

URSR 2nd Armored Platoon [1495pts]

Army Roster [1495pts] (Xenos - Leagues of Votann)

- Battle Size: Strike Force (2000 Point limit)
- Detachment Choice: Oathband
- Show/Hide Options: Legends are visible, Unaligned Forces are visible, Unaligned Fortifications are visible

NAME	ROLE	PTS	OPTIONS
Einhyr Champion	Character	75	Autoch-pattern combi-bolter, Weavefield crest, A Long List, Mass hammer
Kâhl	Character	70	Rampart crest, Mass gauntlet, Volkanite disintegrator, Warlord
(10) Hearthkyn Warriors	Battleline	110	7x Hearthkyn Warrior: Autoch-pattern bolt pistol, Close combat weapon, Ion blaster 1x Hearthkyn Warrior w/ heavy weapon: Autoch-pattern bolt pistol, Close combat weapon, HYLas auto rifle* 1x Hearthkyn Warrior w/ heavy weapon: Autoch-pattern bolt pistol, Close combat weapon, HYLas rotary cannon* 1x Theyn: Close combat weapon, Etacarn plasma pistol, Ion blaster, Weavefield crest Comms array, Medipack, Pan spectral scanner
(3) Brôkhyr Thunderkyn	Infantry	75	3x Brôkhyr Thunderkyn: Close combat weapon, Graviton blast cannon
(3) Brôkhyr Thunderkyn	Infantry	75	3x Brôkhyr Thunderkyn: Close combat weapon, Graviton blast cannon
(5) Cthonian Beserks	Infantry	100	4x Beserk: Heavy plasma axe 1x Beserk w/ mole grenade launcher: Mole grenade launcher, Heavy plasma axe
(5) Cthonian Beserks	Infantry	100	4x Beserk: Heavy plasma axe 1x Beserk w/ mole grenade launcher: Mole grenade launcher, Heavy plasma axe
(5) Einhyr Hearthguard	Infantry	150	4x Einhyr Hearthguard: Exo-armour grenade launcher, Concussion gauntlet, EtaCarn plasma gun 1x Hesyr: Weavefield crest, Exo-armour grenade launcher, Concussion gauntlet, EtaCarn plasma gun
(3) Hernkyn Pioneers	Mounted	90	1x Hernkyn Pioneer w/ HYLas rotary cannon: Bolt revolver, Bolt shotgun, HYLas rotary cannon, Magna-coil autocannon, Plasma knife 1x Hernkyn Pioneer w/ pan-spectral scanner: Bolt revolver, Bolt shotgun, Magna-coil autocannon, Pan-spectral scanner, Plasma knife 1x Hernkyn Pioneer w/ searchlight: Bolt revolver, Bolt shotgun, Magna-coil autocannon, Plasma knife, Rollbar searchlight
Hekaton Land Fortress	Vehicle	225	Armoured wheels, SP heavy conversion beamer, MATR autocannon, 2x Twin bolt cannon, Pan spectral scanner
Hekaton Land Fortress	Vehicle	225	Armoured wheels, SP heavy conversion beamer, MATR autocannon, 2x Twin bolt cannon, Pan spectral scanner
Sagitaur	Dedicated Transport	100	Armoured wheels, L7 missile launcher and Sagitaur missile launcher, Twin bolt cannon

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75 PTS		EINHYR CHAMPION						
Unit	M	T	SV	W	LD	OC		
Einhyr Champion	5"	6	2+	5	7+	1		
Abilities	Description							
Leader	This model can be attached to the following unit: - EINHYR HEARTHGUARD							
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.							
Weavefield crest	The bearer has a 4+ invulnerable save.							
A Long 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.							
Melee Weapons	Range	A	WS	S	AP	D	Keywords	
Mass hammer	Melee	3	3+	12	-2	D6+1	-	
Ranged Weapons	Range	A	BS	S	AP	D	Keywords	
Autoch-pattern combi-bolter	24"	4	2+	4	0	1	-	
Rules	Eye of the Ancestors, Leader, Ruthless Efficiency							
Factions	Faction: Leagues of Votann							
Keywords	Character, Infantry, Exo-armour, Einhyr Champion							

