

Your **KÄHL** model is your **WARLORD** and has the Waste Feeds the Void Enhancement. You can replace this with Pragmaat Comms Uplink.

### DEFAULT ENHANCEMENT

#### WASTE FEEDS THE VOID

One of the many Kin Truths, this saying is an admonition against frivolous expenditure of all sorts, ammunition included. It is an idiom this warrior has taken to heart and one they have drilled into their warriors until careful and steady shot-placement has become second nature. So steady and relentless has their marksmanship become that they can maintain a punishing hail of fire whether on the advance or staging a tactical retreat.

Each time a model in the bearer's unit makes a ranged attack, re-roll a Hit roll of 1. In addition, the bearer's unit is eligible to shoot in a turn in which it Fell Back.

OR

### OPTIONAL ENHANCEMENT

#### PRÄGMAAT COMMS UPLINK

A hardened communications rig has been worked into this warrior's armour and loaded with priority override boosters. This ensures that the Kin on the battlefield who most needs up-to-the-minute strategic and tactical updates can cut through any lower-priority exchanges to acquire them.

Add 1 to the Objective Control characteristic of models in the bearer's unit. In addition, you can re-roll Battle-shock tests taken for the bearer's unit.

### EYE OF THE ANCESTORS

The Kin are a highly practical people in every area of life, not least in war. Their leaders make swift and careful calculations before and during battle, constantly striving to determine if the potential reward of conflict is worth the inevitable loss of resources and precious Kin lives. An essential part of this is what is known as casting the Eye of the Ancestors, through which Kin commanders assess the greatest enemy threats, mark weak points in their defences and determine what forces are needed to overcome both.

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 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	<b>Eminent Threat:</b> Add 1 to the Hit roll.
2	<b>Now We've Got a Grudge to Settle:</b> 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.

### Combat Patrol Datasheet

The Einhyr Hearthguard are walking fortresses who are just as formidable when attacking or defending. They take the honour of forming the bodyguards of their Darkblades' heroes, but also make for a fearsome strike force. When defending, they can form a near-impenetrable line and will hold their ground come what may.



#### EINHYR HEARTHGUARD

M 5" T 6 SV 2+ W 2 LO 7+ OC 1

#### RANGED WEAPONS

Exo-armour grenade launcher (blast)

Vulkanite disintegrator (devastating wounds)

RANGE	A	BS	S	AP	D
18"	6C	3+	4	0	1
18"	3	3+	5	0	1

#### ABILITIES

FACTION: Eye of the Ancestors

#### MELEE WEAPONS

Plasma blade gauntlet

RANGE	A	WS	S	AP	D
Melee	3	3+	6	-2	1

#### COMBAT PATROL INCLUSION

In games where you are using the Leagues of Votann Combat Patrol, Waspoke's Prospect, you may, before selecting an Enhancement, remove the Chionian Besseks unit from your army and replace them with the Einhyr Hearthguard unit.

KEYWORDS: INFANTRY, EXO-ARMOUR, EINHYR HEARTHGUARD

FACTION KEYWORDS:  
LEAGUES OF VOTANN

You will use the **Toil Earns** secondary objective. You can replace this with **Settle a Grudge**.

**DEFAULT SECONDARY OBJECTIVE**

**TOIL EARNS**

Once the Kin have set their sights on a particular goal, they will fight with bloody minded tenacity to hold it. In their estimation, whoever works hardest to claim that vital battlefield asset has an inarguable right to its possession.

Before the battle, at the start of the Deploy Armies step, you must select one objective marker that is not in your deployment zone.

From the second battle round onwards, at the end of your turn, you score 4VP if you control that objective marker.

OR

**OPTIONAL SECONDARY OBJECTIVE**

**SETTLE A GRUDGE**

The Kin declare a grudge only in the most extreme circumstances, when such grave insult has been given that the pragmatic calculus of battle must be cast aside in favour of the enemy's utter annihilation at any price. Once they have made this commitment, however, nothing short of death will halt their coldly methodical dismantlement of their enemies.

From the second battle round onwards, at the start of the battle round, select one enemy unit that is not destroyed and has one or more judgement tokens to be your army's target for that battle round. At the end of that battle round, you score 4VP if your army's target for that battle round is destroyed.

