LEAGUES OF VOTANN

FACTION PACK: VERSION 1.2

Legal for matched play from 14th October 2026

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra detachments and datasheets to rules updates and FAQs. All of these changes are also updated in the Warhammer 40,000 app, along with points values for your units and detachments.

WHAT'S NEW?

- Changes to Rules Updates.

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ARMOURED TRAILBLAZERS

ARMOURED CAVALRY ENCIRCLE THE FOE, SPEARHEADED BY SPEEDING SAGITAURS

DETACHMENT RULES

SAGITAUR SPEARHEAD

Scouting out the foe's positions and performing reconnaissance in force, speeding Sagitaurs lead the armoured charge of the Kin.

Friendly **SAGITAUR** units have **Scouts 6"**.

ENHANCEMENTS

SATURATION ROUNDS UPGRADE

To aid Sagitaurs in spearheading rapid armoured assaults, specialist ammunition is issued that allows them to flush the foe from cover.

SAGITAUR unit only. This unit's ranged attacks have **[IGNORES COVER]**.

OPTIMISED ATTACK LINES UPGRADE

With suitable structural reinforcement, Sagitaurs can smash right through battlefield debris and ruins rather than waste time in circumnavigation.

SAGITAUR unit only. This unit has **MOBILE**.

COORDINATED CROSSFIRE — 1CP

ARMOURED TRAILBLAZERS STRATAGEM

With their quarry caught outflanked and in the open, the Sagitaurs' gunners coordinate fire to pick them apart with swift efficiency.

WHEN: Start of your Shooting phase.

TARGET: Up to two friendly **SAGITAUR** units.

EFFECT: Select one enemy unit. Your units' ranged attacks that target that enemy unit can:

- Re-roll **hit rolls** of 1.
- Re-roll **wound rolls** of 1.

OUTFLANKING ARMOUR — 1CP

ARMOURED TRAILBLAZERS STRATAGEM

With the foes' weaknesses identified, outflanking Sagitaurs streak in to exploit the gaps and punch deep into their lines.

WHEN: End of your opponent's Movement phase, from the second battle round onwards.

TARGET: Up to two friendly **SAGITAUR** units in **strategic reserves**.

EFFECT: Your units each make an **ingress move**.

BUILT TO LAST — 1CP

ARMOURED TRAILBLAZERS STRATAGEM

Intended to shrug off the worst punishment by hostile alien environments, not to mention the hostile aliens themselves, Sagitaurs can withstand remarkable quantities of enemy fire.

WHEN: Your opponent's Shooting phase, when an enemy unit targets a friendly **SAGITAUR** unit.

TARGET: That **SAGITAUR** unit.

EFFECT: Ranged attacks that target your unit with a **S** greater than your unit's **T** have -1 to **wound rolls**.

FARSEEKERS

THE FURY OF THE KIN WAR MACHINE IS GUIDED BY THE HUNTSMAN'S INSTINCTS OF THE CUNNING HERNKYN

DETACHMENT RULES

EYE OF THE HUNT

Combining scanning and targeting functions for maximum efficiency, the Hernkyn guide fire unerringly down on their targets.

Friendly **HERNKYN** units' ranged attacks that target a unit within 12" have +1 to **hit rolls**.

ENHANCEMENTS

PAN-SPECTRAL LOCKONS UPGRADE

Employing their pan-spectral scanners and frontier-scouting instincts, the Pioneers rapidly locate enemy forces and mark their positions for their comrades.

PIONEERS unit only. In your Shooting phase, you can select one **visible** enemy unit within 12" of this unit. That enemy unit is **spotted**:

- While a unit is **spotted**, that unit has +3" **detection range**.

SHROUDWËRKE TALISMANS UPGRADE

These small, rugged devices project a modified weavewërke field that, instead of shielding the bearer physically, deadens their signature on enemy scanners and confounds predatory senses.

YAEGIRS unit only. This unit has -3" **detection range**.

SCORNFUL ANALYSIS — 1CP

FARSEEKERS STRATAGEM

Casting a jaundiced eye over the so-called fortifications of their foes, the Hernkyn quickly identify weak spots in the enemy defences and spread the word to their comrades.

WHEN: Start of your Shooting phase.

TARGET: One friendly **HERNKYN** unit.