70 PTS		KÂHL						
Unit	M	T	SV	W	LD	OC		
Kâhl	5"	5	3+	4	7+	1		
Abilities	Description							
Kindred Hero	While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.							
Leader	This model can be attached to the following units: - EINHYR HEARTHGUARD - HEARTHKYN WARRIORS							
Invulnerable Save	This model has a 4+ invulnerable save.							
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.							
Rampart crest	While the bearer is leading a unit, models in that unit have a 5+ invulnerable save.							
Melee Weapons	Range	A	WS	S	AP	D	Keywords	
Mass gauntlet	Melee	3	3+	8	-2	3	-	
Ranged Weapons	Range	A	BS	S	AP	D	Keywords	
Vulkanite disintegrator	18"	3	2+	5	0	1	Devastating Wounds	
Rules	Eye of the Ancestors, Leader, Ruthless Efficiency, Devastating Wounds							
Factions	Faction: Leagues of Votann							
Keywords	Character, Infantry, Kâhl, Warlord							

110 PTS		HEARTHKYN WARRIORS						
Unit		M	T	SV	W	LD	OC	
Hearthkyn Warriors		5"	5	4+	1	7+	2	
Abilities	Description							
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.							
Weavefield crest	The bearer has a 4+ invulnerable save.							
Medipack	Models in the bearer's unit have the Feel No Pain 6+ ability.							
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.							
Melee Weapons	Range	A	WS	S	AP	D	Keywords	
Close combat weapon	Melee	1	4+	4	0	1	-	
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	
HYLas auto rifle	24"	3	4+	6	-1	1	Assault, Rapid Fire 3	
HYLas rotary cannon	24"	6	5+	6	-1	1	Heavy, Sustained Hits 1	
Rules	Eye of the Ancestors, Ruthless Efficiency, Pistol, Assault, Rapid Fire, Heavy, Sustained Hits, Feel No Pain 6+, Ignores Cover							
Factions	Faction: Leagues of Votann							
Keywords	Battleline, Infantry, Grenades, Hearthkyn Warriors							

75 PTS		BRÔKHYP THUNDERKYN							x2
Unit		M	T	SV	W	LD	OC		
Brôkhyp Thunderkyn		5"	6	3+	3	7+	1		
Abilities	Description								
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.								
Melee Weapons	Range	A	WS	S	AP	D	Keywords		
Close combat weapon	Melee	2	4+	4	0	1	-		
Ranged Weapons	Range	A	BS	S	AP	D	Keywords		
Graviton blast cannon	18"	D6	4+	5	-2	2	Anti-VEHICLE 2+, Blast		
Rules	Eye of the Ancestors, Ruthless Efficiency, Anti-, Blast								
Factions	Faction: Leagues of Votann								
Keywords	Infantry, Exo-frame, Brôkhyp Thunderkyn								

100 PTS		CTHONIAN BESERKS						x2
Unit		M	T	SV	W	LD	OC	
Beserk		5"	5	6+	2	7+	1	
Beserk w/ mole launcher		5"	6	6+	3	7+	1	
Abilities	Description							
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.							
Melee Weapons	Range	A	WS	S	AP	D	Keywords	
▶ Heavy plasma axe - strike	Melee	3	3+	6	-2	2	-	
▶ Heavy plasma axe - sweep	Melee	6	3+	4	-1	1	-	
Ranged Weapons	Range	A	BS	S	AP	D	Keywords	
Mole grenade launcher	24"	D6	4+	5	-1	1	Blast, Indirect Fire	
Rules	Eye of the Ancestors, Ruthless Efficiency, Feel No Pain 5+, Blast, Indirect Fire							
Factions	Faction: Leagues of Votann							
Keywords	Infantry, Cthonian Beserks							

