: *Pistol*

Abilities: *Weavefield crest, Melee Weapons:* *Close combat weapon, Ranged Weapons:* *Etacarn plasma pistol*

Abilities	Description	Ref
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.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Close combat weapon	Melee	1	4+	4	0	1	-	

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

Unit	M	T	SV	W	LD	OC	Ref
Hearthkyn Warriors	5"	5	4+	1	7+	2	

Hearthkyn Warriors [110pts]

Selections: Comms array, Medipack, Pan spectral scanner

Categories: FACTION: LEAGUES OF VOTANN, INFANTRY, BATTLELINE, GRENADES, HEARTHKYN WARRIORS

Rules: *Eye of the Ancestors, Feel No Pain 6+, Ignores Cover, Ruthless Efficiency*

Abilities: *Comms array, Luck Has, Need Keeps, Toil Earns, Medipack, Pan spectral scanner, Unit: Hearthkyn Warriors*

7x Hearthkyn Warrior

Selections: 7x Autoch-pattern bolt pistol, 7x Autoch-pattern bolter, 7x Close combat weapon

Rules: *Pistol*

Melee Weapons: *Close combat weapon, Ranged Weapons:* *Autoch-pattern bolt pistol, Autoch-pattern bolter*

Hearthkyn Warrior w/ heavy weapon

Selections: Autoch-pattern bolt pistol, Close combat weapon, L7 missile launcher*

Rules: *Blast, Pistol*

Melee Weapons: *Close combat weapon, Ranged Weapons:* *Autoch-pattern bolt pistol, ► L7 missile launcher - blast, ► L7 missile launcher - focused*

Hearthkyn Warrior w/ heavy weapon

Selections: Autoch-pattern bolt pistol, Close combat weapon, Magna-rail rifle*

Rules: *Devastating Wounds, Heavy, Pistol*

Melee Weapons: *Close combat weapon, Ranged Weapons:* *Autoch-pattern bolt pistol, Magna-rail rifle*

Theyn

Selections: Autoch-pattern bolter, Close combat weapon, Etacarn plasma pistol, Weavefield crest

Rules: *Pistol*

Abilities: *Weavefield crest, Melee Weapons:* *Close combat weapon, Ranged Weapons:* *Autoch-pattern bolter, Etacarn plasma pistol*

Abilities	Description	Ref
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.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Close combat weapon	Melee	1	4+	4	0	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Autoch-pattern bolt pistol	12"	1	4+	4	0	1	Pistol	
Autoch-pattern bolter	24"	2	4+	4	0	1	-	
Etacarn plasma pistol	6"	1	4+	8	-3	2	Pistol	
Magna-rail rifle	18"	1	5+	12	-3	D3+3	Devastating Wounds, Heavy	
► L7 missile launcher - blast	24"	D6	4+	4	0	1	Blast	
► L7 missile launcher - focused	24"	1	4+	9	-2	D6	-	

Unit	M	T	SV	W	LD	OC	Ref
Hearthkyn Warriors	5"	5	4+	1	7+	2	

Infantry [150pts]

Einhyr Hearthguard [150pts]

Categories: FACTION: LEAGUES OF VOTANN, INFANTRY, EXO-ARMOUR, EINHYR HEARTHGUARD

Rules: *Eye of the Ancestors, Ruthless Efficiency*

Abilities: *Oathband Bodyguard*

4x Einhyr Hearthguard

Selections: 4x Concussion gauntlet, 4x Exo-armor grenade launcher, 4x Volkanite disintegrator

Rules: *Blast, Devastating Wounds*

Melee Weapons: *Concussion gauntlet*, **Ranged Weapons:** *Exo-armor grenade launcher, Volkanite disintegrator*,

Unit: *Einhyr Hearthguard*

Hesyr

Selections: Concussion hammer, Exo-armor grenade launcher, Teleport crest, Volkanite disintegrator

Rules: *Blast, Devastating Wounds*

Abilities: *Teleport crest*, **Melee Weapons:** *Concussion hammer*, **Ranged Weapons:** *Exo-armor grenade launcher, Volkanite disintegrator*, **Unit:** *Einhyr Hearthguard*

