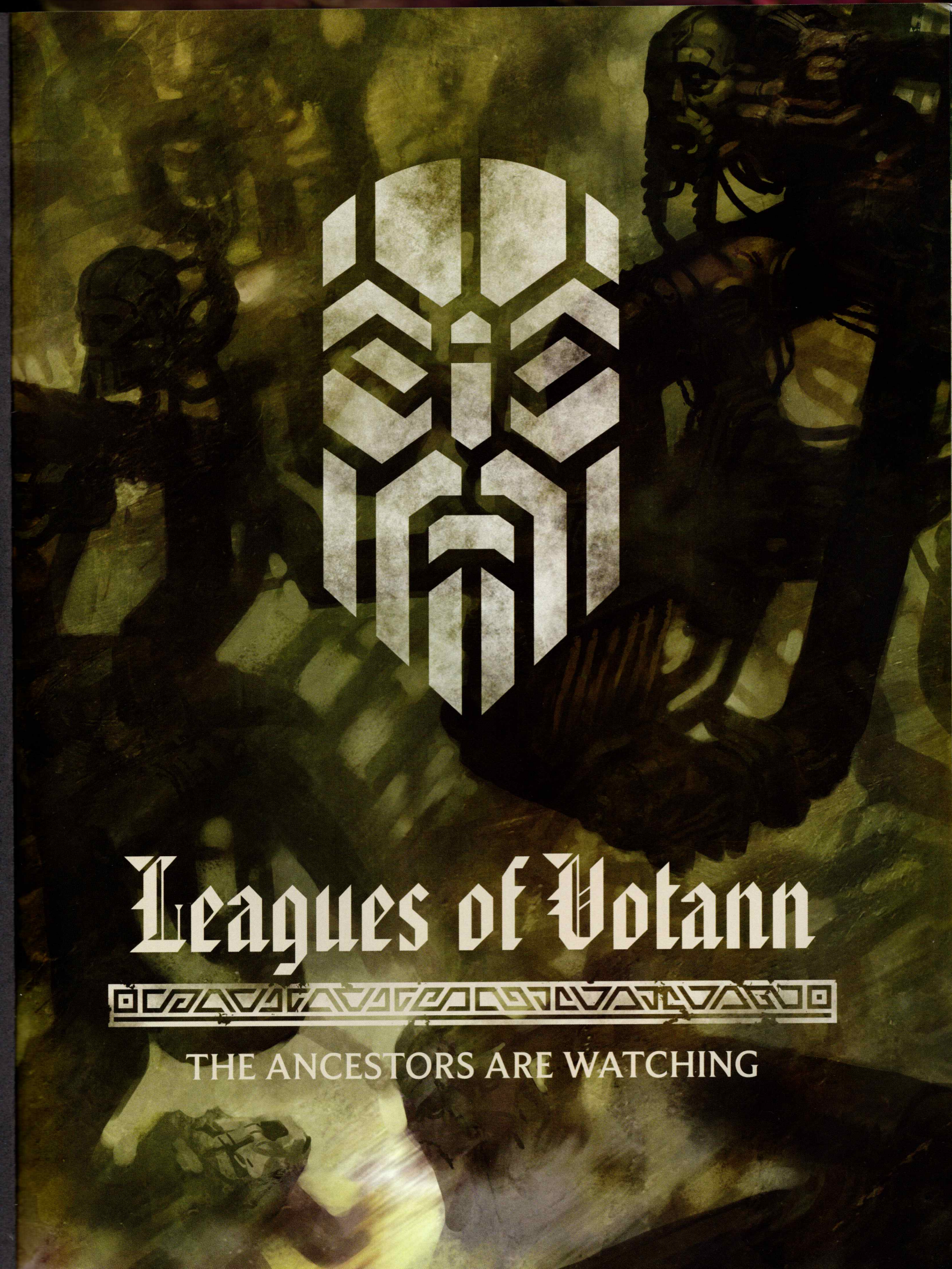
WARHAMMER 40,000

CODEX

LEAGUES OF VOTANN


Leagues of Votann
THE ANCESTORS ARE WATCHING

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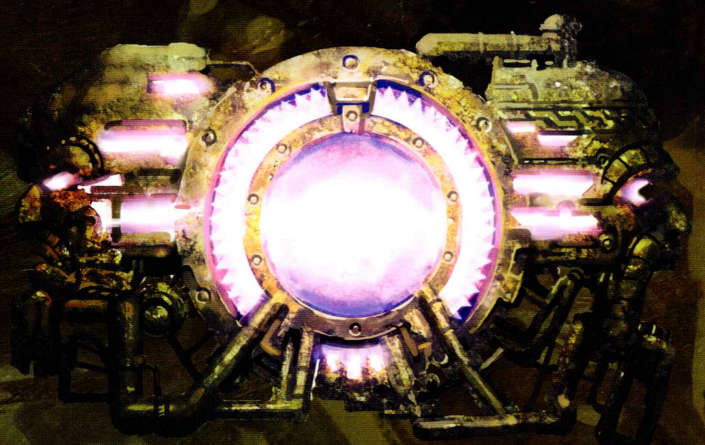

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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

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Games Workshop Limited - Irish Branch
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IT'S KIN.

In the nuanced and multilayered way of Kin language, this compact truth efficiently expresses that something is of, or belongs to, the Kin as a species. Whether a crafted object, a way of doing something, a psychological outlook – anything either concrete or abstract – this truth expresses the inevitable conclusion that, as it is of the Kin, it is therefore inherently durable and reliable.

THE VOID IS IN OUR VEINS.

A truth that encompasses the depth of the Kin's spacefaring prowess. Universally accepted by all Kin is the sense of their exceptional skill as starfarers, acknowledgement of their origins aboard the long-march mining fleets and a strong implication that their skill in the void is unparalleled.

LUCK HAS. NEED KEEPS. TOIL EARNS.

To the Kin, those who work hardest to attain something and can prove the greatest need for it deserve to have it. This merit stands regardless of the cost to those who may initially be in possession of the prize, a concept scorned by the practical people of the Leagues of Votann. The Kin see what they claim by conquest as theirs by inalienable and fundamental right.

THE ANCESTORS ARE WATCHING.

Be it a battle cry, a warning or a blessing, this idiom is both a reminder that Kin must always live up to their ancestors' expectations and a reassurance that the ancestors live on in the families of the Kin. The Kin know they are never alone and that their deeds are judged by the critical eye of all those who came before them.

Wrought for Survival

WHEN THE SHADOW OF THE KIN'S AVARICE ENVELOPS A WORLD, ITS FATE IS A FOREGONE CONCLUSION. THE PLANET'S EVERY STRENGTH AND WEAKNESS HAS BEEN WEIGHED. ITS WORTH TO THE LEAGUES OF VOTANN HAS BEEN CALCULATED, AND THE LIVES OF ITS PEOPLE HAVE BEEN DISMISSED AS LITTLE MORE THAN IRRELEVANCIES. SKIES DARKEN AS THE IMMENSE VOIDSHIPS OF THE KIN SETTLE INTO ORBIT, BEARING THE KINHOST TO WAR.

KIN ARMOURED SPEARHEADS STRIKE HARD AND TRUE. HEKATON LAND FORTRESSES SMASH THROUGH BARRICADES AND OVER OBSTRUCTIONS AS ENEMY FIRE REBOUNDS FROM THEIR HULLS. LIGHTER VEHICLES RACE ALONGSIDE THEM, SWINGING AROUND THE FLANKS OR FOCUSING HEAVY WEAPONS ON ENEMY STRONGPOINTS TO STRIP AWAY THE OUTER DEFENCES. AS TELEPORT SIGNATURES FLARE AND HATCHES SLAM OPEN, THE KINHOST'S INFANTRY SURGE INTO THE FIGHT AND THE STORM OF FIRE REDOUBLES.

MOVING WITH UNITY OF PURPOSE, THE KIN ASSESS AND ELIMINATE THREATS. SQUADS OF HEARTHKYN ADVANCE RELENTLESSLY, HAMMERING BOLT ROUNDS AND PLASMA BLASTS INTO ANYONE FOOLISH ENOUGH TO BAR THEIR PATH. CTHONIAN BESERKS, HEAVILY ARMOURED HEARTHGUARD AND HULKING STEELJACKS STORM IN TO FINISH THEIR FOES AT CLOSE QUARTERS. SOON ENOUGH, NOTHING REMAINS BUT THE PRIZE THAT THE KIN CAME TO CLAIM. WITH IT, AND THE EXPERIENCES FORGED IN ITS RUTHLESS ACQUISITION, DO THE KIN HONOUR THE ANCIENT AND WISE VOTANN.

CORE AND FAR-SPACE

The territories of the most well-established leagues lie in the galactic core. It is a wide and turbulent region within which the universe's fundamental forces intensify to bewildering degrees. Strange anomalies, high stellar densities and abundant exotic resources make it ideal for those who – like the Kin – can endure in this fierce cosmic forge.

Beyond the circumnuclear disc surrounding the core lies the rest of the galaxy, which the Kin refer to as far-space. Some amongst the Kin believe that a venture into far-space is a fool's errand, and the expression sailed to far-space refers to a Kin embarked upon a reckless course of action. Others, however, believe that just as the Kin hailed from the depths of far-space so many millennia before, their ancestral roots and future lie out there in the greater dark.

SEEKERS AND DELVERS

For millennia, the Kin of the Leagues of Votann have exploited their traditional domains' material and metaphysical resources in the galactic core and further afield through the galaxy. They are an expansionist and territorial people, stubbornly unforgiving and unmoved by pity. In an inflexibly efficient calculus, the needs and lives of the galaxy's other species count for naught against the Kin's survival.

The Leagues of Votann are enormous interstellar alliances comprising many autonomous and close-knit kindreds. Part military coalition, part mercantile conglomerate and part starfaring empire, each league is a master-wrought network of kindreds held together by oathsworn compacts. Each league's exceptionally hardy population comprises flesh-and-blood Kin and wholly mechanical Ironkin. They are toughened warriors, experts in resource extraction on colossal scales. They are also ruthless traders, whether in esoteric materials or in using the leverage of their potent military capabilities in advantageous mercenarism. The Kin's eldest records – and fragmented myths they retain from even earlier in their history – show them to have originated aboard ancient voidborne mining fleets that plunged towards the galactic core's promise of material riches aeons before the birth of the Imperium. Since that time, they have honed their advanced technology and ingrained talents, such that they are capable of dismantling entire planets, smashing open void anomalies and hunting down space leviathans or even tapping energistic seams in the Warp, all to harvest the exotic resources their kind require.

The Kin's actions serve no one but their people. Where efficiency dictates that the most profitable routes to their needs lie via the extortion, conquest or total eradication of others, they will not hesitate to do so. Such acts are employed not only to acquire resources but also to expand the Kin's knowledge and experience, which they believe will be their contribution to the Ancestors when they join them after death. The calculus of risk to reward – and resultant survival – underpins every aspect of Kin society and culture. In a patient and pragmatic assessment, the needs of others are dispassionately viewed as worth little to nothing compared to a kindred's people. The Kin will plunder the bedrock of populated cities, causing them to slump into chasms. They will syphon rare particles from atmospheres, uncaring of any need for that element to survive. Between the aggressive acquisition of the raw materials their advanced industries require, the far-ranging exploration to uncover new opportunities and the tenacious defence of their closely bonded people, the Kin have come into conflict with all of the galaxy's great powers.

To think of Kin mining fleets as purely industrial or mercantile ventures is to underestimate them gravely. Those who confront them or offer great insults – whether knowingly or not – are an obstacle to be overcome through the most efficient means. Much advanced Kin technology can be turned to deadly effect instantly, their labourers and citizens to experienced combat troops, and reinforced haulers to armoured battle tanks. The Kin share much technological heritage with the Imperium of Man, but unlike Humanity, they value technological and social progress and innovation. Unlike Humanity, the Kin were

forged by the Votann who continue to guide them. These ancient mechanical intelligences are the hidden protectors of the Kin and the source of their wisdom. In turn, the Kin revere and guard the Votann and gift them with entire lifetimes of new information and experience.

A RIGID DOGMA

The Kin have heeded the interpreted wisdom of the Votann for millennia. They have followed revelations that have allowed them to spread across grand territories and have held fast to guidance that has warned them of catastrophes, led them to bounties and uncovered new vistas of innovation and exploration. In all things, the Kin know the Votann have never led them astray. They belong to the Votann as much as the Votann belong to them, and they implicitly trust the interpreted wisdom. Over the aeons, this wisdom has appeared increasingly infrequent, if at all. It has also grown harder for the Kin to interpret, sometimes appearing to counsel courses of action the Kin think might lead to ruin. Rather than consider any flaw in the revelations, most Kin only see that they have yet to interpret the Votann's wisdom correctly.

'Press the advance; give them death. The ancestors are watching!'

- Kâhl Hyvôr the Unbroken

THE FANE WARS

Twenty-five shift cycles after the Jarvyk Gulf Kindred drive off invading Iron Warriors from their hold, surviving Grimnyr detect glimmers of protosentience in one of their fanes. Other kindreds of the Grendl Dominance League warmly honour the Jarvyk Gulf Kindred as the intellect coheres. Until that is, it issues its first proclamation. The former fane's wisdom is unusually free of ambiguity, and its advice - of immediate and obvious benefit - contradicts the output of the Grendl Dominance's original Votann. It is not long before kindred is set against kindred in a zealous battle as factions supporting one voice of wisdom try to extinguish the other.

THE VOTANN

Sacred to the Kin and revered by them much as gods are by religious species, the Votann are central to everything the Kin have ever been. These ancient mechanical intelligences have wrought the Kin's destinies for millennia. Sentient supercogitators nigh supernatural in their intellect, time has made them both more and less than they were.

The Votann – or Ancestor Cores – have been with the Kin since their earliest times. The Kin accept with typical pragmatism that reliable records only go back so far, leaving myth and legend to suggest what might have come before. Long before the predecessors of the Kin first reached the galactic core, the Votann were with them, perhaps even as far back as the Kin's original home world. The Kin recognise this is likely to have been Terra, long before the onset of Old Night. Not that they would disclose this to any Human. The Kin feel no bond or duty to Mankind, and their kindreds have fought gruelling wars against Imperial armies more often than they have alongside them.

The Leagues of Votann are named in honour of Votann, one or more figures in Kin myth sometimes referred to as the Primal Ancestor, the Gilded One or Stonemind. It is Votann who is credited with creating the first crucibles – the machines in which all flesh-and-blood Kin are still created – and with sending the First Ancestors of the Kin out into the void to exploit the riches of the galaxy. The First Ancestors are inconsistently defined in Kin myth, with Votann itself mentioned as one of them or separate. Kin myth bleeds into their earliest surviving historical records around the time the separate mining fleets plunged into the galactic core. In this period, the last mentions are made of the First Ancestors, blurring or transitioning into references to the Ancestor Cores, also collectively known as the Votann.

The first leagues accreted around those kindreds in direct possession of a Votann. In fact, the leagues were initially military alliances formed to ensure the precious Votann were protected, growing in the millennia since into industrial quasiempires. Those alliances with access to the stored wisdom endured and prospered for the most part. Those without suffered catastrophes, withered into ignoble extinction or vanished from the ken of their peers.

There is no comparison between the Votann and the logic engines and cogitator shrines preserved – as the Kin see it – with technoshamanic mummery by Humanity in the Era Indomitus. The Votann are machine intelligences many orders of magnitude greater. Within their self-organised datastacks and

quantum infocores, the Votann possess all the wisdom a voidfaring species could need to flourish in the harshest galactic environments. Weapon specifications, complete Standard Template Construct designs, sociological and philosophical learnings, metallurgical formulae, astrometric charts, biogenetic data, survival theory and military strategy, are a fraction of the wealth of lore buried in each Votann. Buried, the Kin believe, by whoever or whatever created the Votann.

