



LEAGUES OF VOTANN

FACTION PACK: VERSION 1.1

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra Detachments and datasheets to FAQs and errata.

The FAQs and Errata section logs changes to printed products. New or revised text is **presented in red**, with a **text highlight** applied to revisions made previously (excluding passages that were added or replaced in full).

Points values for your faction are presented in the Munitorum Field Manual, and wider improvements to the balance of Warhammer 40,000 (which may include changes to your faction's rules) are presented in the Balance Dataslate. All such points values and rules changes are also updated live in the Warhammer 40,000 app.

WHAT'S NEW?

- Mercenary Oathband detachment

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HEARTH BAND

When the Eye of the Ancestors has been cast and the worth of some site or resource deemed vital, the Kin may form a hearthband to ensure its swift conquest. Typically led by one or more of the kindred's most courageous and strategically cunning Kâhls, such forces are painstakingly forged to complete the precise mission for which they are assembled. Einhyr elites lead the charge, exo-armoured forms advancing like the Ancestors come to life, contemptuous of the enemy's pitiful attempts to cut them down with gunfire or stagger their charge. Hand-picked Hearthkyn support their advance, no mere citizen soldiers but instead the finest warriors of the kinhost assembled for this one crucial mission. Driving inexorably into the teeth of the foe, the hearthband does not stop until their task is complete and the battle is won.

DETACHMENT RULE



METHODICAL ANNIHILATION

With their minds entirely focused on the singular mission with which they have been charged, the Kin work to blast a path through the enemy lines with the same tenacity as a Brôkhyl beating metal or a Cthonian miner splitting bedrock.

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**, **EINHYP**, **HEARTHGUARD** or **ÛTHAR THE DESTINED** unit, improve the Armour Penetration characteristic of that attack by 1.

ENHANCEMENTS



BASTION SHIELD

The technologies contained within this heraldic crest radiate a dome of ablative weavewërke shielding that robs the force from enemy projectiles.

LEAGUES OF VOTANN model only. 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.

QUAKE MULTIGENERATOR

Extremely rare and costly to manufacture, this darkstar-powered coil enables a weapon to initiate tremendously powerful reverberations.

KÂHL model only. 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.

IRONSKEIN

A rare cloneskein threads this warrior's bone structure and epidermis with metallic fibres.

LEAGUES OF VOTANN model only. Add 2 to the bearer's Wounds characteristic.

HIGH KÂHL

This warrior's value is only too well known by their comrades. Those Kin sworn to defend them will fight to their last breath rather than fail in this duty.

KÂHL model only. 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.



1CP

BREKKEKNOTS

HEARTHBOARD – BATTLE TACTIC STRATAGEM

These micro shield generators, worked into warrior jewellery or armour crests, trigger on command to provide short-lived boosted protection.

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

TARGET: One KÄHL, ÛTHAR 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.



1CP

SURE OF PURPOSE

HEARTHBOARD – STRATEGIC PLOY STRATAGEM

The single-minded advance of the Kin rolls over collapsing enemy lines and exploits every fault and weakness, driving on towards the objective.

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".



2CP

SUPERIOR CRAFTSMANSHIP

HEARTHBOARD – BATTLE TACTIC STRATAGEM

Not only are the finest of the Kindred's warriors selected for this duty, but they are also equipped with the best weaponry and wargear the Brókhryr can produce.

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.



1CP

UNYIELDING AGGRESSION

HEARTHBOARD – STRATEGIC PLOY STRATAGEM

Even should they be compelled to pull back momentarily, the warriors of the Hearthband maintain a punishing curtain of fire to erode the enemy further or rally swiftly and drive back into the fight.

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.



1CP

MATERIALISATION MATRICES

HEARTHBOARD – STRATEGIC PLOY STRATAGEM

Built to a superior standard using secrets imparted by the Votann, the teleporters employed by this Hearthband can stabilise rematerialisation fields remarkably close to the foe.

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.

RESTRICTIONS: Until the end of the turn, your unit is not eligible to declare a charge.



1CP

FURY OF THE HEARTH

HEARTHBOARD – BATTLE TACTIC STRATAGEM

As though they unleash the raging flames of their kindred's hearth upon the enemy, the Einhyr all but drown their enemies in fire.

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.



MERCENARY OATHBAND

When the Eye of the Ancestors has been cast and the worth of some site or resource deemed vital, the Kin may form a hearthband to ensure its swift conquest. Typically led by one or more of the kindred's most courageous and strategically cunning Kâhls, such forces are painstakingly forged to complete the precise mission for which they are assembled. Einhydr elites lead the charge, exo-armoured forms advancing like the Ancestors come to life, contemptuous of the enemy's pitiful attempts to cut them down with gunfire or stagger their charge. Hand-picked Hearthkyn support their advance, no mere citizen soldiers but instead the finest warriors of the kinhost assembled for this one crucial mission. Driving inexorably into the teeth of the foe, the hearthband does not stop until their task is complete and the battle is won.

DETACHMENT RULE



RUTHLESS REINVESTMENT

Kin mercenaries are notoriously frugal and ungenerous in the spending of resources to fulfil their employers' needs. They are nonetheless acquisitively motivated. Where it benefits them, they will not hesitate to spend ammunition, energy, information or any other resource secured in advance from their paymasters if doing so will reap prizes of greater value.