**PAYMENT IN KIND**

WASPEK'S PROSPECT - EPIC DEED STRATAGEM

Striking a telling blow against the Kin is a sure way to point a target on one's own back, both as a promise for elimination and a worthy recipient of some aggravated payback.

WHEN: Any phase.

TARGET: One LEAGUES OF VOTANN unit from your army that was just destroyed by an attack made by an enemy model. You can use this Stratagem on that LEAGUES OF VOTANN unit even though it was just destroyed.

EFFECT: Until the end of the battle, each time a LEAGUES OF VOTANN model from your army makes an attack that targets that enemy model's unit, re-roll a hit roll of 1.

**PAN-SPECTRAL SWEEP**

WASPEK'S PROSPECT - BATTLE TACTIC STRATAGEM

The multifunctional pan-spectral scanners employed by the Kin lay bare weak points in the enemy's defences.

WHEN: Your Shooting phase.

TARGET: One LEAGUES OF VOTANN unit from your army that has not been selected to shoot this phase [LETHAL HITS] ability.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the

**SKELNOROUGH PHYSIOLOGY**

WASPEK'S PROSPECT - BATTLE TACTIC STRATAGEM

The cloneskins laced through the genetic makeup of the Kin render them hardy and durable in the extreme.

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

TARGET: One LEAGUES OF VOTANN unit from your army that was selected as the target of one or more the attacking unit's attacks.

EFFECT: Until the end of the phase, improve the Save characteristic of models in your unit by 1.



### Combat Patrol Datasheet

A Kahl's strategic wisdom, determination and martial might inspire his warriors. He fights with a mixture of skill and brute force, bludgeoning with his mass gauntlet these foes not obliterated by his volcanic disintegrator, and impatiently straggling off the blasts and blades of his enemies through sheer armoured fortitude.

**KÁHL**

M	T	SV	W	LD	DC
5"	5	3+	4	7+	1

INVULNERABLE SAVE  
4+

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Volcanic disintegrator (DESTRUCTIVE WOUNDS)	18"	3	2+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Mass gauntlet	Melee	3	3+	8	-2	3

**LEADER**

This model can be attached to the following unit: HEARTHKYN WARRIORS

**ABILITIES**

**CORE: Leader**

**FACTION: Eye of the Ancestors**

**Grin Efficiency:** Once per battle round, in your Command phase, you can select one enemy unit that is visible to this model. That enemy unit gains 1 Judgement token.

**FACTION KEYWORDS:**  
LEAGUES OF VOTANN

**KEYWORDS:** INFANTRY, CHARACTER, KÁHL

### HEARTHKYN WARRIORS

M	T	SV	W	LD	DC
5"	5	4+	1	7+	2

**RANGED WEAPONS**

Weapon	RANGE	A	BS	S	AP	D
Autoch-pattern bolt pistol (Pistol)	12"	1	4+	4	0	1
EtaLam plasma pistol (Pistol)	6"	1	4+	8	-3	2
HYLas auto rifle (ASSAULT, DESTRUCTIVE FIRE)	24"	3	4+	6	-1	1
Ion blaster	18"	1	4+	5	-2	1
Magna-rail rifle (DESTRUCTIVE WOUNDS, HEAVY)	18"	1	5+	12	-3	D3-3

**MELEE WEAPONS**

Weapon	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	4	0	1
Kin melee weapon	Melee	2	4+	5	-2	2

**PATROL SQUADS**

At the start of the Declare Battle Formations step, before any units have been set up, this unit can be split into two units, each containing five models.

**ABILITIES**

**FACTION: Eye of the Ancestors**

**WARGEAR ABILITIES**

**Pen-spectral Scanner:** Ranged weapons equipped by models in the bearer's unit have the [IGNORES COVER] ability.

**Medpack:** Models in the bearer's unit have the Feel No Pain 6+ ability.

**KEYWORDS:** INFANTRY, BATTLELINE, HEARTHKYN WARRIORS

**FACTION KEYWORDS:**  
LEAGUES OF VOTANN

### Combat Patrol Datasheet

Chthonian Berserks are amongst the most heavily augmented and courageous kin. Brandishing mauling tools, cum weapons-of-war and unleashing explosives that turn a through solid rock, the Berserks storm the enemy's strongpoints and break them open like an asteroid filled with scums of placidous ore.