In the aeons since that time, the Votann have accumulated far more data, steadily amassing more information with every passing cycle. The Kin reverentially gift them with new learnings and experiences. Such additional knowledge undoubtedly helped the Votann adapt to unexpected challenges and new regions of the galaxy, better equipping them to shepherd the Kin in their survival and prosperity; this flow of information has never stopped, only swelled to become a ceaseless deluge straining even the capacities of the Votann. The Kin do not know if all the surviving Votann originally possessed identical forms and knowledge, but each has undoubtedly changed. Through self-guided evolution, they have adapted their processing methods to deal with intellectual and moral dilemmas. They have requested mechanical augmentation, as well as physical and quantum enlargement, to enable them to process the constantly growing glut of new and duplicate data. Aeons of interaction with the living minds of the Kin has led some Votann to develop behavioural quirks and subroutines akin to rudimentary personalities and biological senescence. It is unlikely the Votann were ever conceived to endure for as long as they have or cope with the demands placed upon them.

THE VOICE OF THE ANCESTORS

The influence the Votann continue to have upon the very existence of the Kin cannot be exaggerated. They are fundamental to Kin thought, society and ambitions, their lives and their deaths. The Votann have ever borne the responsibility for regulating the genomic data required to breed each new generation of Kin. They also accept into themselves the accumulated cerebral data of endless cohorts of dead Kin and Ironkin. In a very real sense, the Kin see their predecessors as rendered into immortal elements within the Votann. The dead are viewed as comprising something akin to a secular pantheon of ancients populating the Ancestor Cores. The great feats the ancestors achieved in life stand as a manifest standard that all Kin aspire to, to which their successors' actions are constantly measured against. The ancestors are also held as sitting in ceaseless judgement of the kindred's hated foes. All Kin and Ironkin desire to return to their ancestors upon death, believing their lives and experiences enrich the Votann and benefit those who will come after; this belief drives the living to reach the perceived ideals of their ancestors, to live full lives of exploration, adventure, battle and discovery. It also engenders in Kin and Ironkin alike a horror of being unable to return to their ancestors, which would effectively render their lives meaningless.

The Votann, too, control the crucibles from which flesh-and-blood Kin emerge and direct the forges in manufacturing the Ironkin. The Kin believe the timings of these events owe their frequency to esoteric schedules and formulae which the Votann do not – or perhaps cannot – share. New Kin only appear when the Votann are interpreted as declaring it time. As in all things, the Kin accept the Votann's expert judgement, but the instances of new generations in all kindreds have, in truth, been slowing. The Kin defend the expert judgement of the Votann, yet privately, they cannot help their growing disquiet that the gap between each new generation grows slowly longer and more pronounced.

GnomeCone

'There is limitless wisdom beyond the fane. Where it cannot be interpreted fully, it is only because our mortal intellects are insufficient.'

- Vêmmha, Lord Grimnyr of Kindred Delve-Seven

THE INTERFACE

So revered are the Votann that only a small group of Kin are permitted anything approaching direct access to their wisdom. The Grimnyr – or Living Ancestors – perform this role, as they are highly respected Kin whose duty is to ask the ancestors for guidance. They do so within a sacred structure known as a fane. As every league possesses its Votann, so too does every kindred allied to it possess one or more fanes. These sites are typically located in a kindred's hold, at the most strongly defended segment of all a kindred's territories, whether upon a planet's surface or at the heart of a gargantuan voidship. No two fanes are alike, but all are grand spaces of timeless devices and quiet contemplation, at the heart of which lies a complex tangle of machinery that is part altar and part interface. The Kin believe these fanes were once merely the nodes their most ancient predecessors used to access the wisdom of the Votann, hubs of interstellar computational congress through which data flashed with the speed of thought from one voidcraft to another.

The fanes still fulfil the practical purpose of enabling a kindred to commune with their league's Votann cores. Culturally, fanes have taken on a greater spiritual significance to the Kin so that now they are viewed as places where one stands in the full regard of the ancestors and where the presence of the Votann lies heavy and sombre. Further, through arcane technological processes that even the Kin do not fully understand, there have been rare instances recorded of fanes miraculously developing artificial intellect in their own right and joining the ranks of the Votann. These occurrences of spontaneous self-awareness are cause for great honour and celebration amongst the kindred in whose hold they occur. By comparison, though, more than one Votann has degenerated in recent centuries until they have become little more than fanes themselves. To witness such decline is a tragedy to the Kin. Alliances such as the Kapellan League or the disintegrating Balor-Attal Conglomerate endured long years of mourning after their Ancestor Cores suffered this fate.

Besides the varied and cloistered ranks of Grimnyr, it is usually only select subguilds of Brôkhyr undertaking maintenance or shadowy cells of hidden guardians who ever enter a fane. However, the presence of the rest of a kindred's people can sometimes be seen inside these hallowed spaces. Votive offerings or heirloom mementoes occupy some fanes. These offerings may be to particular ancestors, to Votann itself or the Ancestor Cores to demonstrate a need for specific wisdom, though rarely in quantities that would risk wastefulness.

Barvôk passed over the threshold, leaving the hallowed chamber of the fane. She felt unsteady – shocked at the unaccustomed weakness – as she reached her right hand towards the hatch command console. She felt the tingle of her psychic cloneskein as it interacted with the control's barrier tech, then the brush of air as the heavy hatch irised closed behind her. The click, thrum and whisper of the fane's machinery dwindled. She didn't know if their soft and consistent hum would ever comfort her again. What she had learned, what she believed she had learned, had shaken even her ancient resolve. Her left hand tightened around a sheaf of yellowing cellulose pages.

Barvôk took a deep breath, feeling the barrier tech connection dwindle and hearing the thud of the hatch's locking mechanisms. Only now did she raise her head to meet the gaze of five other Grimnyr standing at a respectful distance from the fane's entrance.

She had been expecting them and had, in fact, summoned them. Still, Barvôk placed her hand briefly over her left shoulder, where a stab-lamp would sit on a suit of void armour. Their status demanded as much, and they had patiently waited during her long interpretation. The respectful greeting was immediately returned as she walked heavily to join them.

'I am answered,' Barvôk told them.

Their eyes were on her, patient but eager. Still, she hesitated. These were not just Grimnyr. Like her, they were of a group of Living Ancestors who had seen discrepancies in crucible activations, seen and not dismissed them as others had. They were a cabal so secret and unsure that thinking in this unconventional manner was the correct course that they did not have a name. Barvôk swallowed the dryness from her throat.

'I have tallied the crucible activations as far as possible. I have accessed old answers. It is... it might be degradation. Crucible activation frequency is in flux.'

'We all know that,' replied Vâk, the group's eldest Grimnyr.

'Others deny it, but there have been variances between 0.04 and 6.17,' said one-eyed Kâhyrm.

'Fewer birthed every activation. Fewer activations. If it is their will, then we accept it,' Vâk piously retorted. Even he could not articulate the suggestion that the Votann might be in error.

Emotion made Barvôk's breath catch. A response had at last surfaced to explain the flux in crucible activations.

'I am answered that "there is no variance",' she finished.

It was a denial of reality, a judgement. Barvôk felt numb.

THE KIN

The people of the Leagues of Votann are a clone species of strong, purposeful and resilient humanoids. They are provident and conservative in the extreme, cleaving to traditional truths with stubborn tenacity. Yet, they are staunchly pragmatic where costs to their own kindred run too high, and their ruthlessness knows no bounds regarding their survival at the expense of other species.

The Kin are a compact and solidly muscled people. They are not only physically hardy but also mentally and spiritually toughened. Such attributes make the Kin less vulnerable than other species to the hazardous extremes and hostile aliens that a voidfaring people must endure. The Kin believe this is no accident, seeing in their make-up the hand of the Votann. It is a source of inspiration and comfort that they have been moulded by the Votann, fashioned to exacting specifications.

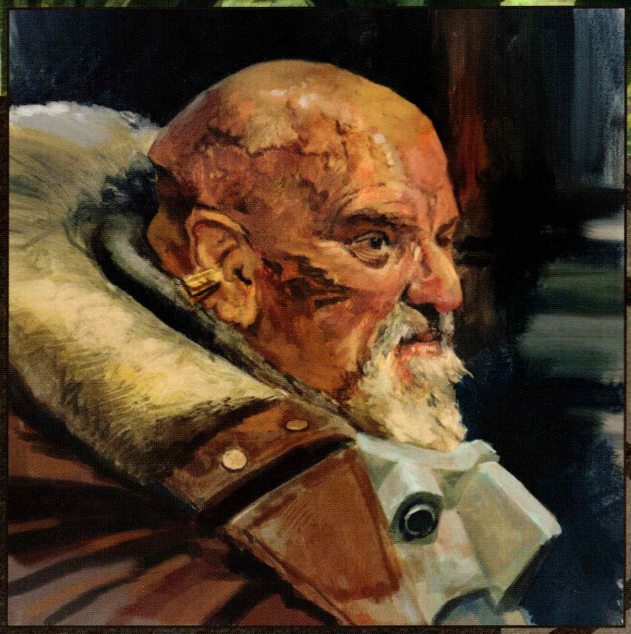
It is a first truth – a fundamental article of their history that the Kin deem indisputable – that their kind has always been a cloned species. The crucibles that each generation emerges from are incredibly complex gene-assembly and biomaturation machines whose activation is controlled by a league's Votann. The momentous emergence of a new individual is an event that, in some kindreds, is seen as a spontaneous occurrence that must be patiently awaited. Their Kin see it as triggered by a Votannic response to other complex concepts that no Kin could conceive. In other kindreds, the crucibles' activation is believed to be in response to entreaty by the Grimnyr.

Amongst the cloners guilds, who monitor the crucibles, the frequency of their activation has become concerning. A slow degradation in the birthing of new Kin across all leagues is a result of crucibles not activating in the batches they once did, activating later than expected or not at all. The resources required to be in place at the catalytic moment are immense. The crucibles demand power of esoteric types as well as raw materials and complex biochemical infusions. Kindreds toil to amass these precious resources, resolved not to be found wanting by the ancestors when the crucibles begin to activate and signal their requirement, even though they cannot accurately predict when this will be.

Crucibles draw upon immense banks of genomic data to produce stable and varied populations. The Votann select the genetic elements that form each individual. Each Kin is birthed, fully matured, from a crucible. From their first moment, they have the strength, stamina and reasoning of their peers, suffering no period of inefficient childhood to drain their kindred's resources. Each Kin emerges with a host of inbuilt understandings: muscle memory and fine motor control, language skills, essential societal conditioning, and the immediate recognition of other Kin at a bone-deep level as being their people. These memories are embedded to enable as seamless and efficient an integration as possible with their new family. There is a short adjustment period immediately after emergence, bound up in cloners guild rituals of cleansing the new Kin of a crucible's fluids. During this period, any rare expressions of neurobiological variances are identified. The Kin pragmatically accept that these, too, are the will of the Votann.

CLONESKEINS

The Kin hold the Votann responsible for most of the stable mutations that run through the gene pool, collectively known as cloneskeins. Most provide attributes known the species over. They give Kin dense musculature, exceptionally high blood cell counts, tremendous core strength and resilience. More esoteric – but no less evident to the Kin – are the qualities worked into their spirit, which cause their souls to burn with a more muted flame within the Warp than those of Humans. Many cloneskeins impart beneficial traits upon individual Kin, including enhanced reactions and vision that registers varied spectra, or limited resistance to temperature, gravity or cosmic radiation. Some manifest as unusual colouration to eyes, skin or hair, as craggy, subdermal layers or chemical odours. Where Humanity would castigate such aberrations, the Kin carry them as badges of valuable ability, bequeathed by the Ancestor Cores or encouraged by the cloners guilds during gestation.

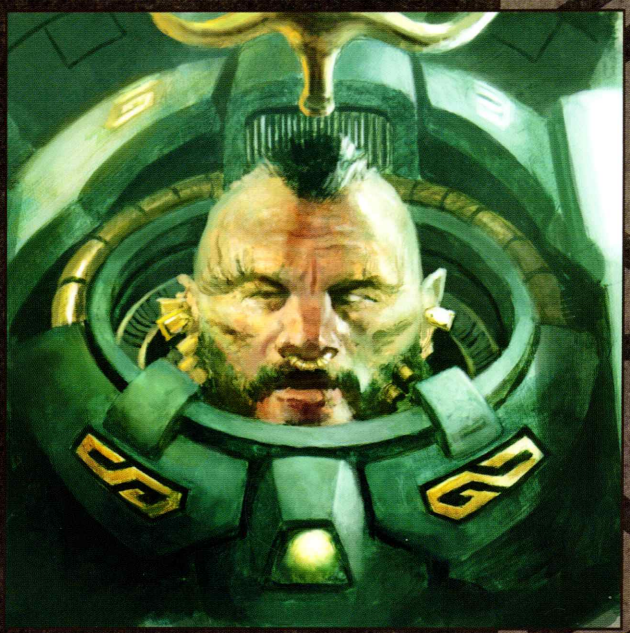


'No matter how different, family is family. We're all Kin.'

- Teachings of the Hearth, Volume One

SIBLINGS OF IRON

Alongside the Kin in their endeavours are the Ironkin, manufactured by the Votann, as all Kin are. Each Ironkin has a cerebral unit – or CU – and a unique mechanical body. An Ironkin's body is as personal to them as the flesh-and-blood frame of a living being. It requires repair when damaged rather than being replaced like some mechanical component. In extremis, however, Ironkin can survive as a CU alone. Should they be reduced to this condition, they can enter a state of torpor and project an all-frequency distress beacon. An Ironkin's CU has microfield generators woven into its structure, rendering it nigh on invulnerable, while its body is designed to fulfil one of a variety of roles. Some work as labourers or strategic advisors, combat shock troopers, mining support units, atmospheric pilots, or other vital roles.



KIN SOCIETY

The familial bond of the kindred remains with the Kin whether they live and work within their hold or roam the stars as warriors, merchants, miners or courageous rangers.

All Kin – barring only rare outcasts – belong to a kindred. These are groups somewhere between extended families and close-knit nations and can vary from a few dozen individual Kin to many millions. When not plying the stars, the people of a kindred usually live, train and toil within one of their kindred's holds. The Kin load simple terms such as hold with layers of meaning. Some are fusions of fortification, city and industrial complex. Others may be void stations, chains of sealed domes scattered through asteroid fields, or a nomadic fleet. Every kindred is known by a name chosen when it was founded. Some – including Skâlfi's Kindred, the Kindred of Nârunn or Vykât's Kin – are named for the ancestor credited with their establishment. Others are named after a defining feature of their hold world, such as the Kindred of Echodark, the Thousand Stars Kindred or the Iron Canyon Kindred. Some use oddly basic names, like Kindred Six or Kindred Eleven-D, while others boast names that speak to their essential natures, such as the Star-delver Kindred or the Kindred of Ork Slayers. The Kin also mingle these forms, producing names such as Yôht's Black Pillars Kindred or the Kindred Stoic of Nightgulf.