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.

ENHANCEMENTS



MERCENARY PROSPECTOR

The most renowned military commanders of mercenary oathbands are swift to capitalise on the death and destruction of their foes. Whether tangible assets or a strategic benefit, to ignore such prizes would be to dishonour the ancestors.

KÂHL model only. Each time an enemy unit is destroyed by the bearer's unit, gain 2YP.

METAPHYSICAL BROKERAGE

This cogitator analyses every scrap of data uncovered by their mercenary comrades, and is capable of eking an advantage over their foes in the direst of circumstances.

MEMNYR STRATEGIST model only. 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.

ETACARN SB9 TARGETING IMPLANT

By feeding tactical data harvested from across the battlesphere into this costly device, the wearer can gain optimal target acquisition information.

LEAGUES OF VOTANN model only. 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.

ASSET MANIPULATOR

This manipulative raider leverages their resources over the foe in more subtle fashion than outright destruction. Through stolen insights, exotic neuroinhibitors or basic bribes, they stifle the enemy's ability to hang on to gains that rightfully belong to the Kin.

LEAGUES OF VOTANN model only. 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.



AUXILIARY CONTRACT

MERCENARY OATHBAND – STRATEGIC PLOY STRATAGEM

Mercenary Kin are no strangers to working more than one seam of wealth at once, and extra contracts to slay or capture individuals or to gather specific trophies can be highly profitable.



1CP

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **LEAGUES OF VOTANN INFANTRY** or **LEAGUES OF VOTANN MOUNTED** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, weapons equipped by models in your unit have the **[PRECISION]** ability.



OPTIMAL EXPENDITURE

MERCENARY OATHBAND – WARGEAR STRATAGEM

By expending energy reserves, the Kin's close-quarter weapons thrum with forgewrought power. The allotment of such resources sees their wielders determined to make every blow strike true.



1CP

WHEN: The Fight phase.

TARGET: One **LEAGUES OF VOTANN INFANTRY** unit from your army that has not been selected to fight this phase.

EFFECT: Each time you use this Stratagem, you can spend 3YP. Until the end of the phase, each time a model in your unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1. If you spent YP during this usage of this Stratagem, you can re-roll a Hit roll of 1 and re-roll the Wound roll instead.



GRAND ARTIFICE

MERCENARY OATHBAND – STRATEGIC PLOY STRATAGEM

Unfazed by deception where it serves a practical use, Kin privateers willingly effect a seemingly ragged retreat only to turn back into the fight from a more advantageous position the moment they are clear of the mire of foes.



1CP

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 in a turn in which it Fell Back.



PRIVATEER ARSENAL

MERCENARY OATHBAND – WARGEAR STRATAGEM

Confident their use will turn the tide, the Kin draw on personal caches of munitions, power cells bearing the signatures of acclaimed Brókhvir or heirloom augurs to unleash a potent fusillade into the foe.



1CP

WHEN: Your Shooting phase.

TARGET: One **LEAGUES OF VOTANN INFANTRY** unit from your army that has not been selected to shoot this phase.

EFFECT: Each time you use this Stratagem, you can spend 3YP. Until the end of the phase, each time a model in your unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1. If you spent YP during this usage of this Stratagem, you can re-roll the Hit roll and re-roll a Wound roll of 1 instead.



NEW HORIZONS

MERCENARY OATHBAND – STRATEGIC PLOY STRATAGEM

Efficient and eager to stake their next claim, the Kin are ready to board their transports at a moment's notice to reach fresh prizes.



1CP

WHEN: End of your opponent's Fight phase.

TARGET: One **LEAGUES OF VOTANN INFANTRY** unit from your army that is not within Engagement range of one or more enemy units and one friendly **TRANSPORT** it is able to embark within.

EFFECT: If your **LEAGUES OF VOTANN** unit is wholly within 6" of that **TRANSPORT**, it can embark within it.



MOBILE EXPLOITATION

MERCENARY OATHBAND – STRATEGIC PLOY STRATAGEM

The HERNKYN of mercenary oathbands are swift to outflank and outmanoeuvre the enemy, seeking avenues by which to punish any vulnerability as well as scouting for new sources of wealth.



1CP

WHEN: End of your opponent's Fight phase.

TARGET: One **HERNKYN** unit from your army that is not within Engagement Range of one or more enemy units. Alternatively, you can spend 2YP and target up to two **HERNKYN** units from your army that are not within Engagement Range of one or more enemy units instead.

EFFECT: Remove your units from the battlefield and place them into Strategic Reserves.



LEAGUES OF VOTANN

UPDATES & ERRATA

Page 100 – Needgaârd Oathband, Reactive Reprisal, Effect

Change to:

‘EFFECT: Your unit can shoot as if it were your Shooting phase, **can** only **target** that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.’

Page 107 – Brandfast Oathband, Secure Positions

Change to:

“WHEN: **End of any of your phases**, if units from your army have Hostile Acquisition.

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.’

Page 112 – Ûthar the Destined, Ancestral Fortune ability

Change to:

‘**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**.’

Page 128 – Sagitaur, Transport section, 1st paragraph

Change to:

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

Page 129 – Hekaton Land Fortress, Transport section

Change to:

‘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.**’