Abilities	Description	Ref
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.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Concussion gauntlet	Melee	2	3+	9	-2	2	-	
Concussion hammer	Melee	3	4+	9	-1	3	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Exo-armor grenade launcher	18"		D6	3+	4	0	1 Blast	
Volkanite disintegrator	18"		3	3+	5	0	1 Devastating Wounds	

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

Mounted [90pts]

Hernkyn Pioneers [90pts]

Categories: FACTION: LEAGUES OF VOTANN, MOUNTED, GRENADES, FLY, HERNKYN PIONEERS

Rules: *Eye of the Ancestors, Ruthless Efficiency, Scouts 9"*

Abilities: *Outflanking Mag-Riders, Unit: Hernkyn Pioneer*

Hernkyn Pioneer w/ ion beamer

Selections: Bolt revolver, Bolt shotgun, Ion beamer, Magna-coil autocannon, Plasma knife

Rules: *Assault, Pistol, Sustained Hits*

Melee Weapons: *Plasma knife, Ranged Weapons:* *Bolt revolver, Bolt shotgun, Ion beamer, Magna-coil autocannon,*

Unit: *Hernkyn Pioneer w/ ion beamer*

Hernkyn Pioneer w/ pan-spectral scanner

Selections: Bolt revolver, Bolt shotgun, Magna-coil autocannon, Pan-spectral scanner, Plasma knife

Rules: *Assault, Ignores Cover, Pistol*

Abilities: *Pan-spectral scanner, Melee Weapons:* *Plasma knife, Ranged Weapons:* *Bolt revolver, Bolt shotgun, Magna-coil autocannon*

Hernkyn Pioneer w/ searchlight

Selections: Bolt revolver, Bolt shotgun, Magna-coil autocannon, Plasma knife, Rollbar searchlight

Rules: *Assault, Pistol*

Abilities: *Rollbar searchlight, Melee Weapons:* *Plasma knife, Ranged Weapons:* *Bolt revolver, Bolt shotgun, Magna-coil autocannon*

Abilities	Description	Ref
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.	
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.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Plasma knife	Melee	2	4+	4	0	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Bolt revolver	9"	1	4+	5	0	1	Pistol	
Bolt shotgun	12"	2	4+	5	0	1	Assault	
Ion beamer	18"	3	4+	7	-2	1	Sustained Hits D3	
Magna-coil autocannon	24"	3	4+	7	-1	2	-	

Unit	M	T	SV	W	LD	OC	Ref
Hernkyn Pioneer	12"	6	4+	3	7+	2	
Hernkyn Pioneer w/ ion beamer	12"	6	4+	4	7+	2	

Vehicle [225pts]

Hekaton Land Fortress [225pts]

Selections: Armoured wheels, MATR autocannon, Pan spectral scanner, SP heavy conversion beamer, 2x Twin bolt cannon

Categories: FACTION: LEAGUES OF VOTANN, VEHICLE, TRANSPORT, HEKATON LAND FORTRESS

Rules: *Conversion, Deadly Demise D6, Eye of the Ancestors, Ruthless Efficiency, Sustained Hits, Twin-linked*

Abilities: *Damaged: 1-5 wounds remaining, Fire Support, Pan spectral scanner*, **Melee Weapons:** *Armoured wheels*, **Ranged Weapons:** *MATR autocannon, SP heavy conversion beamer, Twin bolt cannon*, **Transport:** *Hekaton Land Fortress*, **Unit:** *Hekaton Land Fortress*

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

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Armoured wheels	Melee	6	4+	8	0	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
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	

Transport	Capacity	Ref
Hekaton Land Fortress	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.	