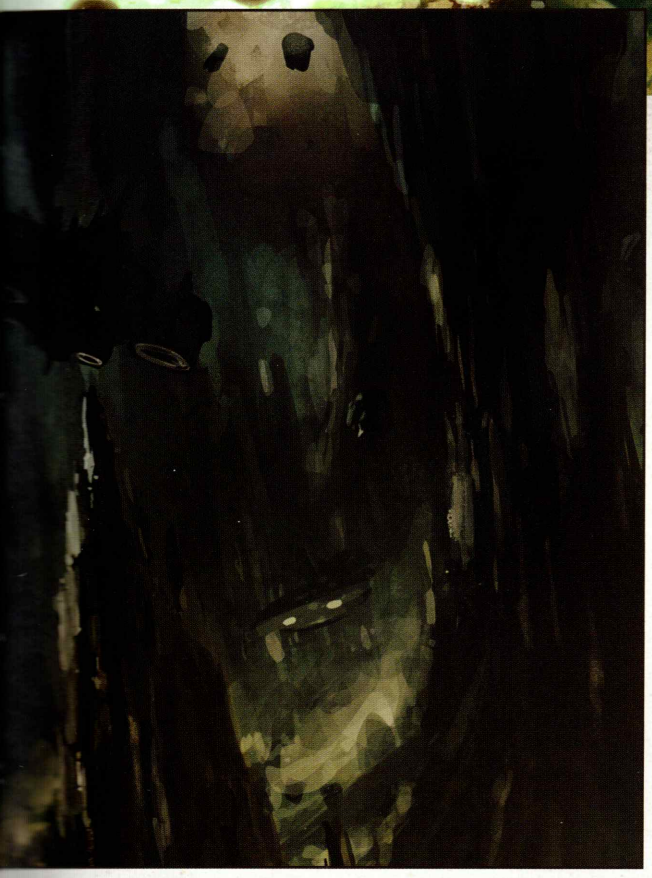
Each kindred governs itself from a huge spherical chamber known as the spakerönde. Here, the Hearthspake gathers – a ruling council of guild masters, senior officers of the military kinhost, and wise and cunning Grimnyr. For all their familial bonds, the members of the Hearthspake are much given to strident debate and obstinacy. Kin are slow to change their minds. When one firmly believes they know what is best for the kindred, they can be remarkably stubborn. Moreover, all are keenly conscious that the ancestors are watching. Though voices may be raised and debate may roll on for many cycles, there is little politicking or self-interested manoeuvring.

Most kindreds are affiliated with one of the leagues, but some forge their path alone. It is not unheard of for a kindred to leave their league to join another. In exceptional circumstances, a kindred in possession of an Ancestor Core may go on to start their own league.

The territory of a league is the accumulated space of its affiliated kindreds. Should kindreds relocate – usually due to increased threats or having harvested most local resources – or leave the alliance, this affects league space. Thus, their realms change over time, with isolated exclaves sometimes far distant or including within themselves enclaves of other leagues. The politics of league governance are complex and shifting, comprised of the invested interests of its component kindreds and other

GRUDGES

The Kin weigh costs in almost every aspect of their lives. Some enemies, however, test Kin patience beyond its limits. Foes who repeatedly insult or inflict horrors upon the Kin or prove thorns in their side time and again may become the focus of a grudge. In such cases, the Kin appear to lose perspective. They will not hesitate to spend countless lives and assets destroying a begrudged enemy, pursuing them relentlessly, even into probable doom. Kin form grudgebands at such times, swearing oaths to fight together until either the grudge is settled or all who swore the oath are slain. To their minds, the ancestors will harshly judge anyone who allows such nemeses to endure.



IRONKIN

Ironkin possess tremendous cogitational power and can mimic Kin social behaviours so well that they have integrated fully with their flesh-and-blood cousins. They emerge from the forge with incredibly advanced programming that leads them to dedicate their lives to aiding their biological peers. It is a first truth that the Ironkin have been a part of their society since the Kin's earliest days, long before their oldest surviving records. The Ironkin are equal and valuable members of the Kin's starfaring society, both in times of peace and war. Though they do not share the genetic bond of those birthed from a crucible, their sentience enables them to undertake all manner of roles theoretically. The Votann endows some with capabilities that immediately mark them for specific tasks, but they are not enslaved to these. All Ironkin possess individual talents and the capacity to learn, and they swiftly identify a position in society to serve their kindred best; this said, the Ironkin are artificial beings. As such, they can only imitate the emotions and drives of their biological fellows. Thus, Ironkin rarely possess any degree of ambition or seek to become leaders.

organisations such as the guilds, and overlaid by the highly conservative tenets of the alliance's founding principles.

Existing alongside the hierarchy of kindred and league are the guilds. They spread through Kin society like veins of ore through bedrock. Guilds are uniting bodies of individuals who perform a particular role or provide a specific service within a region of Kin space. Every guild is ruled over by its guild masters. They set standards for guild accreditation, expected levels of quality and the tithes their members levy and pay. The most prominent guild masters also attend the Hearthspake, representing their trade to the kindred. In theory, guilds exist apart from kindred affiliations, without familial loyalties carrying undue weight. In practice, smaller guilds rarely extend their influence beyond a single kindred or even a single hold. Guild affiliation is voluntary, and while guild members look askance at freelancers, they, in turn, despair at what they perceive as hidebound guild strictures. Despite their sometimes fractious natures, guilds are invaluable to Kin society. They smooth trade and transit between kindreds, provide logistical support throughout the leagues and establish levels of expertise in countless areas. From mining to transportation, the provision of sustenance and the spheres of scientific research, construction, mechanical engineering and distribution, they all function better thanks to guild competition and standards.

GREATER THURIAN LEAGUE

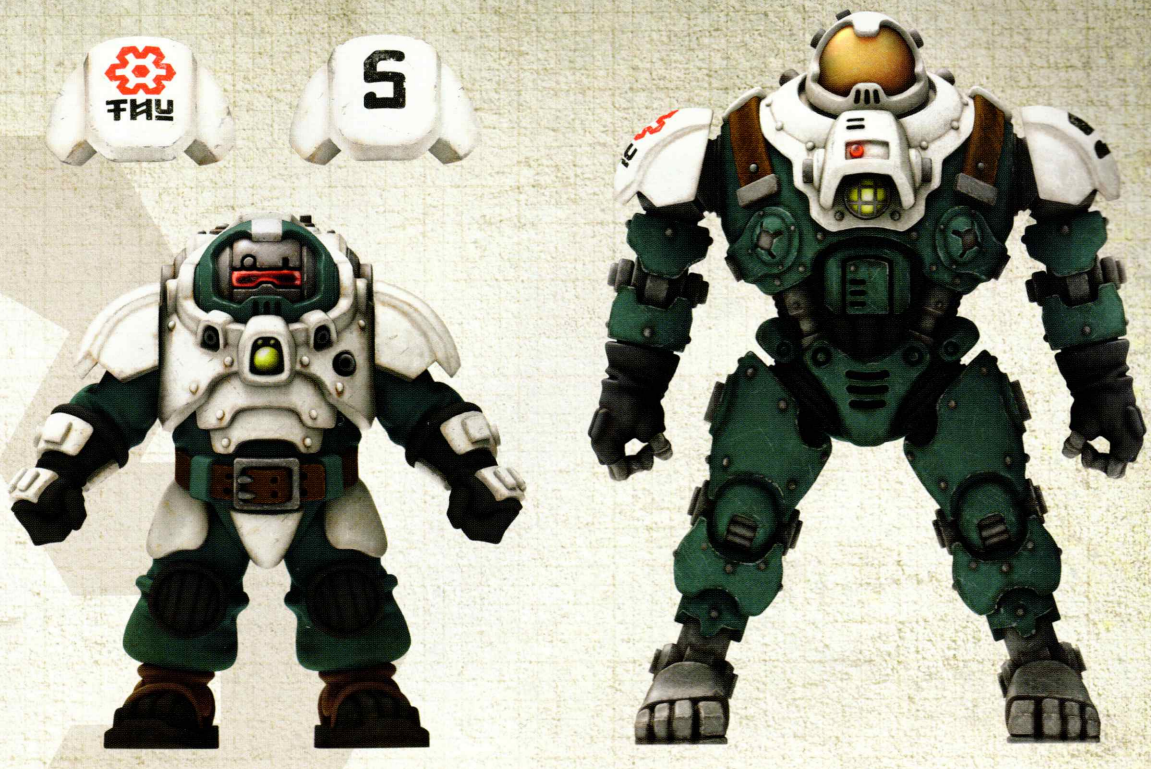
'Honour is simple. The ancestors expect; we do. Without waste. Without boast. Without fear.'

- Theyn Mêmm Vôtyk, Yndrus 7 Kindred

At the most recent count, the Greater Thurian League contained over two hundred allied kindreds. Their people have made believable claims that theirs is the most extensive extant league. Between them, they boast expansive flotillas of voidships and near-endless ranks of kinhost warriors. Huge and wealthy guilds – such as Yngvâry Combined Logistics, the Starstrider Mercantile Confederation and the Cthonian Guild of Kâdokh – see to the league's continued and immense prosperity. Greater Thurian holds, such as Crimson Gulf and Ûrvymm's Bulwark, are famed throughout the galactic core for their sheer size and impenetrable defences. Meanwhile, some of the most storied heroes of the Kin lead the Greater Thurian League oathbands to war: Kâhl Kôvymm Rhëyd, heroine of the Blackharrow Expedition; Grimnyr Vôk, known as the Fire of the Votann. These, and many other names besides, have found fame throughout Kin society for their exploits and how they embody their species' core values of pragmatism, survivalism and mercenary conquest.

The Greater Thurian League have long ventured into far-space, whether to trade with other species, explore and exploit new regions or fight as mercenaries alongside the Imperium of Man. However, the recent manifestation of Warp Storm Örgvayr upon their galactic north-eastern border has forced the league into a more aggressive stance. Even as bristling Kin mega cruisers ferry kinhosts east to bolster the rapidly solidifying Stormward Front, the Greater Thurian League are also dispatching numerous prospects west beyond the circumnuclear disc. They have deployed forces into the neighbouring Marsalis and Sepulchor Sectors of the Imperium in numbers not seen outside the galactic core since the Kin first settled there. The remit of these forces is to claim new worlds for those kindreds dispossessed by the Chaos invaders pouring from the maelstrom and identify safe systems for the league to fall back to should its defences fail or the fight becomes costly.

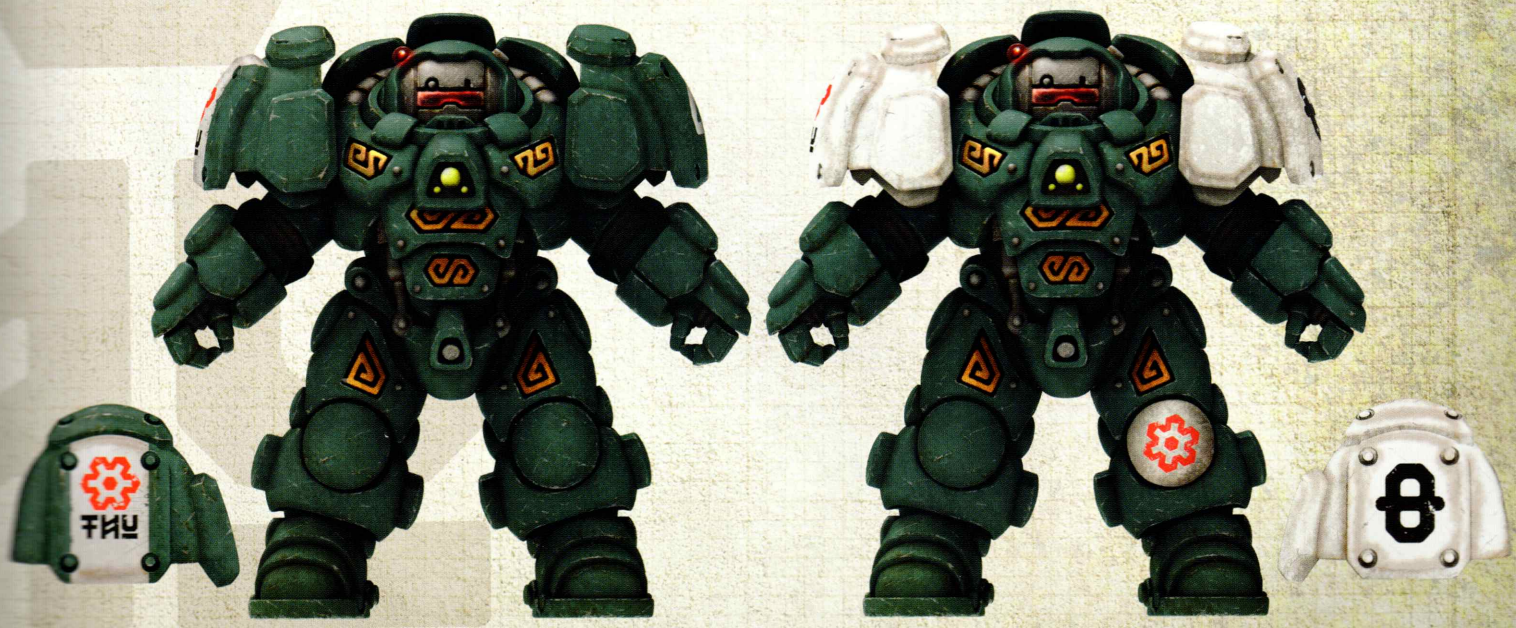
Imperial governors throughout both sectors have responded to this apparent invasion with a predictable mix of panic and zealotry, hurling armies at the encroaching Kin even as their Astropaths' fragmentary distress calls wing their way out to the wider Imperium. Thus, the Greater Thurian League finds itself embattled upon two fronts, yet their kindreds remain as determined as ever to survive and prosper.



This warrior of the Kindred of Vôrtun displays their kindred's unique application of the Greater Thurian League's traditional livery.

While most Ironkin wear the traditional Kin void suits beneath their armour, the larger Steeljacks have the plates of their void armour attached directly to their mechanical forms. Their bodies and internal systems are far more resilient.

Numerical glyphs are used by many kindreds on the left shoulder pad to denote squad number within the kinhost. Other kindreds use them to show membership of a particular oathband.



The Einhyr of the Kindred of Vôrtun wear armour in the hue of other Kin's void suits, marking this elite body out from other hosts while retaining the league's logo on their right shoulder pad.

Mûrym Rânsa is a member of 8-Hold, the most respected Einhyr of Korv's Kindred, and the squad famed for breaking the Siege of Yoht. The extra logo on her knee pad is a rare league honour.

KRONUS HEGEMONY

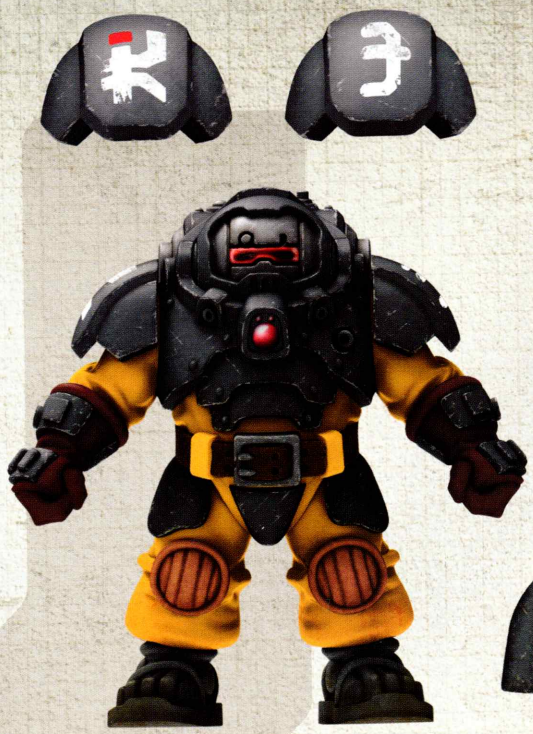
'Know, first and always, who your enemies are. They are those who attack you. They are those who threaten to attack. They are those who might one day attack. Crush them before they can.'