150 PTS		EINHYPH HEARTHGUARD					
Unit		M	T	SV	W	LD	OC
Einhyr Hearthguard		5"	6	2+	2	7+	1
Abilities	Description						
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.						
Weavefield crest	The bearer has a 4+ invulnerable save.						
Melee Weapons	Range	A	WS	S	AP	D	Keywords
Concussion gauntlet	Melee	2	3+	9	-2	2	-
Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Exo-armour grenade launcher	18"	D6	3+	4	0	1	Blast
EtaCarn plasma gun	24"	1	3+	8	-3	2	-
Rules	Eye of the Ancestors, Ruthless Efficiency, Blast						
Factions	Faction: Leagues of Votann						
Keywords	Infantry, Exo-armour, Einhyr Hearthguard						

90 PTS		HERNKYN PIONEERS					
Unit		M	T	SV	W	LD	OC
Hernkyn Pioneer		12"	6	4+	3	7+	2
Hernkyn Pioneer w/ HYLas rotary cannon		12"	6	4+	4	7+	2
Abilities	Description						
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
Plasma knife	Melee	2	4+	4	0	1	-
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	-
HYLas rotary cannon	24"	6	4+	6	-1	1	Sustained Hits 1
Rules	Eye of the Ancestors, Ruthless Efficiency, Scouts 9", Ignores Cover, Pistol, Assault, Sustained Hits						
Factions	Faction: Leagues of Votann						
Keywords	Mounted, Grenades, Fly, Hernkyn Pioneers						

225 PTS		HEKATON LAND FORTRESS						x2
Unit		M	T	SV	W	LD	OC	
Hekaton Land Fortress		10"	12	2+	16	7+	5	
Abilities	Description							
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.							
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.							
Pan spectral scanner	Ranged weapons equipped by the bearer have the [IGNORES COVER] ability.							
Melee Weapons	Range	A	WS	S	AP	D	Keywords	
Armoured wheels	Melee	6	4+	8	0	1	-	
Ranged Weapons	Range	A	BS	S	AP	D	Keywords	
MATR autocannon	24"	6	4+	7	-1	2	-	
Twin bolt cannon (2)	36"	3	4+	6	-1	2	Sustained Hits 1, Twin-linked	
SP heavy conversion beamer	24"	2	4+	10	-2	4	Conversion, Sustained Hits D3	
Transport	Capacity							
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.							
Rules	Eye of the Ancestors, Ruthless Efficiency, Deadly Demise D6, Sustained Hits, Twin-linked, Conversion							
Factions	Faction: Leagues of Votann							
Keywords	Vehicle, Transport, Hekaton Land Fortress							

100 PTS		SAGITAUR							x2
Unit	M	T	SV	W	LD	OC			
Sagitaur	12"	10	3+	9	7+	3			
Abilities	Description								
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		
Armoured wheels	Melee	3	4+	6	0	1	-		
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	-		
Transport	Capacity								
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.								
Rules	Eye of the Ancestors, Ruthless Efficiency, Scouts 6", Deadly Demise 1, Sustained Hits, Twin-linked, Blast								
Factions	Faction: Leagues of Votann								
Keywords	Dedicated Transport, Vehicle, Transport, Sagitaur								

Selection Rules

Anti-

Weapons with [ANTI-KEYWORD X+] in their profile are known as Anti weapons. Each time an attack is made with such a weapon against a target with the keyword after the word 'Anti-', an unmodified Wound roll of 'x+' scores a Critical Wound.

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.

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).

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").

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").

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

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 5+

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.

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.

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.

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.

Indirect Fire

Weapons with [INDIRECT FIRE] in their profile are known as Indirect Fire weapons, and attacks can be made with them even if the target is not visible to the attacking model. These attacks can destroy enemy models in a target unit even though none may have been visible to the attacking unit when you selected that target.

If no models in a target unit are visible to the attacking unit when you select that target, then each time a model in the attacking unit makes an attack against that target using an Indirect Fire weapon, subtract 1 from that attack's Hit roll and the target has the Benefit of Cover against that attack.

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.

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.

Rapid Fire

Weapons with [RAPID FIRE X] in their profile are known as Rapid Fire weapons. Each time such a weapon targets a unit within half that weapon's range, the Attacks characteristic of that weapon is increased by the amount denoted by 'x'.

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.

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.

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'

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.