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

Dedicated Transport [200pts]

Sagitaur [100pts]

Selections: Armoured wheels, L7 missile launcher and Sagitaur missile launcher, Twin bolt cannon

Categories: FACTION: LEAGUES OF VOTANN, VEHICLE, TRANSPORT, DEDICATED TRANSPORT, SAGITOUR

Rules: *Blast, Deadly Demise 1, Eye of the Ancestors, Ruthless Efficiency, Scouts 6", Sustained Hits, Twin-linked*

Abilities: *Blistering Advance*, **Melee Weapons:** *Armoured wheels*, **Ranged Weapons:** *Sagitaur missile launcher, Twin bolt cannon*, ► *L7 missile launcher - blast*, ► *L7 missile launcher - focused*, **Transport:** *Sagitaur*, **Unit:** *Sagitaur*

Abilities	Description	Ref
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.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Armoured wheels	Melee	3	4+	6	0	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Sagitaur missile launcher	36"	2	4+	12	-3	3	-	
Twin bolt cannon	36"	3	4+	6	-1	2	Sustained Hits 1, Twin-linked	
► L7 missile launcher - blast	24"	D6	4+	4	0	1	Blast	
► L7 missile launcher - focused	24"	1	4+	9	-2	D6	-	

Transport	Capacity	Ref
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 battle embarked within this Transport; the other can start the battle embarked within another Transport, or it can be deployed as a separate unit.	

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

Sagitaur [100pts]

Selections: Armoured wheels, L7 missile launcher and Sagitaur missile launcher, Twin bolt cannon

Categories: FACTION: LEAGUES OF VOTANN, VEHICLE, TRANSPORT, DEDICATED TRANSPORT, SAGITOUR

Rules: *Blast, Deadly Demise 1, Eye of the Ancestors, Ruthless Efficiency, Scouts 6", Sustained Hits, Twin-linked*

Abilities: *Blistering Advance, Melee Weapons: Armoured wheels, Ranged Weapons: Sagitaur missile launcher, Twin bolt cannon, ► L7 missile launcher - blast, ► L7 missile launcher - focused, Transport: Sagitaur, Unit: Sagitaur*

Abilities	Description	Ref
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.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Armoured wheels	Melee	3	4+	6	0	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Sagitaur missile launcher	36"	2	4+	12	-3	3	-	
Twin bolt cannon	36"	3	4+	6	-1	2	Sustained Hits 1, Twin-linked	
► L7 missile launcher - blast	24"	D6	4+	4	0	1	Blast	
► L7 missile launcher - focused	24"	1	4+	9	-2	D6	-	

Transport	Capacity	Ref
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 battle embarked within this Transport; the other can start the battle embarked within another Transport, or it can be deployed as a separate unit.	

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

Selection Rules

Assault: Weapons with [ASSAULT] in their profile are known as Assault weapons. If a unit that Advanced this turn contains any models equipped with Assault weapons, it is still eligible to shoot in this turn's Shooting phase. When such a unit is selected to shoot, you can only resolve attacks using Assault weapons its models are equipped with. (10th Edition Core Rules p25)

Blast: Weapons with [BLAST] in their profile are known as Blast weapons, and they make a random number of attacks. Each time you determine how many attacks are made with a Blast weapon, add 1 to the result for every five models that were in the target unit when you selected it as the target (rounding down). Blast weapons can never be used to make attacks against a unit that is within Engagement Range of one or more units from the attacking model's army (including its own unit). (10th Edition Core Rules p26)

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. ()

Deadly Demise 1: Some models have 'Deadly Demise x' listed in their abilities. When such a model is destroyed, roll one D6 before removing it from play (if such a model is a TRANSPORT, roll before any embarked models disembark). On a 6, 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"). (10th Edition Core Rules p23)

Deadly Demise D6: Some models have 'Deadly Demise x' listed in their abilities. When such a model is destroyed, roll one D6 before removing it from play (if such a model is a TRANSPORT, roll before any embarked models disembark). On a 6, 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"). (10th Edition Core Rules p23)

Devastating Wounds: Weapons with [DEVASTATING WOUNDS] in their profile are known as Devastating Wounds weapons. Each time an attack is made with such a weapon, if that attack scores a Critical Wound, no saving throw of any kind can be made against that attack (including invulnerable saving throws). Such attacks are only allocated to models after all other attacks made by the attacking unit have been allocated and resolved (10th Edition Core Rules p28)