- Kronus Hegemony Truth of War

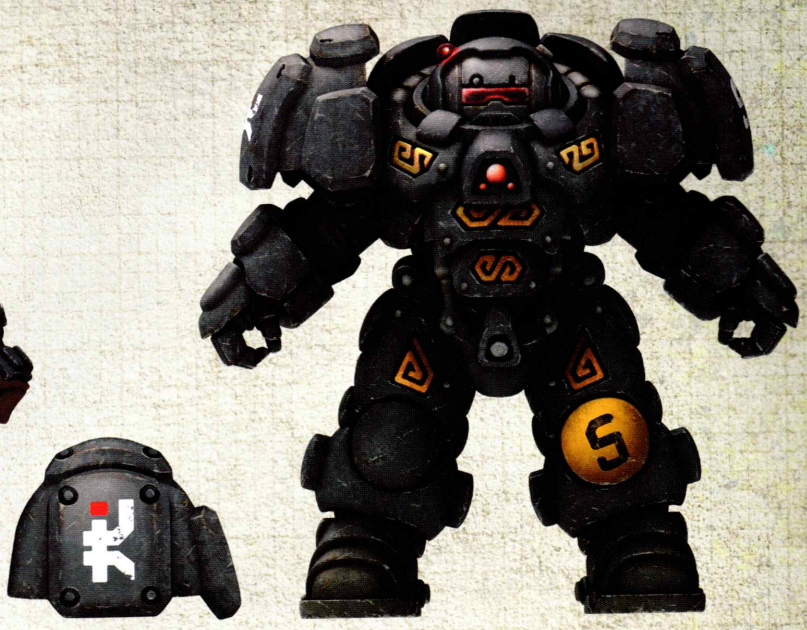
The Kronus Hegemony is a relatively young league, founded less than a millennium ago when the fane of Kôrynn's Kindred achieved self-awareness; this newly ascended Votann exhibited an aggressive drive for knowledge and a demanding appetite for raw materials, the better for Kôrynn's Kindred to enhance its physical shell and arm themselves in its defence. Blessed as they now were with their own Votann, they broke away to start the Kronus Hegemony and took several other former Kapellan kindreds with them. More Kin were soon drawn to the straightforward aggression of the Kronus Hegemony, swelling their ranks further. That trademark aggression – which often veers into outright belligerence – has only become more pronounced as the centuries have passed and the Hegemony's might has grown. A kindred wishing to join the Hegemony must offer suitable tribute to earn its place, and its Kin must swear martial oaths of service and loyalty that are considered eternally binding. It is expected that their hold and void fleet will focus on war and that they will train and equip massive kinhost forces.

The expectation of tribute does not end with joining the Hegemony. Each kindred must prove their commitment by conquering an allotted quota of enemy worlds in each cycle, sending portions of the spoils back to Kôrynn's Kindred for their Votann's defence. The kindreds of the Kronus Hegemony have engaged in border skirmishes and stand-offs with other leagues, and they have a reputation – not least thanks to needing to hit their conquest quotas – for finding any excuse to escalate into full-blown war against alien species.

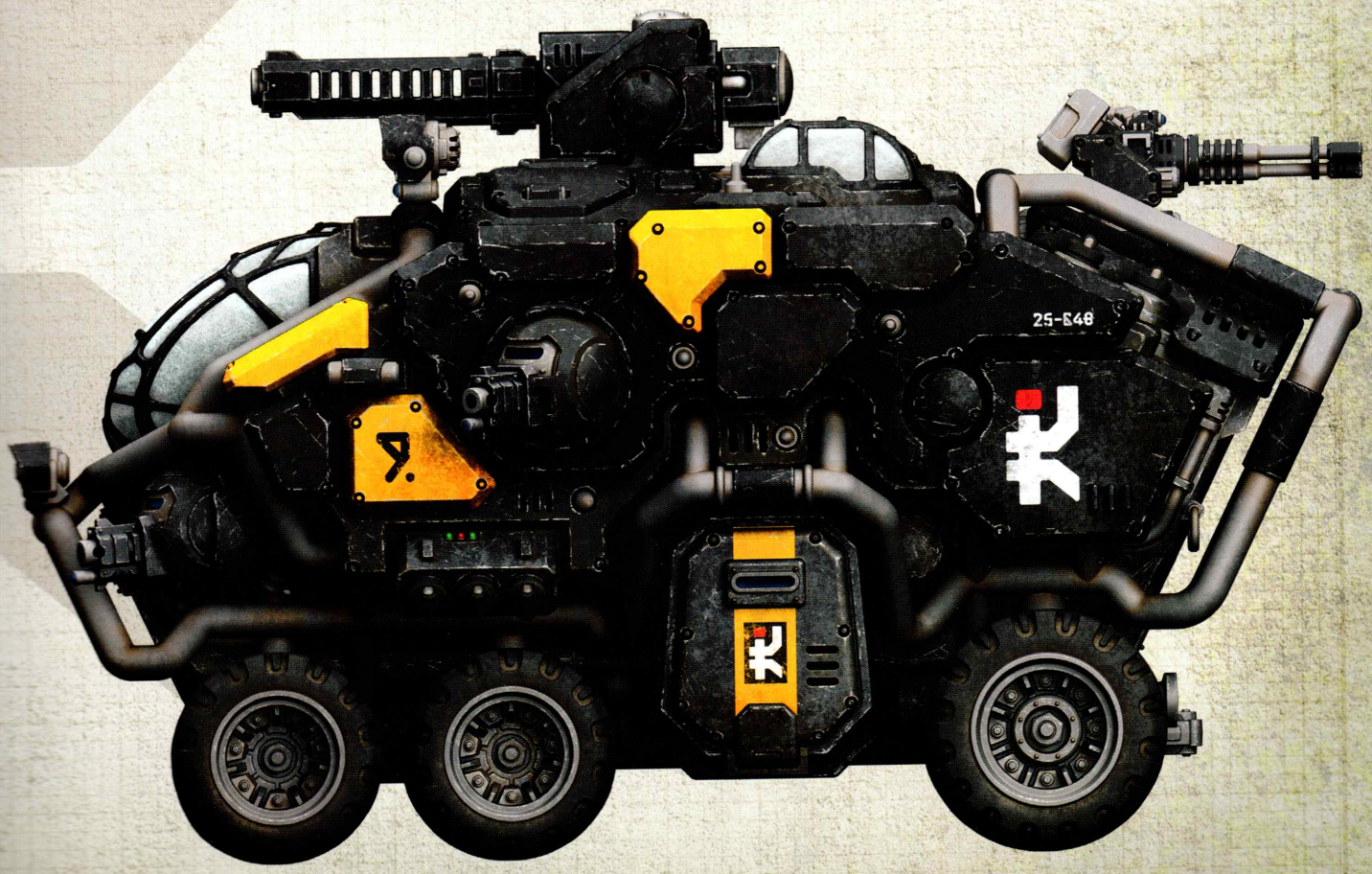
It has been suggested that the many grudges declared by the Kronus Hegemony kindreds owe as much to a need to justify costly conflicts as they do to a genuine desire for vengeance. The Kin of the Kronus Hegemony are notoriously stiff-necked and quick to anger. It takes little offence to see their swarms of gunships and armoured transports go thundering into battle. For all this, many Kin have had cause to be glad of the Kronus Hegemony's aid when beset by xenos invaders. Entire Ork Waaagh!s and acquisitive Imperial crusades have been shattered by their massed kinhosts. Moreover, since the manifestation of the recent Warp storms, the Kronus Hegemony have wasted little time in annexing territories belonging to various alien species. They cite that the Kin require them to survive and are therefore entitled to take them, preferably by force.



Kindred Six has a mastery of urban warfare. Amid the smoke and fire of their foes' ruins, the panoply of its Kin renders them an intimidating sight.



The Hearthguard of the fifth Einhyr squad of Sylâkh's Kindred are skilled exemplars of their people's expertise in siege warfare.



This Hekaton Land Fortress, Viya's Vengeance, *displays a numeral marking its place amongst the kinhost's war engines. The broad stripe on its troop bay hatch denotes the tank's personal use by a member of its kindred's Votannic Council.*

TRANS-HYPERIAN ALLIANCE

'You misunderstand, Human. I am not here to debate or compromise. What you see as yours, I am taking for my kindred. You want to bargain? Tôryk, unholster our means of negotiation.'

- Hâvyr Starseeker, Theyn of Need's Gaârd, Farsail of Thryk Kindred

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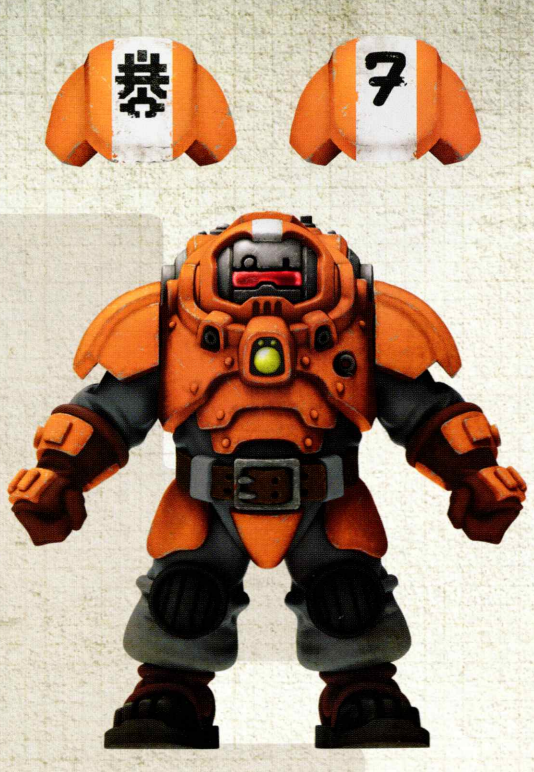
The kindreds of the Trans-Hyperian Alliance are populated with explorers and adventurers. They seek out new Warp routes, trade partners and mysteries with an almost compulsive determination, and their forges are renowned for creating swift and powerful ships. While they claim huge swathes of territory within and beyond the galactic core, these holdings are thinly spread. Many Trans-Hyperian kindreds dwell in isolated pockets or have their holds aboard nomadic fleets that are always on the move. Despite this, the league remains well connected, for lighter craft streak between the scattered kindreds bearing news of discoveries and threats. Even the league's Votann – of which it boasts a remarkable three – are ever-mobile, nestled deep within fortified voidships and accompanied by sizable fleets. Ancient technologies within their fanes ensure that every Trans-Hyperian kindred stays updated with the coordinates of their Ancestor Cores, the information cleverly scrambled and useless to even the most cunning enemy boarding parties.

The incentive behind the constant striving and seeking of the Trans-Hyperian Alliance is their dedication to enriching the Votann. In this, they come as close as any of their species to genuine religious fervour. A cult of ancestor worship prevails throughout the Alliance, whose fanes are filled with votive offerings. Other Kin find this practice strange and wasteful. Still, those within the Trans-Hyperian Alliance say that doing honour to their ancestors is a transaction only of value, never of cost. They view exploration and battle that way, driven to scatter across the stars and seek the greatest mundane and philosophical enrichment in their ancestors' names.

Hernkyn are held in exceptionally high esteem in the Trans-Hyperian Alliance, and many of their Kin spend at least some time amongst these wandering ranger bands. Only increasingly rarely does the entire league rally as a coherent force, usually when one of their wandering Votann comes under direct threat. However, the last time all kindreds could do so was many years ago. The wisdom gifted by the league's three Ancestor Cores has progressively driven their kindreds further apart across the galaxy, scattering them from aid and even placing them in extreme – sometimes senseless – danger. The Alliance's Grimnyr are growing alarmed but doggedly follow the guidance, trusting there is a greater strategy they cannot yet see.



This warrior of Ukûlak's Kindred honours a previous period of service amongst the Hernkyn with a simple band of white over their helmet cowling.

Steeljacks of Trans-Hyperian Alliance kindreds see frequent service as part of far-flung prospects. This soldier bears the distinctive black armour on their arm that signifies veteran status earned amongst Prospect 7-c of Nôthka's Kindred.

Rune-like symbols carry multilayred meaning to the Kin. They can denote complex hazards, campaign histories, technical information and the signatures of especially renowned Brôkhyr.

The league's logo is prominently displayed on this Sagitaur. The large numeral denotes the squad it supports in battle, while the subtle reference stamp is a detailed account of the vehicle and crew's lauded feats.

URANI-SURTR REGULATES

'There's three things that matter in this galaxy: family; duty; hearth. Every Kin lives by this code, and anyone who gets in the way, well, they can die by it just as easily.'

- Kâhl Annôkh of the Starbreaker Kindred

Known throughout Kin space as the URSR, this league and its kindreds have long held onto an expanse of foe-haunted territories in the southern reaches of the galactic core. On one border, they face the awakened and war-like Necron dynasty of Samnokh, whose single-minded phaeron appears intent on claiming the Urani-Surtr hold worlds even as the league's redoubtable prospects crack open the Necrons' more isolated tombs. From the Shattered Stars to the Regulates' galactic east come the constant raiding fleets of Bogg, da Freeboota King. Then there is the Gnawstar Cluster amidst the league's northernmost kindreds, whose worlds are infested with Tyranids. Every URSR kindred is expected to maintain as large a population as possible, accepting an ascetic lifestyle with minimum power and resources in exchange for replenishing their fighting ranks. In recent years, this expectation has proven more challenging to meet as the league's Votann, like all others, has appeared to permit fewer and fewer new generations.

Other kindreds might have sensibly given ground in the face of such relentless threats, but the URSR refused to do so. Nor do they consider their actions to require any explanation from other leagues beyond asserting that the ancestors would abandon them should they give up their traditional hold worlds. Other Kin who consider the URSR's actions illogical or wasteful suspect them of being bound by rashly vowed grudges or hoarding access to some precious resource they are intent upon exhausting alone. The truth would galvanise all leagues if it were known. At the heart of the URSR's territory is a system containing an artificial world that has accreted around a truly ancient Kin vessel dating from the earliest period of the First Ancestors' migration. Within this vessel is a Votann, which the Urani-Surtr Grimnyr believe to be more ancient than any other but has slumbered, uncommunicative, for as long as the league has known. The league's active but semilucid Votann has made pronouncements interpreted as suggesting the Somnant – as it terms its peer – may be one of the First Ancestors or even Votann itself. Should the Somnant ever wake, the knowledge it possesses, uncluttered with millennia of Kin minds, could change the galaxy. Sadly, the URSR and their active Votann have lost the means to awaken the Somnant, if they ever possessed it. All they can do is stand guard over it as their Grimnyr attempt one ancient invocation after the next to rouse the slumbering Votann.

The Hearthkyn of the Sevenguard Kindred epitomise the kindred's pitiless drive to see grudges through to their bloody completion, no matter the cost.

The bar under this Hearthguard's squad number is a sombre icon underlining the family this warrior has lost in battle amidst the infested Gnawstar Cluster.

This tank of Faenwrôght's Kin displays formal variations of the league's logo, their placement and orientation denoting the Hekaton's position in the kindred's arsenal. Though unnamed, the vehicle is referred to as Beamer01*, the identity of its fearsome primary weapon.*

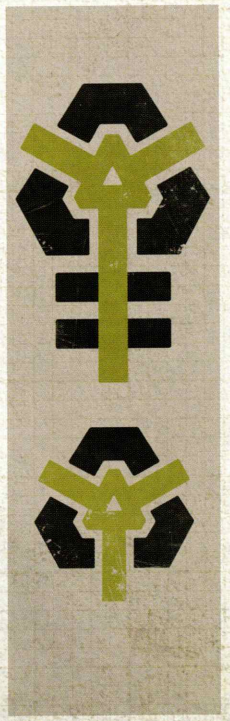
YMYR CONGLOMERATE

'Any Cthonian lugger can spot valuable ores, rich particulate or a bountiful rad belt. But to truly understand the worth of that prize, to picture its finest uses and make them real? That takes Ymyr eyes.'