**CTHONIAN BERSERKS**

M	T	SV	W	LD	DC
5"	5	6+	2	7+	1

**RANGED WEAPONS**

Weapon	RANGE	A	BS	S	AP	D
Mole grenade launcher (BLAST, INDIRECT FIRE)	24"	D6	4+	5	-1	1

**MELEE WEAPONS**

Weapon	RANGE	A	WS	S	AP	D
Heavy plasma axe - strike	Melee	3	3+	6	-2	2
Heavy plasma axe - sweep	Melee	6	3+	4	-1	1
Twin concussion gauntlet (TWIN-LINKED)	Melee	4	4+	9	-1	2

**WARGEAR ABILITIES**

**Mole Grenade Launcher:** Add 1 to the Wounds and Attacks characteristics of the model equipped with this weapon.

**ABILITIES**

**CORE: Feel No Pain 5+**

**FACTION: Eye of the Ancestors**

**Cyberstimm:** Each time a model in this unit is destroyed by a melee attack, that model lies not touch this phase, and one DC on the Fight table is removed from play. This model may not fight after the stacking phase. This unit has finished making its attacks, and is then removed from play.

**KEYWORDS:** INFANTRY, CTHONIAN BERSERKS

**FACTION KEYWORDS:**  
LEAGUES OF VOTANN

### Combat Patrol Datasheet

Henkyn Pioneers skim across alien worlds and scout enemy positions, riding on their magna-coil bikes, fast, resilient, and possessed of formidable firepower, these foraging bands of warriors often strike at the foe from unexpected quarters, or send back intelligence on enemy movements to their oathbands, Kahl.

**HERNKYN PIONEERS**

M	T	SV	W	LD	DC
12"	6	4+	3	7+	2

**RANGED WEAPONS**

Weapon	RANGE	A	BS	S	AP	D
Bolt revolver (Pistol)	9"	1	4+	5	0	1
Bolt shotgun (Assault)	12"	2	4+	5	0	1
HYLas rotary cannon (SUSTAINED FIRE)	24"	6	4+	6	-1	1
Magna-coil autocannon	24"	3	4+	7	-1	2

**MELEE WEAPONS**

Weapon	RANGE	A	WS	S	AP	D
Plasma knife	Melee	2	4+	4	0	1

**ABILITIES**

**CORE: Scouts 9"**

**FACTION: Eye of the Ancestors**

**Outflanking Mag-Riders:** At the end of your opponents' turn (excluding the first), if this unit is within 6" of any battlefield edge and is not within Engagement Range of any enemy unit, you can remove this unit from the battlefield and place it in Reserves. In the Reinforcements step of your next Movement phase, set up this unit wholly within 6" of any battlefield edge excluding your opponents, and more than 9" horizontally away from all enemy models.

**KEYWORDS:** MOUNTED, FLY, HERNKYN PIONEERS

**FACTION KEYWORDS:**  
LEAGUES OF VOTANN

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**CTHONIAN BERSERKS**

M	T	SV	W	LD	DC
5"	5	6+	2	7+	1

**RANGED WEAPONS**

Weapon	RANGE	A	BS	S	AP	D
Mole grenade launcher (BLAST, INDIRECT FIRE)	24"	D6	4+	5	-1	1

**MELEE WEAPONS**

Weapon	RANGE	A	WS	S	AP	D
Heavy plasma axe - strike	Melee	3	3+	6	-2	2
Heavy plasma axe - sweep	Melee	6	3+	4	-1	1
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**WARGEAR ABILITIES**

**Mole Grenade Launcher:** Add 1 to the Wounds and Attacks characteristics of the model equipped with this weapon.

**ABILITIES**

**CORE: Feel No Pain 5+**

**FACTION: Eye of the Ancestors**

**Cyberstimm:** Each time a model in this unit is destroyed by a melee attack, that model lies not touch this phase, and one DC on the Fight table is removed from play. This model may not fight after the stacking phase. This unit has finished making its attacks, and is then removed from play.

**KEYWORDS:** INFANTRY, CTHONIAN BERSERKS

**FACTION KEYWORDS:**  
LEAGUES OF VOTANN

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