EFFECT: Select one **visible** enemy unit within 12" of your unit. Friendly **LEAGUES OF VOTANN** units' attacks that target that enemy unit have **[IGNORES COVER]**.

NO SHOT WASTED — 1CP

FARSEEKERS STRATAGEM

Knowing the burden of responsibility placed upon them by Kindred and Ancestors, Hernkyn focus on their marksmanship with a stern determination that makes every shot count.

WHEN: Your Shooting phase, when a friendly **HERNKYN** unit is **selected to shoot**.

TARGET: That **HERNKYN** unit.

EFFECT: Your unit's ranged attacks have **[LETHAL HITS]**.

ECONOMY OF MOTION — 1CP

FARSEEKERS STRATAGEM

Pioneers operate in great peril behind hostile lines so often that it becomes second nature to respond with alacrity and cunning to the slightest scraps of intelligence on enemy movements.

WHEN: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly **unengaged PIONEERS** unit.

TARGET: That **PIONEERS** unit.

EFFECT: Your unit can make a **normal move** of up to D3+3".

UNIQUE: HEARTHGUARD

HEARTHGUARD COVENANT

DRAWN TOGETHER TO COMPLETE A VITAL MISSION, THE KIN'S ELITE FIGHT WITH FOCUS AND UNITY

DETACHMENT RULES

AVATARS OF THE ANCESTORS

Shouldering the greatest responsibility for achieving victory, the elites of the Hearthband fight hardest of all to defeat and destroy their foes.

Friendly **KÂHL/EINHYR CHAMPION/EINHYR HEARTHGUARD/ÛTHAR THE DESTINED** units' ranged attacks that target a unit within 9" can re-roll **wound rolls** of 1.

This **detachment** has the **HEARTHGUARD** tag and cannot be taken with another **HEARTHGUARD detachment**.

ENHANCEMENTS

HIGH KÂHL

Not easily do the greatest Kâhls of the Kin let go their grasp on life, not while they might yet benefit the Votann further.

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

IRONSKEIN

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

KÂHL model only. This model has +2 **W**.

BRËKKEKNOTS — 1CP

HEARTHGUARD COVENANT 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, when an enemy unit targets a friendly **EINHYR HEARTHGUARD** unit.

TARGET: That **EINHYR HEARTHGUARD** unit.

EFFECT: Your unit has 4+ **InSv**.

FURY OF THE HEARTH — 1CP

HEARTHGUARD COVENANT 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, when a friendly **EINHYR HEARTHGUARD** unit is **selected to shoot**.

TARGET: That **EINHYR HEARTHGUARD** unit.

EFFECT: Your unit's ranged attacks have:

- +1 **S**.
- If you spend 1 **YP**, **[SUSTAINED HITS 1]**.

MATERIALISATION MATRICES — 1CP

HEARTHGUARD COVENANT 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: Your Movement phase, when a friendly **EINHYR HEARTHGUARD** unit with **Deep Strike** is selected to make an **ingress move**.

TARGET: That **EINHYR HEARTHGUARD** unit.

EFFECT:

- Your unit can be set up anywhere on the battlefield that is more than 6" horizontally from all enemy units, even if that is within your opponent's deployment zone.
- Your unit is not **eligible to declare a charge** until the end of the turn.

HEARTHBAND

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 Brôkhyr 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**, **Einhyr 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.

BRËKKEKNOTS

1CP

HEARTHBAND – 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 **Kâhl**, **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.

SURE OF PURPOSE

1CP

HEARTHBAND – 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".

SUPERIOR CRAFTSMANSHIP

2CP

HEARTHBAND – 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 Brôkhyr 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.

UNYIELDING AGGRESSION

1CP

HEARTHBAND– 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.

MATERIALISATION MATRICES

1CP

HEARTHBAND– 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.

FURY OF THE HEARTH

1CP

HEARTHBAND – 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

To the Kin, mercenary contracts are no different to any other means of providing for their kindred, and they have no qualms about the deed as long as their price is met and it ultimately benefits their people. Oathbands can amass lucrative advance payments from their temporary allies for these services, such as information, rare materials and experience of their employer's capabilities to be exploited later. Astute kinhost commanders will identify opportunities during their contract to transmute such investment into even greater returns. From stripping the equipment of defeated foes to fulfilling secondary contracts through assassination, mercenary Kin are ever watchful for opportunity, and will seek to claim it with the grip of a forgewrought gauntlet.