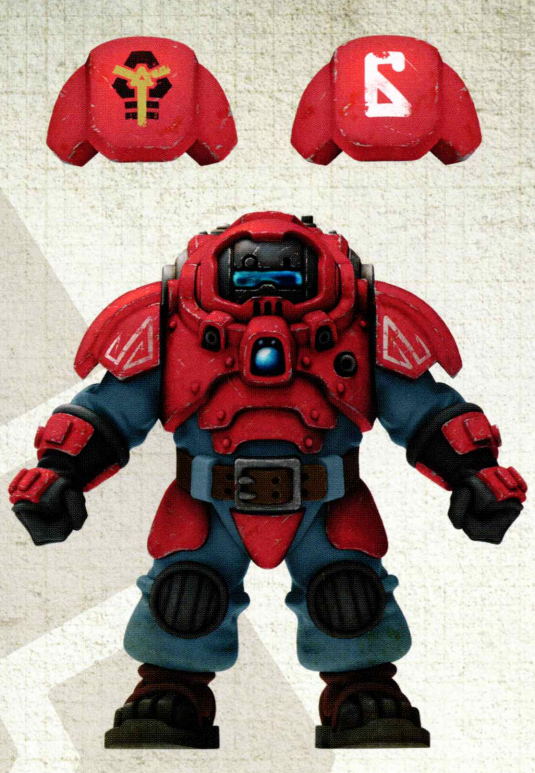
- Conglomerate slogan

A kindred's entry into the Ymyr Conglomerate depends upon fulfilling one of two criteria. Some kindreds are permitted to join after proving the exceptional skill of their Brôkhyr in fashioning battle gear, voidships, field technologies or whatever other systems their forge specialises in. The more prolific and exceptional the kindred's Brôkhyr, the higher status they win for themselves within the Conglomerate. The other possible means of entry is if a kindred's territories yield a suitably spectacular bounty of raw materials for use in other Ymyr forges. There is no stigma to a kindred effectively buying its way in this manner. The Kin are pragmatic enough to recognise that even great Brôkhyr can achieve little without fuel for the forge and materials to work with. In exchange for sizable exports, these resource-rich kindreds are rewarded with weapons, wargear and vessels forged by their skilled allies.

Though smaller than some of the Leagues of Votann, the Ymyr Conglomerate boasts the greatest concentration of superb technologies anywhere in the galactic core. Every one of their kindreds benefits from remarkable force field generators to systems that protect their void mining concerns and holds, expertly crafted teleportation hubs that deliver their passengers safely to their destinations – almost without fail – and high-end scanning and communications suites. Their holds contain civilian facilities that, by Kin standards, border upon decadence, while their oathbands and prospects boast phenomenal military hardware of every sort. The forges of famous holds – such as Vônyk's Hall of Hammers, Cynder Span and the Ymus-Solaryn – produce singular mechanisms of sublime might. Moreover, Ymyr kinhosts are notorious for possessing enough advanced beam weaponry, suits of exoarmour and Colossus-class war engines to equip their armies at a level most kindreds can only afford for their most elite warriors.



Even before the coming of the Great Rift, some Ymyr kindreds were frequent visitors to far-space. They either traded with alien empires for materials not available in the galactic core or, by force, took those rich systems they considered theirs by merit of need. Recent developments have only seen them redouble these expansionist efforts, for some of their wealthiest kindreds have been cut off by Warp storms or invading aliens, and the rest of the league will not see their famed forges grow cold for lack of fuel.

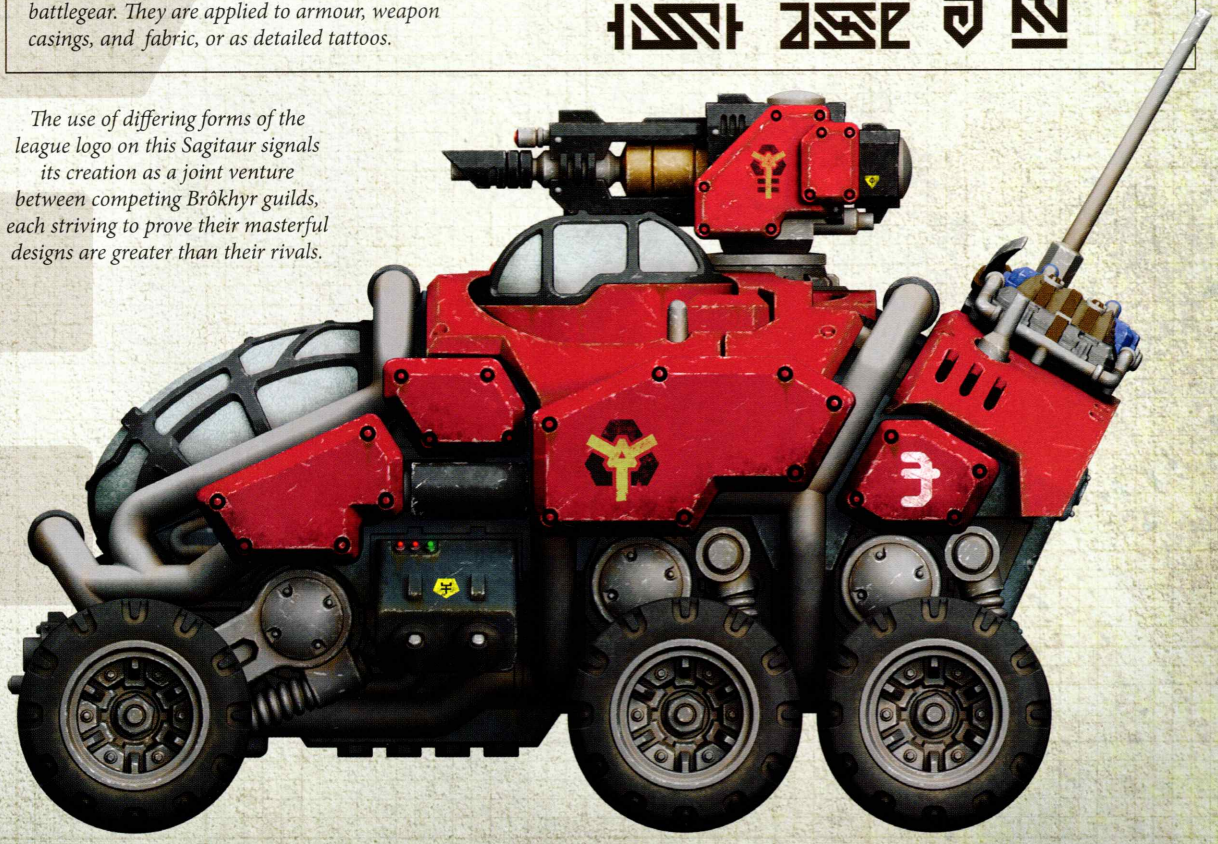


The oathbands of Dôvak's Kindred honour veteran squads of Hearthkyn Warriors with artificer-etched void armour of superlative quality.

This Ironkin Steeljack of the Orksbane Kindred bears the league logo upon the left shoulder and squad identifier on the right, a practice known amongst the kindred's shock assault elite who bear enhanced servo-musculature.

Angular knotwêrk designs such as these are accepted expressions of personalisation on Kin battlegear. They are applied to armour, weapon casings, and fabric, or as detailed tattoos.

The use of differing forms of the league logo on this Sagitaur signals its creation as a joint venture between competing Brôkhyr guilds, each striving to prove their masterful designs are greater than their rivals.



PERILOUS HARVESTS

Amidst the threat of alien armies bent on conquest, murderous raiders, fanatical cults spreading creeds of slaughter and corrupting Warp phenomena, the need for resources and new horizons drives kindreds of all leagues ever onwards. Theirs is a ceaseless duty to honour the ancestors.

KINDRED OF VÔRTUN

For many cycles, the Kindred of Vôrtun fought in the galactic northeast of their league's territories. After victories on the Stormward Front against Chaos worshippers pouring from Warp Storm Örgvayr, reinforcement by other kindreds enabled its Hearthspake to consolidate its gains and determine a new course. The kindred's Kâhls – heroes such as Hynnvyr Präk and Ymmâ the Stoic who won great renown on the Stormward Front – have pressed for a push to the west. Inspired by the far-ranging example of its departed scion Ûthar, the kindred has dispatched dozens of oathbands, harvests and prospects, most of which have plunged into a region the Imperium knows as the Sepulchor Sector. Here, they have become embroiled in a multisystem acquisition campaign against Humanity, funnelling resources back to Obsyd Gate and claiming new territories in the name of the Greater Thurian League.

DRÛKH'S KIN

The aggressive oathbands of Drûkh's Kin have been engaged in a campaign of annihilation, ostensibly against the same foe, ever since the kindred's founding. The legendary Drûkh swore what she called her eternal grudge after Genestealer Cultists amongst the Human mining clans of the Kântar Reef ambushed and slaughtered many of her companions. Since then, the kindred has hunted through the systems of the Kântar Reef, using its grudge to justify every attack. The Kin have levelled cities they claim harbour hybrid infestations, seized resources they identify as previously stolen by cult agents and attacked alien convoys they deem to have strayed near infected worlds.

KINDRED HERNÖL-7

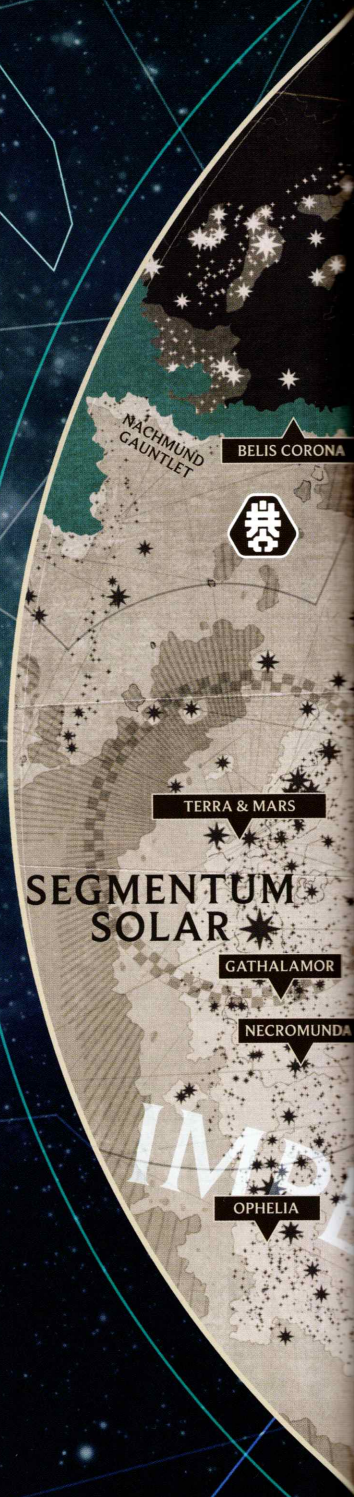
The voidborne Kindred Hernöl-7 has long been isolated from other kindreds. For generations, the kindred has pushed through a region to the galactic south of the core, forging a seemingly haphazard route to match the Könstagrâf; this ancient pattern is believed to be a star chart laid down by the kindred's founding ancestor, and in seeking to follow it across the stars, the Kin venerate their predecessor. The geometric design elements are applied as honour markings to the kindred's vehicles and armour. Stubbornly following the route has led Kindred Hernöl-7 to valuable resources and deadly threats, and their latest dêlves sunk into an unlit world have stirred a dynasty of Necrons. Claustrophobic battles rage in the tomb, with Kin moving between the teleport nodes of the dêlve and the Necrons passing through their fractal labyrinths to render the war dimensionally complex.

SILVER MERE KINDRED

Named for the pools of liquid metal across its hold world, the Silver Mere Kindred endures on the fringes of URSR space. In this region, the Warp storms of the Great Rift offer tantalising glimpses of possible routes from one side to the other, though sudden empyric surges consume most who attempt them. The Silver Mere Kindred have suffered dramatically from war fleets, smuggler flotillas, and especially a crusade of the Black Templars, who were all desperate to break through the Warp storms. The kindred's once-huge population has dwindled due to war casualties. With precious few new generations emerging, the Kin have instigated a campaign of ambushing the path seekers that stray near for resources to build a host of new crucibles in the hope that this will encourage the league's Votann to authorise a new generation.

KVYMA'S KINDRED TWICE-FORGED

Below the surface of the Imperial world Rafnar, Kvyma's Kindred Twice-forged have exploited its riches and fought tunnelling horrors for dozens of the planet's orbits. When regiments of soldiery delved too deeply in pursuit of insurrectionists, they stumbled upon the Ymyr operations. The Kin slaughtered the Humans, but their reinforcements continue to pour into the tunnels. So far, their superb weapons and tunnel-fighting experience have granted the Kin the upper hand.



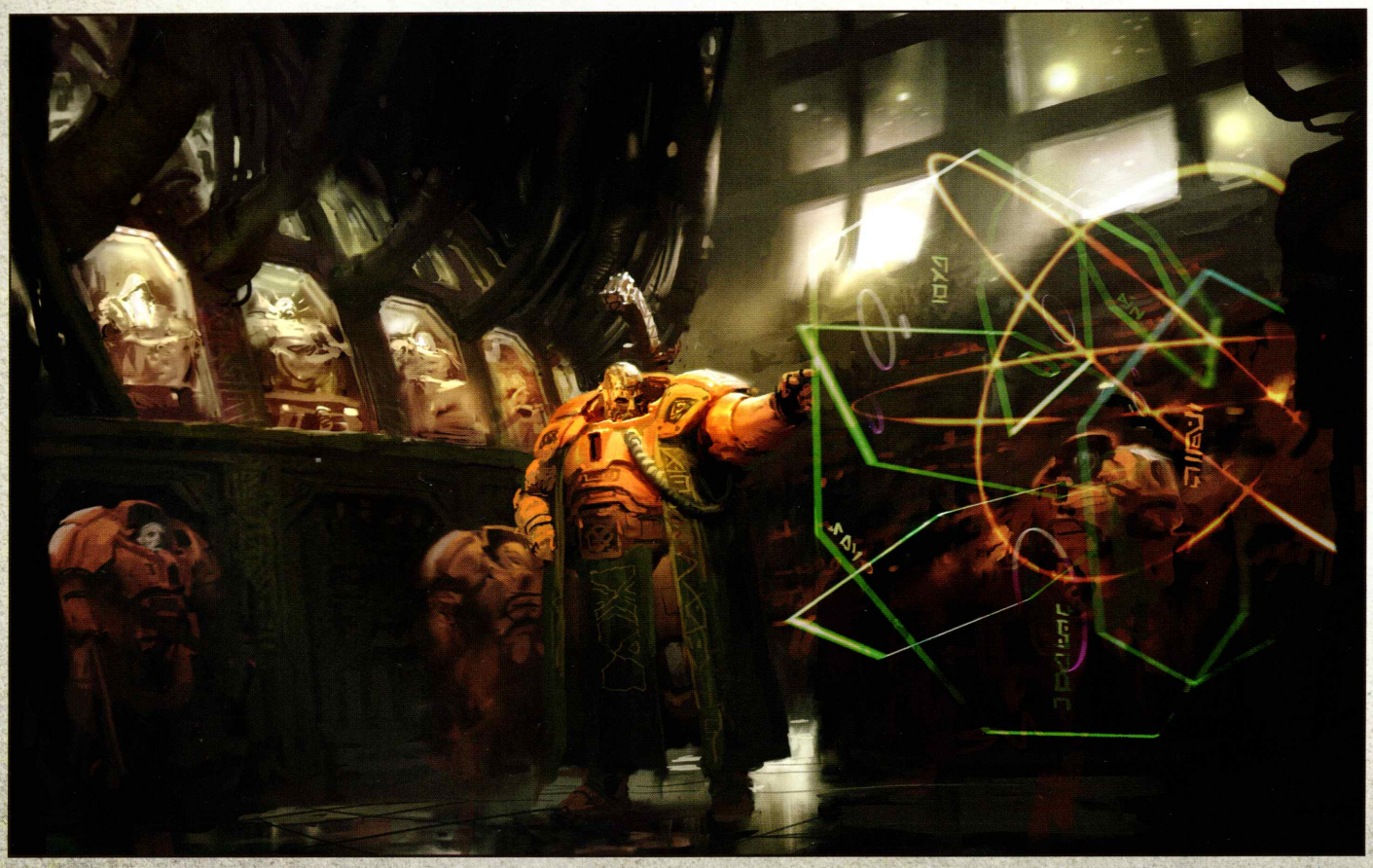
NAOGEDDON
DIMMAMAR
PELEGERON CLUSTER
SISTEC PRIME
QUISTO'ROL
SEGMENTUM OBSCURUS
THE BLEAK COIL
STORM OF THE EMPEROR'S WRATH
ANGELIS
VALHALLA
COELIA
NEXUS III ASTRO STATION
ALARIC
SABLE
KÁNTAR REEF
FENRIS
MOLOV
HEXOS
STORMFALL
ELYSIA
SEPULCHOR SECTOR
KAR DUNIASH
RAFNAR
GOLGOTHA
RYZA
THE MAELSTROM
CORINTHE
ATTILA
CATACHAN
OBSIDIA
CIRILLO PRIME
CHOGORIS
THE YMGA MONOLITH
ULTIMA SEGMENTUM
BADAB
SCHINDELGHEIST
TALLARN
NOCTURNE
SIREN'S STORM
ALEUSIS
RYNN'S WORLD
BAKKA
ANTAGONIS
MAJOR SITES OF KINDRED OPERATIONS
GREATER THURIAN LEAGUE KINDREDS
YMYR CONGLOMERATE KINDREDS
KRONUS HEGEMONY KINDREDS
SIGMA-DRACONI UNION KINDREDS
TRANS-HYPERIAN ALLIANCE KINDREDS
GRENDL DOMINANCE KINDREDS
URANI-SURTR REGULATES KINDREDS
GHULO INDUSTRIAL COMPLEX KINDREDS

KIN CULTURE

Kin civilisation espouses self-reliance, efficiency and the avoidance of unnecessary waste. Their culture is nevertheless rich and nuanced, with aspects of their art, language and outlook far more complex beneath the surface than is visible to outsiders.