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. ()

Feel No Pain 6+: Some models have 'Feel No Pain x+' listed in their abilities. Each time a model with this ability suffers damage and so would lose a wound (including wounds lost due to mortal wounds), roll one D6: if the result is greater than or equal to the number denoted by 'x': that wound is ignored and is not lost. If a model has more than one Feel No Pain ability, you can only use one of those abilities each time that model suffers damage and so would lose a wound. (10th Edition Core Rules p23)

Heavy: Weapons with [HEAVY] in their profile are known as Heavy weapons. Each time an attack is made with such a weapon, if the attacking model's unit Remained Stationary this turn, add 1 to that attack's Hit roll. (10th Edition Core Rules p26)

Ignores Cover: Weapons with [IGNORES COVER] in their profile are known as Ignores Cover weapons. Each time an attack is made with such a weapon, the target cannot have the Benefit of Cover against that attack. (10th Edition Core Rules p25)

Leader: While a Bodyguard unit contains a Leader, it is known as an Attached unit and, with the exception of rules that are triggered when units are destroyed (pg 12), it is treated as a single unit for all rules purposes. Each time an attack targets an Attached unit, until the attacking unit has resolved all of its attacks, you must use the Toughness characteristic of the Bodyguard models in that unit, even if a Leader in that unit has a different Toughness characteristic. Each time an attack successfully wounds an Attached unit, that attack cannot be allocated to a Character model in that unit, even if that Character model has lost one or more wounds or has already had attacks allocated to it this phase. As soon as the last Bodyguard model in an Attached unit has been destroyed, any attacks made against that unit that have yet to be allocated can then be allocated to Character models in that unit. (10th Edition Core Rules p39)

Pistol: Weapons with [PISTOL] in their profile are known as Pistols. If a unit contains any models equipped with Pistols, that unit is eligible to shoot in its controlling player's Shooting phase even while it is within Engagement Range of one or more enemy units. When such a unit is selected to shoot, it can only resolve attacks using its Pistols and can only target one of the enemy units it is within Engagement Range of. In such circumstances, a Pistol can target an enemy unit even if other friendly units are within Engagement Range of the same enemy unit.

If a model is equipped with one or more Pistols, unless it is a MONSTER or VEHICLE model, it can either shoot with its Pistols or with all of its other ranged weapons. Declare whether such a model will shoot with its Pistols or its other ranged weapons before selecting targets. (10th Edition Core Rules p25)

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 ()

Scouts 6": Some units have 'Scouts x' listed in their abilities. If every model in a unit has this ability, then at the start of the first battle round, before the first turn begins, it can make a Normal move of up to x" as if it were your Movement phase – as can any DEDICATED TRANSPORT model such a unit starts the battle embarked within (provided only models with this ability are embarked within that DEDICATED TRANSPORT model). A unit that moves using this ability must end that move more than 9" horizontally away from all enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first. (10th Edition Core Rules p39)

Scouts 9": Some units have 'Scouts x' listed in their abilities. If every model in a unit has this ability, then at the start of the first battle round, before the first turn begins, it can make a Normal move of up to x" as if it were your Movement phase – as can any DEDICATED TRANSPORT model such a unit starts the battle embarked within (provided only models with this ability are embarked within that DEDICATED TRANSPORT model). A unit that moves using this ability must end that move more than 9" horizontally away from all enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first. (10th Edition Core Rules p39)

Sustained Hits: Weapons with [SUSTAINED HITS X] in their profile are known as Sustained Hits weapons. Each time an attack is made with such a weapon, if a Critical Hit is rolled, that attack scores a number of additional hits on the target as denoted by 'x' (10th Edition Core Rules p28)

Twin-linked: Weapons with [TWIN-LINKED] in their profile are known as Twin-linked weapons. Each time an attack is made with such a weapon, you can re-roll that attack's Wound roll. (10th Edition Core Rules p25)

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