

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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|----------|---------------------|-----|--|
| Sagitaur | Dedicated Transport | 100 | Armoured wheels, L7 missile launcher and Sagitaur missile launcher, Twin bolt cannon |
|----------|---------------------|-----|--|

| 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 | |
| Volkanite 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 | | EINHYP 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.