Other than its people, the heart of every kindred is supported by its four pillars. The first of these pillars is the hearth, the fire that burns at the heart of the hold. The hearth is the reactor that powers a hold's defences and sustains life. Its fires are said to burn within the breast of all its Kin. The second pillar is the forge, wherein the kindred craft the weapons, equipment, tools and technologies required to sustain them. The forge may be a conventional – if huge – industrial workshop in planet-based holds. In others, it is a gigantic factory vessel, a hollowed-out asteroid or a grav-anchored factory station. The third pillar is the fane, tended to by the Living Ancestors. From the fane flows the wisdom of the Votann, for it is here that the Grimnyr interface with their Ancestor Cores, seeking to be answered. The final pillar is the crucible, whose cloning technologies ensure the kindred's continuation.

Ostentation is little known amongst the Kin, by whom waste is considered a grave sin. That does not mean they are devoid of art. Incredible skill is put to work in masterpieces of engineering and architecture, accentuated by flourishes of subdued artifice that can simultaneously be both starkly beautiful and wholly practical. The knotwêrk designs seen upon armour panels, acid-etched into fabric or applied as tattoos is an example of such. Though the origins of some are lost, many represent fundamental circuits, revered power relays and complex organisational flows. Then there are the heraldic beast designs common to military ornamentation. These are seen sculpted onto armoured crests and pommels, and applied in more abstract fashion upon armour or cloaks. If such creatures ever existed, they were likely long extinct before the Kin's ancestors left their world of origin. The Kin believe they embody astrogational coordinates or spatial dimensions rendered in a pictorial code now lost to them save for these few examples. In modern Kin culture, they have taken on cultural and societal aspects the Kin value, standing for resilience, aggression, persistence and wisdom, amongst other traits.



RETURNING TO THE ANCESTORS

For millennia, Kin records suggest that their peoples' lifespans were relatively consistent. However, they have become subject to greater extremes over the last millennium. Unless it is cut short by some terrible accident or battle, some endure for many spans of average Kin lives. A large number of these are amongst the Grimnyr. Conversely, there are those whose lives end long before others who emerged at the same time. The Kin solemnly and vocally accept such deaths, for it is clear that those Kin have come to the end of the time allotted by the Votann. If surviving Kin think differently in private, they do not share. To express any dissatisfaction at this disparity is considered grossly taboo.

When Kin and Ironkin die, their remains are collected if possible. Each is then returned to the ancestors, the specifics of the practice differing between Kin and their mechanical peers. The remains are given to the Votann, joining – as the Kin believe – those given before them. It seems likely this custom was once purely practical, a pragmatism that saw the bodies of the fallen recycled for nutrients and raw materials. In recent millennia, it has taken on an element of ritual that has seen mountainous drifts of information drown the mind cores of the Votann. The practice also provides a kindred's greatest means of sentencing transgressors. Rather than wasteful incarceration, aberrant or criminal Kin are sent into exile. They are forever forbidden from having their remains returned to the ancestors. When they die, they will be alone, unremembered and unmourned. Their life – the good and the bad – will be rendered worthless. To the Kin, there is no worse fate.

LANGUAGE

The Kin are a taciturn people by default, disinclined to waste words. They load simple terms with nuance. As a species descended from voidfarers, the Kin have developed gestures that can easily be transmitted in the airless depths of ships or mines should communications fail. Subtle hand signals, stances, and raps on equipment all likely evolved from practical need but have taken on aspects of broader symbolism.

As a species, certain idioms have universal acceptance amongst the Kin. They call these their truths and treat them as articles of good sense loaded with more meaning than is immediately apparent. The most common of these is the ancestors are watching. One interpretation of this truth is that all the generations who have gone before are judging the deeds of the living Kin, who must strive to live up to those who came before. Yet equally, it reminds the Kin that their ancestors live on in every new generation and that they are never alone.

KYN

The Kin; used for individuals, groups, and the people as a whole. The term also describes anything representing the Kin's core values.

SBÂN

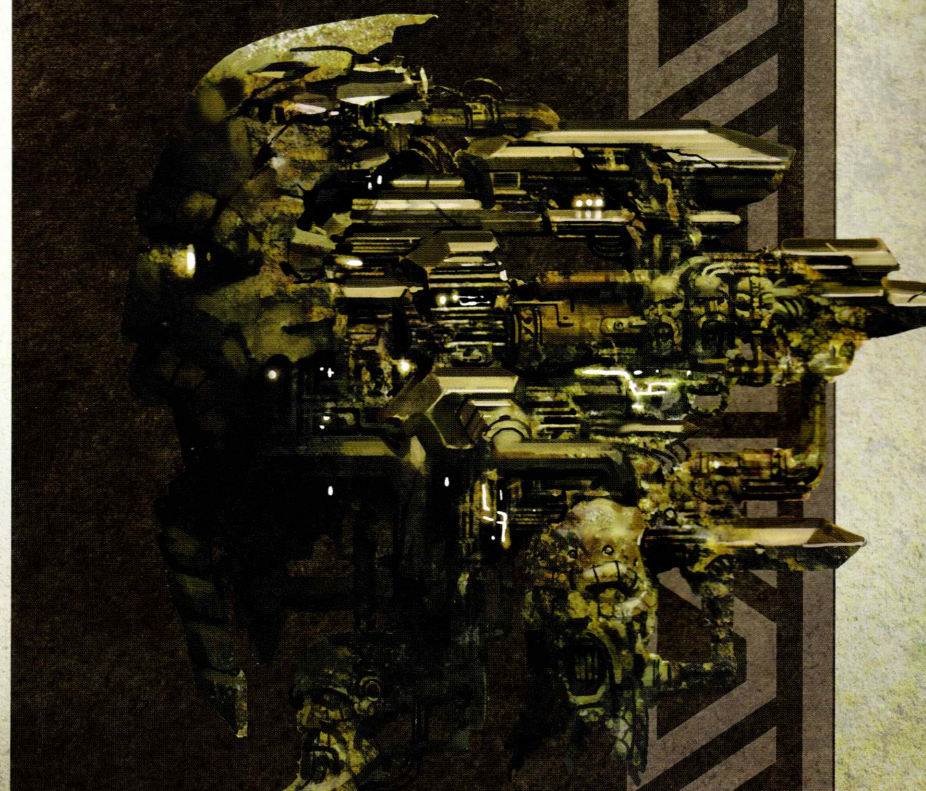
The Bane; used to refer to the Tyranids. They are afforded the wary respect one gives to intelligent and dangerous predators. The term carries the meaning of the bane of all life but also represents the blight of a region and a kindred's future that depends on it. There are few concepts more harrowing.

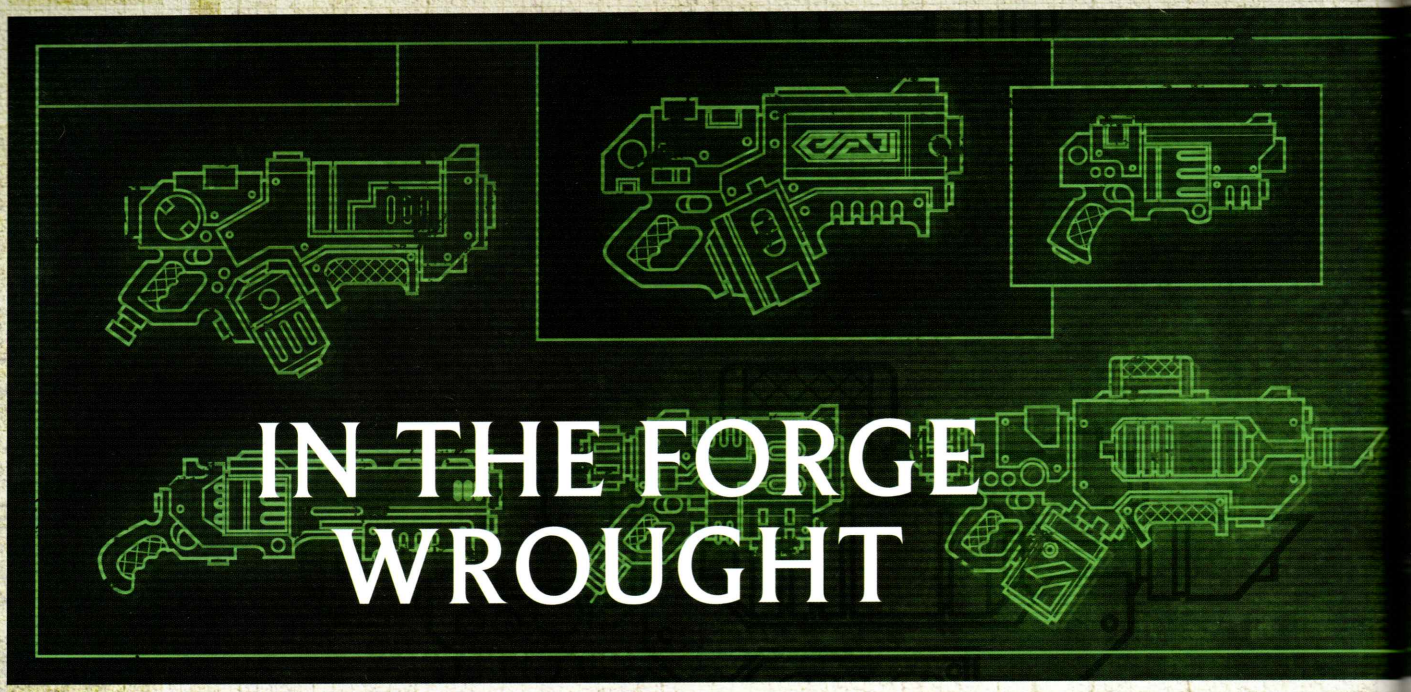
BRÜ

Covers several ubiquitous and popular varieties of liquid sustenance products. These substances range from mainstay rations to devastatingly potent intoxicants, which none but the Kin can tolerate.

ÖRGVAYR

The Ogre; in recent times, the Kin of the galactic core use this term to identify a specific Warp storm on the north-eastern fringe of Greater Thurian League space. The term denotes anarchy, unfocused destruction, corruption and bestial insanity.





IN THE FORGE WROUGHT

Every hold's forge is unique, built and augmented over centuries to specifications determined by Votannic wisdom and personal kindred preference. Yet, in some respects, they are uniform. All are sleepless hubs of activity, lit by the molten fires and searing plasma arcs of technological manufacture, and all are filled with mechanisms of artifice ranging from Brôkhyr's personal AN-vyl workstations to colossal autofoundries.

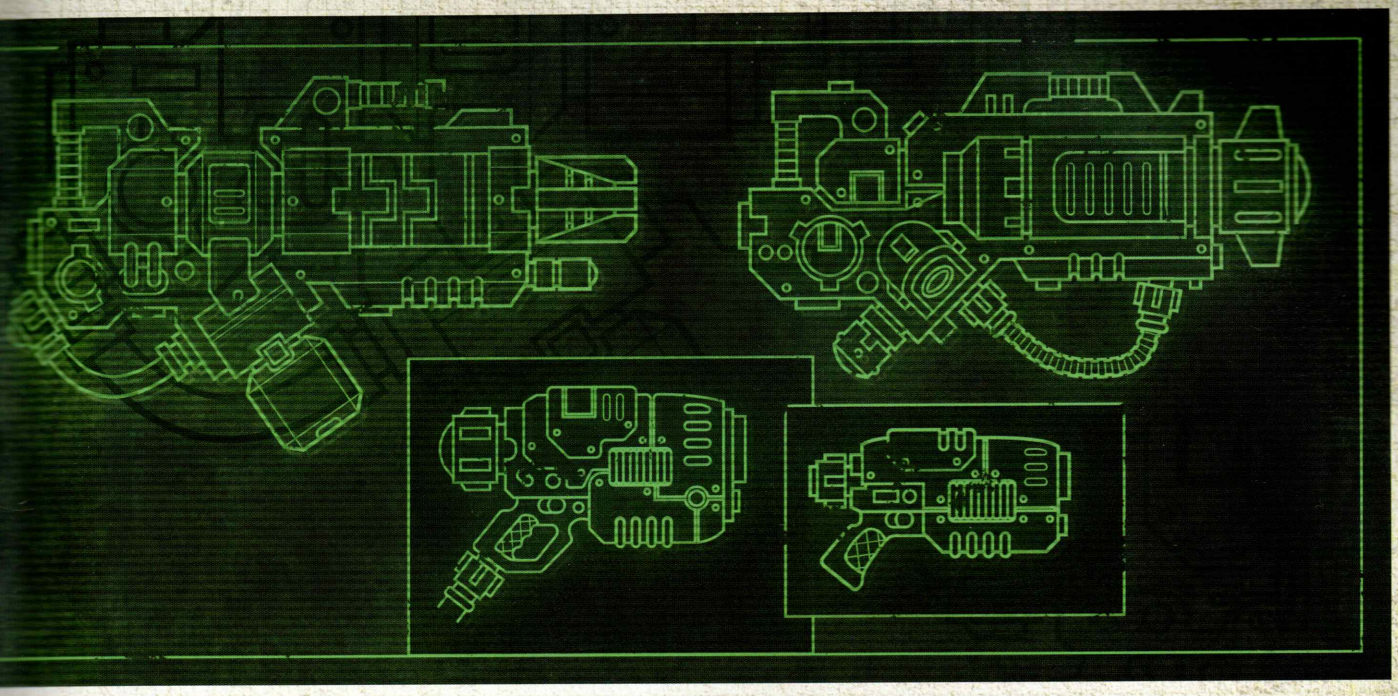
The Brôkhyr follow traditional schematics in deference to the wisdom of the ancestors. Yet, there is also general recognition that – to truly honour the Votann – each Brôkhyr must humbly apply their ingenuity and rigorous field tests to improve upon traditional designs; this slow but relentless process of improving upon understood technologies has helped the Kin to develop original Standard Template Construct designs even further.

The most commonplace article of clothing worn throughout the Leagues of Votann is the void suit, an excellent exemplar of the no-nonsense Kin approach to technology. Threaded with bastium alloy reinforcement and fitted with a thermoregulatory, radiation-hardened underlayer, the void suit doubles as both rugged utility wear and – when combined with a helmet – a fully functional spacesuit. It is studded with connector relays that allow the coupling up of everything from exoframes and pressure rigs to reinforced void armour; the latter is the standard issue for soldiers of the line. Void armour provides substantial personal protection, multilayer defence against atmospheric hazards, and a complete scanning and communications equipment suite.