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 Brôkhyr 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.

BEREHK STORNBRÖW

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

5+ INVULNERABLE SAVE

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Kromlôk's Revenge – graviton strikes **[ANTI-MONSTER 3+, ANTI-VEHICLE 3+]**	Melee	4	2+	10	-2	4
Kromlôk's Revenge – plasma sweeps	Melee	8	2+	7	-2	2
Warforge Gauntlets **[EXTRA ATTACKS]**	Melee	2	2+	6	-2	1

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

ABILITIES

CORE: **Feel No Pain 4+, Leader**

FACTION: **Prioritised Efficiency**

Break the Foe: Melee weapons equipped by models in this model's unit have the **[SUSTAINED HITS 1]** ability.

Relentless Avalanche: You can target this unit with the **Heroic Intervention stratagem**, regardless of any other uses of that **stratagem** this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that **stratagem** on other units this phase.

KEYWORDS: **Infantry, Character, Epic Hero, Cthonian, Berehk Stornbröw**

FACTION KEYWORDS: **Leagues of Votann**

BEREHK STORNBRÖW

Wielding the mighty pick-hammer Kromlôk's Revenge, Berehk Stornbröw leads his hand-chosen Cthonian Beserks – known as Berehk's Breakers – into the heart of battle. Able to shrug off almost any punishment his enemies level against him and keep on fighting, Berehk is an unstoppable force of destruction who specialises in laying low the enemy's champions.

WARGEAR OPTIONS

None.

UNIT COMPOSITION

- **1 Berehk Stornbröw – Epic Hero**

This model is equipped with: Kromlôk's Revenge; Warforge Gauntlets.

LEADER

This model can be attached to the following unit:
Cthonian Beserks

KEYWORDS: **Infantry, Character, Epic Hero, Cthonian, Berehk Stornbröw**

FACTION KEYWORDS:
Leagues of Votann

LEAGUES OF VOTANN
RULES UPDATES

This section presents updates and clarifications to your faction's rules, designed to improve the gaming experience for all players. Changes applied after the first iteration of this Faction Pack will be highlighted in red.

UPDATES

BRANDFAST OATHBAND DETACHMENT

Secure Positions Stratagem
Change to:
'**WHEN:** End of any of your phases.
TARGET: One **LEAGUES OF VOTANN TRANSPORT** unit from your army.
EFFECT: One **LEAGUES OF VOTANN** unit embarked within your **TRANSPORT** can disembark. When doing so, models in that unit can be set up anywhere on the battlefield wholly within 6" of your **TRANSPORT**. That unit cannot declare a charge in the same turn, but can otherwise act normally in the remainder of the turn.'

DÊLVE ASSAULT SHIFT DETACHMENT

Dêlvewerke Navigator Enhancement, Last Sentence
Change to:
'Return one destroyed model (excluding **CHARACTER** models) to that unit and then, for every 2YP you just spent, return up to one additional destroyed model (excluding **CHARACTER** models) to that unit.'

NEEDGAÂRD OATHBAND DETACHMENT

Reactive Reprisal Stratagem, Effect Section
Change to:
'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.'

Void Hardened Stratagem, Effect Section
Change to:
'Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.'

PERSECUTION PROSPECT DETACHMENT

Claimstaker Reflex Stratagem, Target Section
Change 9" to 8".

DATASHEETS

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

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.

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

Memnyr Strategist, Predictive Guidance Ability
Change to:
'Once per battle round, when you target this unit with the **Fire Overwatch/Heroic Interventionstratagem**, you can use this ability. If you do, that use of that **stratagem** is -1 CP.'

Sagitaur, Transport Section
Change first paragraph to:
'This model has a transport capacity of 6 **LEAGUES OF VOTANN INFANTRY** models. It cannot transport **ARTILLERY**, **EXOARMOUR**, **EXOFRAME** or **IRONKIN STEELJACKS** models.'

Ûthar the Destined, Ancestral Fortune Ability
Change to:
'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.'

Hekaton Land Fortress, Sagitaur – Keywords Section
Add '**FRAME**'.

FAQS

Q: *Does an Arkanyst Evaluator's Science Guild Support ability give that model **Lone Operative** if the only other unit within 3" is another Arkanyst Evaluator?*
A: No.