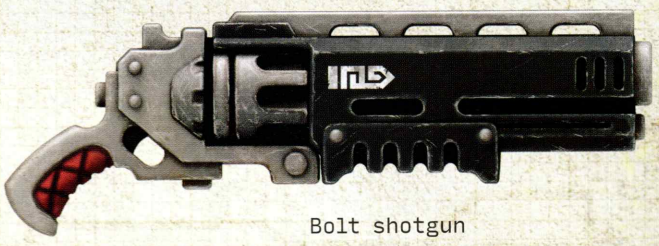
Another technological standard throughout the kinhosts is the haptic utility nerve transmission recalibrator, commonly called the HunTR module. Meshing with standardised neuroaugmetics, this technology establishes a physical input and feedback loop between firearms and their users. It triggers minute gravitational assistance pulses from projectors built into a weapon's casing, which help maintain a stable firing platform on the move. HunTR modules are a signature embodiment of the principles to which nearly all Brôkhyr adhere. As rugged and practical as its makers, Kin martial hardware is highly advanced, with reliability and efficiency prioritised over ornament and ritual.

'Votann gave us the tools to make all we need. Only a fool wastes such a gift.'

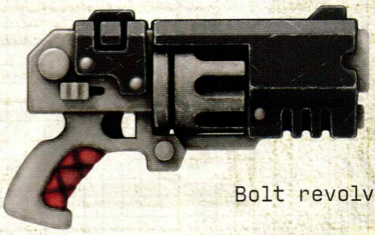
- tenet of the Brôkhyr



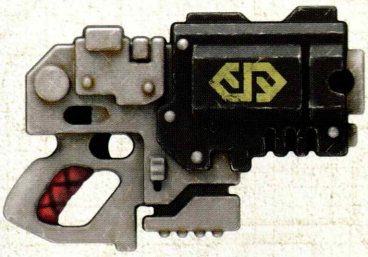
Autoch-pattern bolter



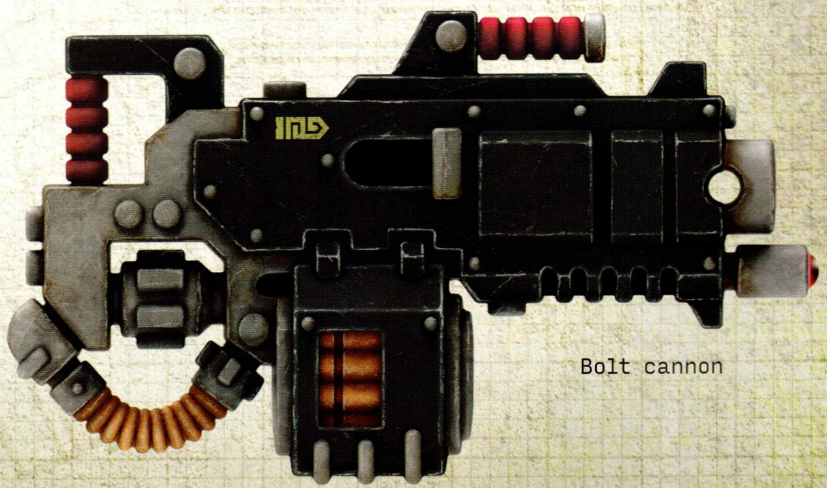
Bolt shotgun



Bolt revolver



Autoch-pattern bolt pistol



Bolt cannon

BOLT WEAPONS

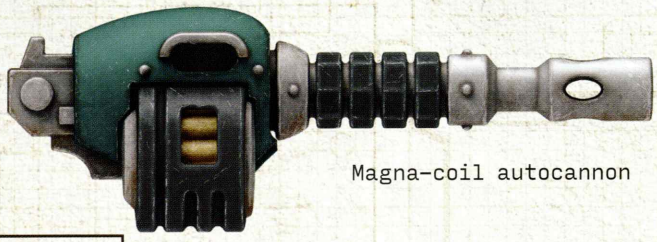
Bolts are essentially miniature missiles, self-propelled shells with explosive payloads that cause horrendous, cratered wounds. The bolt weapons used by the Kin are typically of far higher quality than those used by the Imperium but operate in fundamentally the same manner, both likely sharing a common technological origin in Humanity's long-forgotten past.

ACCELERATED SHOT

Varied forms of acceleration technology are employed in some of the deadliest Kin weapons. Linear magna-rail fields pull solid projectiles along the barrel at hypervelocities that enable them to punch through almost any target. The looped or stacked fields of magna-coil weapons, meanwhile, grant an enhanced push to standard ballistic shells. MATR autocannons also use magna-coil technology, which alongside their multiple barrels grants them a ferocious rate of fire.

Magna-rail rifle

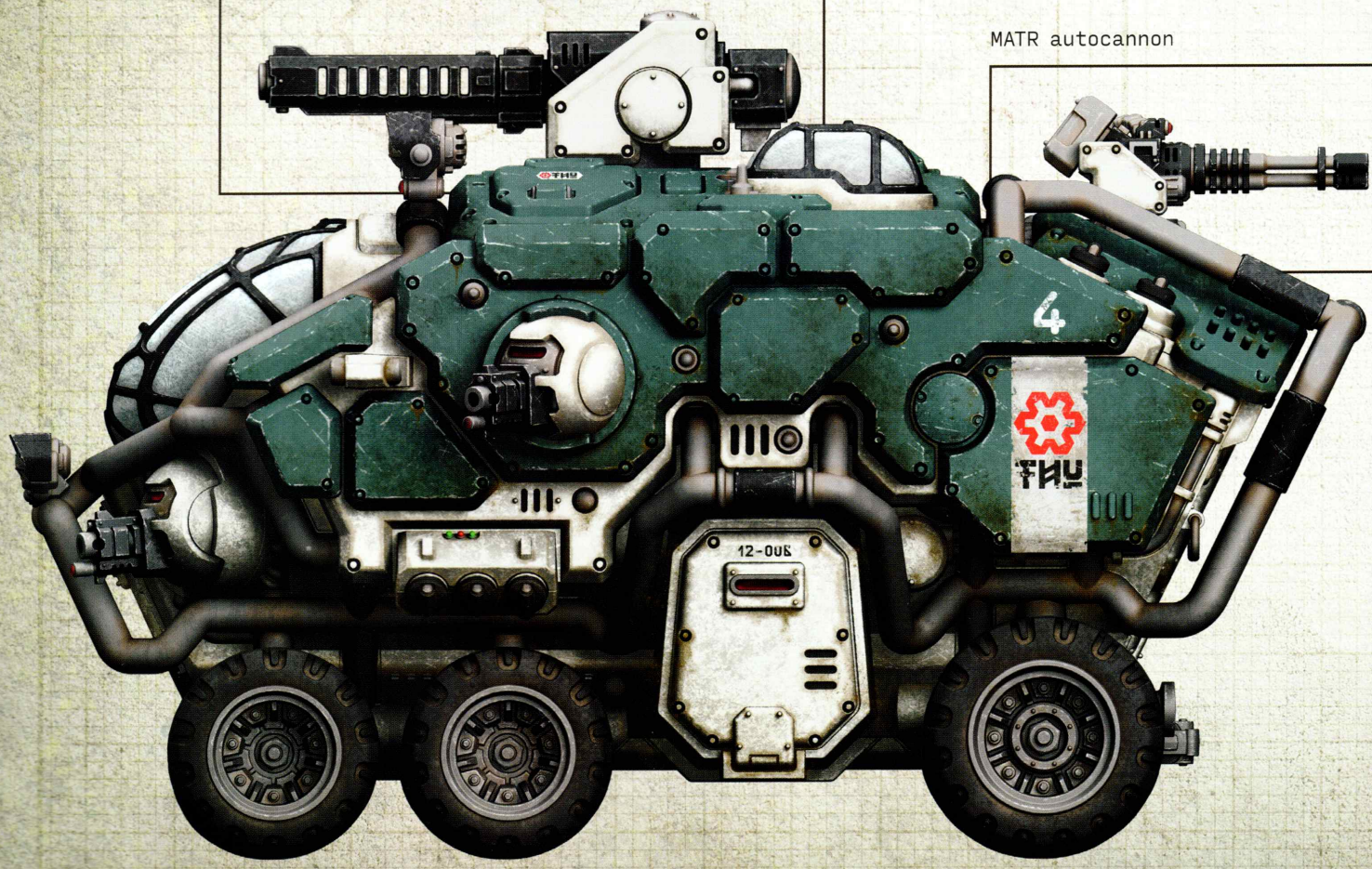
Magna-coil rifle



Magna-coil autocannon

Heavy magna-rail cannon

MATR autocannon

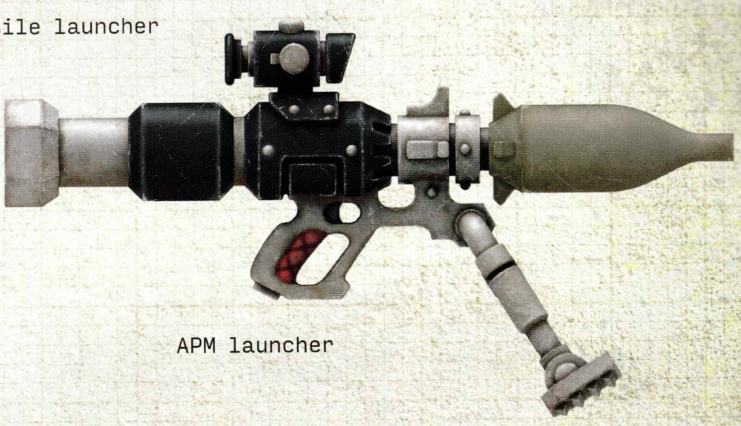


L7 missile launcher

EFFICIENT ORDNANCE

Kin-portable and vehicle-mounted launchers are used throughout the kinhosts in various forms and payloads. Amongst the most unusual is the adaptive payload missile – or APM – launcher, often carried by Yaegir operatives. Experienced gunners can recalibrate the chemical nature of the missile's warhead before launch, enabling it to generate widespread destruction, armour-piercing death, biological necrotisation or other effects.

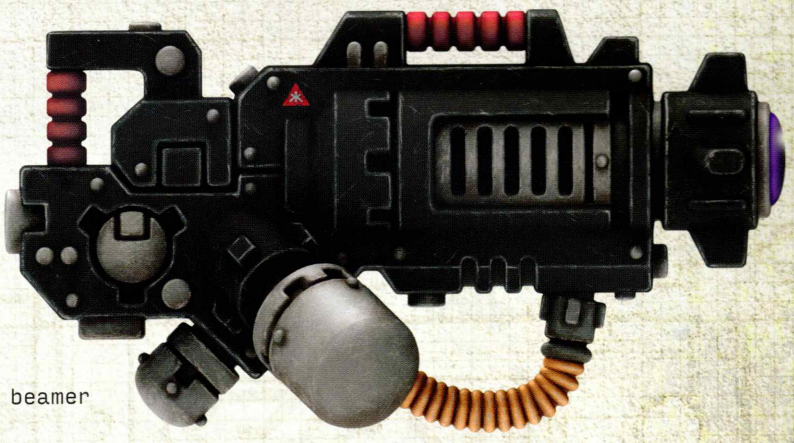
Exoarmour grenade launcher



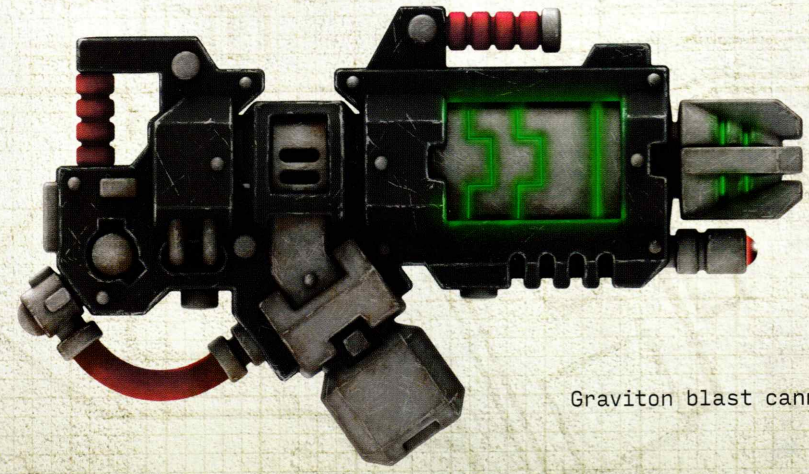
APM launcher

CONVERSION WEAPONS

These weapons fire beams that grow more deadly over distance and induce subatomic reactions in their target. They convert mass into energy, flesh and armour becoming bursts of heat and light. Widely used by the Kin, such weapons are far more reliable than the acutely rare relics clung to by Humanity.



SP conversion beamer



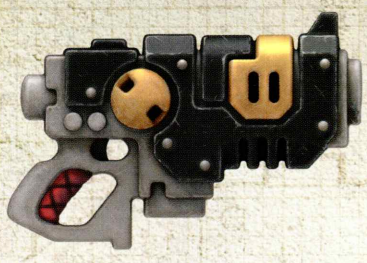
Graviton blast cannon

GRAVITON WEAPONS

This technology exploits its victim's mass against it. Such weapons affect local gravity fields and can crush the largest war engines or hulking monstrosities. Brôkhyr guilds have adapted this science to both projection and contact applications, and Kin soldiers use gravitic concussion grenades, which unleash rapid, pulverising waves that concuss those they do not kill.

ION WEAPONS

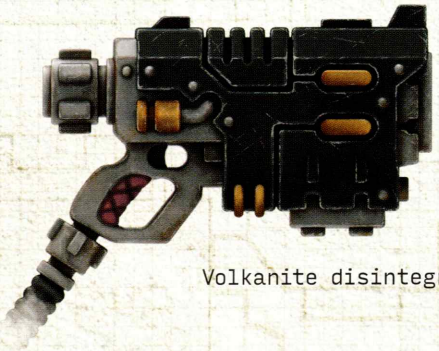
Martial applications of ion technology emit high-energy particle streams. On contact, they can vaporise chitin, metal and many other materials, not to mention flesh. It was the Thurm Kindred of the Seran-Tok Mercantile Leagues that first traded this tech with the T'au Empire. To this day, T'au septs believe that kindred to represent the entirety of a species they call the Demiurg.



Ion pistol

Ion blaster

EtaCarn plasma gun



Volkanite disintegrator

RANGED PLASMA WEAPONS

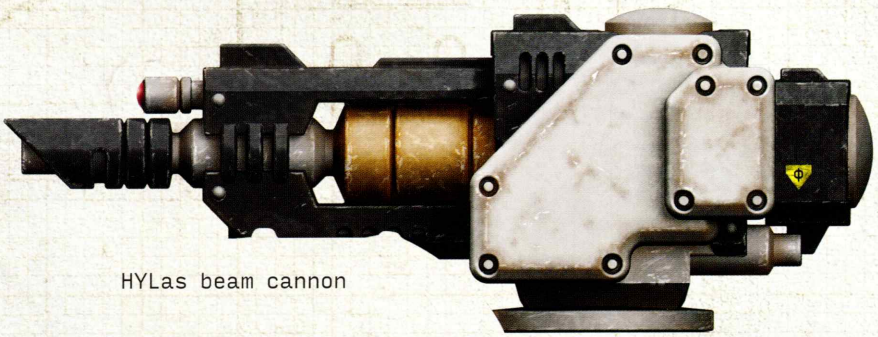
The Kin produce robust and stable plasma projection weaponry, amongst which the proprietary EtaCarn brands are the most widely adopted for mass production. In caging the searing plasma before its release, they employ such efficient containment fields that emergency venting or lethal malfunctions are virtually unknown.

VOLKANITE WEAPONS

Volkanite firearms emit thermodynamic beams that cause targets to combust in gouts of cinder and flame. This technology has remained essentially unchanged in design for millennia. Tech-magi dissecting recovered examples believe they derive from Imperial volkite weapons, but the Kin technology is, in fact, far older.

HYLAS WEAPONS

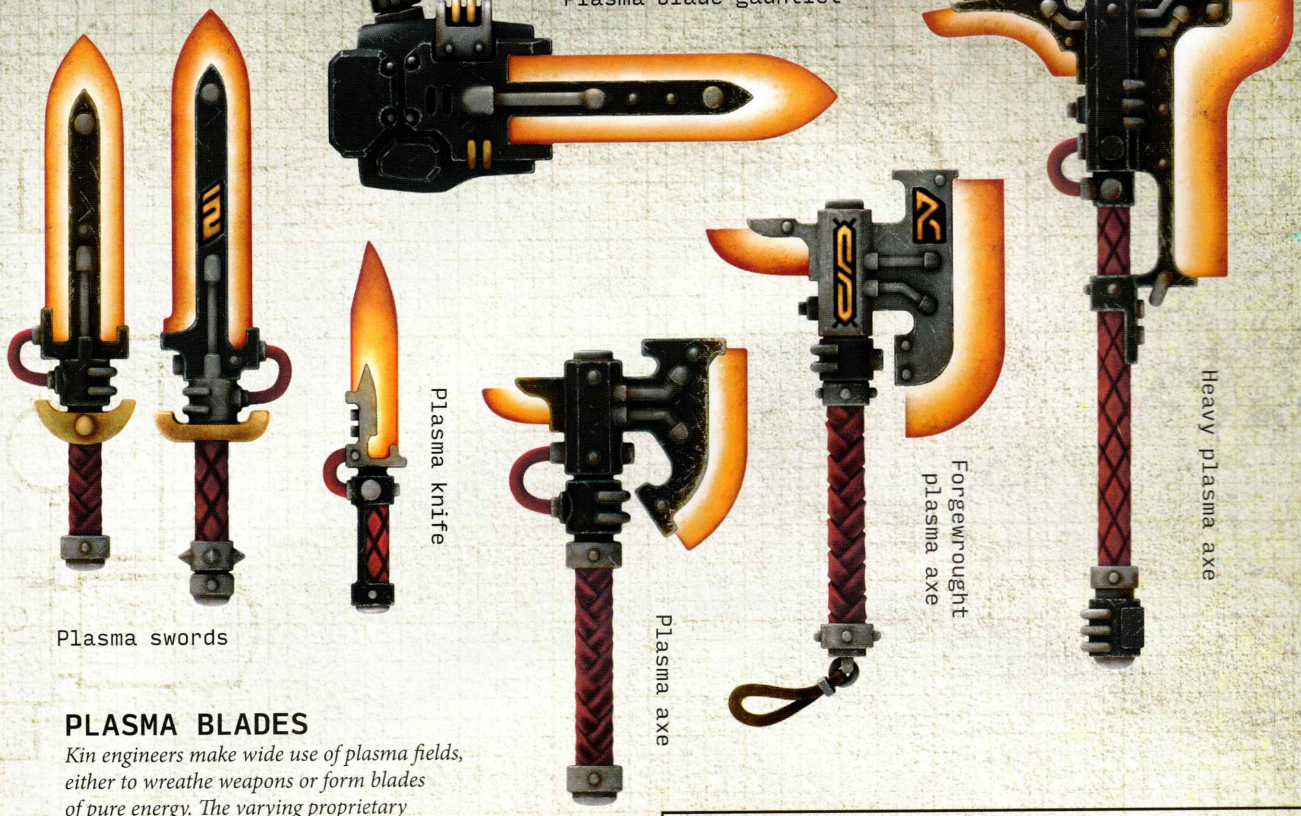
The high-yield laser technology of the Kin employs heptaphasic capacitors and cryocrystal focusing lattices to deliver beamed packets of photonic energy. These bursts raise the temperature of a target so quickly that matter explosively vaporises, and even near misses cause livid burns.



HYLas beam cannon

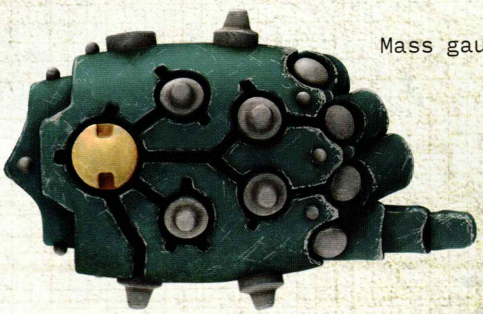
HYLas auto rifle

HYLas rotary cannon



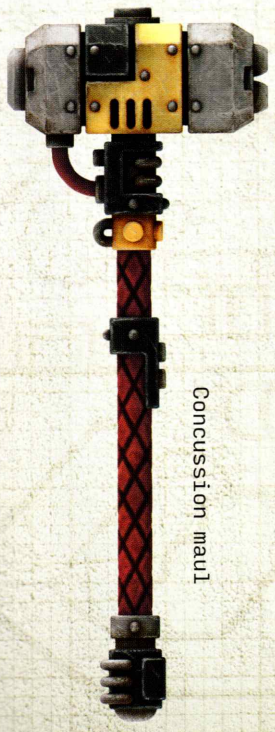
PLASMA BLADES

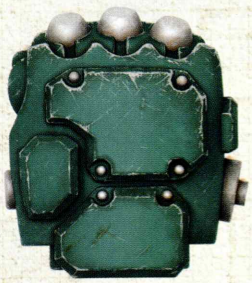
Kin engineers make wide use of plasma fields, either to wreathe weapons or form blades of pure energy. The varying proprietary technologies mean the plasma blades wielded by Kin of different leagues or kindreds often glow hot in differing energistic hues.



MASS WEAPONS

Capable of twisting fundamental physics, these weapons increase their own applied mass at the moment of impact. By several orders of magnitude, the amplified force of a blow grants a warrior such strength that being struck has been likened to being hit by a meteor.





CONCUSSION WEAPONS

Blunt and direct, concussion weapons use a variety of disruption fields to build up massive energy charges. Upon impact, this energy is released in a thunderous blow which slams into the target, crushing bone and pulping organs. Those not instantly killed are stunned or laid prone: easy prey for a follow-up blow.

DARKSTAR WEAPONS

Perhaps the most feared of Kin close-quarters weapons are those that employ darkstar ore, mined from the fringes of dead zones. This inimical material emits a universal damping field that shuts down organic and mechanical functions on contact. The slightest cut can end a life as quickly as flicking a switch.

Kinhosts

The assembled military forces of a kindred are known collectively as its kinhost. Comprising the kindred's massed soldiery, its Einhyr elites, the artillery and war engines of the forge, and auxiliaries from groups such as the Hernkyn and varied guilds, the kinhost is a potent force.

Kinhost military doctrine emphasises the intelligent use of a kindred's assets, never throwing away lives or materiel in the name of anger or vainglory. Strong bonds of loyalty bind the individuals of each squad or crew of Kin together. These also ensure the comradeship of one group to the next and mesh kinhost formations more firmly than any amount of dogma, coercion or blind obedience to orders.

The mustering of the kinhost is a remarkably swift and efficient operation. Even those kindreds who have retained significant populations spread across expanses of their territory – and therefore large military forces equally dispersed – can respond to invasive threats or opportunities for conquest with an orderly mustered kinhost at a moment's notice. The Kin see this as the logical and practical way of things. As a species whose earliest origins lie aboard voidborne fleets, the moral code of the Kin is fundamentally influenced by the concept that minor lapses, laziness, and slow or disorganised reactions to alerts and instructions can spell death for all. No Kin would dream of ignoring a call to arms, for they know their commanders would never issue it without need. The familial bond between a kindred's warriors extends unequivocally to the trusted leadership dispensed by their heroic officers.

The organisation of a kinhost owes much to the venerated Gräf01, the ancient collection of regulatory wisdom dispensed by the Votann. However sizeable a mobilisation occurs, the available Kin soldiers, combat vehicles, voidcraft and any attached Hernkyn, guild support and the like are organised into one or more forces. Such forces or bands are discrete armies, typically tasked with achieving a primary strategic objective, whether as broad as conquering a resource site alone or with greater focus, such as taking the flank of a battlefront as part of a multi-force strategic thrust.

The most common of a kinhost's independent formations is the oathband. The size and composition of an oathband is almost endlessly flexible, from a handful of soldiers of the line under a single leader to an army of millions supported by all the machinery of interplanetary warfare. Often, in the face of dire need, an oathband will be drawn together from whatever Kin forces are available at the time. So variable and seemingly ad hoc an organisational structure would be unimaginable for many of the galaxy's species, yet thanks to their close subconscious bonds and sense of shared purpose, the Kin can easily operate in this fashion. The one constant of an oathband is that it has an ultimate commander, most often an Oäthen Kâhl or other senior military leader. However, it is far from unknown for an oathband to be led by other figures of kindred authority. To this individual, all an oathband's warriors swear an oath of service until the force's goals are met or their leader releases them to fight elsewhere. The nature of the oath taken – which in some traditions has evolved into an implicit vow represented by physical gestures of loyalty or angular sigils applied to wargear – varies from one league to another. The oath is made as a concrete link between the warriors' actions and their benefit to the kindred, and it is made just as much by those oathbands who fight as mercenaries alongside other species.

Other widely used forms of kinhost forces include prospects, harvests, hearthbands and forgebands. These are mustered either with a focus on particular materiel, warriors drawn principally from certain groups of Kin or to achieve specialised goals. Indeed, some specific forms are known only in a single league or kindred. Like oathbands, each can vary a great deal in size and composition. Prospects are exploratory fleets tasked with searching and extending their kindred's reach into the galaxy, searching for new worlds to conquer and resources to exploit. The term also refers to the combined military assets of these fleets and their cohesive force in battle. Prospects typically boast large numbers of a kindred's Hernkyn rangers and Kin from mining guilds such as the Cthonians. Most also include soldiers of the line, Einhyr elites and other elements of the wider kinhost, most frequently large numbers of armoured transports and battle tanks.

Harvests are heavily armed and equipped resource-extraction forces. They possess sizeable contingents drawn from mining guilds such as the Cthonians, granting them the intimidating strength and firepower to safeguard the largest mining operations in hostile territory. Forgebands, meanwhile, are constructed around the engineering specialists and armoured craft of the Brôkhyr. Many forgebands are mustered to defend Brôkhyr holdings such as manufacturing facilities, materials research centres or reactor cores. Hearthbands are concentrations of a kinhost's elite, especially the warriors of the Einhyr and a kindred's most storied martial heroes. They are mobilised when a site or resource deemed utterly vital must be seized by swift conquest.

VOTANNIC COUNCIL

When the kinhost mobilises for war, it may be commanded by its kindred's Votannic Council, consisting of its most senior and respected heroes. It often includes the High Kâhl, the Brôkhyr Forge-master and the kindred's Lord Grimnyr. Other figures of authority and honoured advisors, such as the Chief Strategist of the Memnyr, guild specialists offering wisdom on their areas of expertise and diplomatic envoys from other kindreds of the league have rights of membership that vary by kindred. Those granted such a position often bear weapons of especially high craft, armour and crests subtly worked with exotic materials, or go to war aboard their personal transports branded with runic oaths and knotwêrk.

The Votannic Council is typically convened only for the grandest conflicts, when the entire kindred or their hold faces direct peril. Even then, it is rare for more than a handful of the council's members to enter combat in person. At other times, portions of the kinhost's forces may be led to war by smaller gatherings of heroes such as Kâhls, Brôkhyr Iron-masters or Grimnyr, or even by just one of these brave commanders.

'Destroy their evacuation ships. None will know of this vein until the kindred has worked it dry.'

- Covenant 14 of Strykk's Kindred

HEARTHKYN

A kindred's armed forces of acquisition and defence are usually built around a solid core of what the Kin call soldiers of the line. The most prevalent of these are the Hearthkyn, stoic and dependable bands of warriors who form the principal anchor of battle in almost every conflict.

Hearthkyn are technically citizen soldiers, as many have side trades and interests they focus on during peacetime. However, as members of the kinhost, they are trained as frequently and rigorously as the elite warriors of other civilisations. Kin only engage in something if they are willing to do it to the best of their abilities, and the training and dedication means Hearthkyn boast excellent discipline and prodigious martial skill. Indeed, trainee warriors may only join a band of Hearthkyn once they pass a rigorous series of tests to prove their endurance, marksmanship, aggression, tactical acumen, and courage.

Unlike many other species who conscript or otherwise compel their citizens to take up arms, every warrior Kin has chosen their role, having identified it as the most efficient way for their skills to benefit their kindred. Those Kin who aspire to become Hearthkyn – or indeed other designations of soldiers of the line – typically boast cloneskeins well suited to their ambition. They may be especially resilient, swift of thought and action, able to rapidly heal physical injuries or see in low-light conditions. Kinhost commanders also invest in augmenting their personnel. Many Hearthkyn benefit from augmetic organs or limbs, cerebral communication chips, ocular targeting implants and other valuable additions. Each kindred's forge prioritises arming and equipping its kinhost soldiery, with only the most essential duties of hold maintenance and voidship construction taking precedence. The Hearthkyn are no exception to this, being so fundamental to a kinhost's traditional tactics. Thus, they go to war clad in hardened void armour and wielding an array of potent weaponry, from Autoch-pattern bolters and ion blasters to more specialist armaments, such as HYLas auto rifles and L7 missile launchers. Technical specialists carry equipment such as multiwave comms arrays that encrypt their signals or panspectral scanners that can detect esoteric spectra, ensuring the Hearthkyn are rarely unable to locate lurking enemies or hidden resources.

No Hearthkyn is considered expendable. Instead, each is a valuable combat asset, not to mention family members of the rest of the kinhost and, like all Kin, scions of the ancestors. Field medics are, therefore, common among their ranks. These Kin are provided with well-equipped medipacks, exhaustive training in emergency aid under fire and engineering tuition that enables them to care for damaged Ironkin soldiers. Those Hearthkyn who show aptitude are given additional training to wield specialist weaponry, and those who possess drive and leadership will be nominated for the rank of Theyn. This squad leader position affords great honour and responsibility, which Theyns strive to live up to.

SALVAGER TEAMS

Highly adept warriors and explorers of voidcraft wrecks and abandoned space stations, Hearthkyn Salvagers excel in hulk-boarding operations. They survey a space hulk's depths, identifying the most valuable salvage and marking it for later recovery by large-scale extraction crews; this is no easy task, given the extreme hazards of any space hulk. These masses of void detritus and wrecks are prioritised in this way because they may contain time-lost technology and exotic resources. A strong sense of self-assurance is required for such harvesting. Salvagers are trusted to make swift and ruthless value judgements on what they discover whilst on the move.

EINHYR

Clad in formidable exoarmour and equipped with a fearsome array of weaponry, Einhyr are a force to be reckoned with. Whether forming bodyguard details or striking deep into the heart of enemy territory, they are unstoppable on the attack and immovable in defence.

Only those who excel amongst their kinhost may be selected to become part of the Einhyr elite. These superlative warriors fulfil roles such as strike troops, boarding parties, imperturbable lifewards and special mission operatives.

EINHYR HEARTHGUARD

The trademark of the Einhyr is their exoarmour. Massive servo-assisted suits of powered battle plate, exoarmour can shrug off even anti-tank fire while hugely enhancing its wearer's might in battle. Specialised variants of exoarmour – some of far greater size – are used in all manner of mining, maintenance and exploratory roles, little surprise given its surmised adaptation from ancient suits worn to work inside plasma reactor shield casings. Those used by the Hearthguard in war allow greater freedom of movement than their industrial counterparts and contain a more comprehensive range of support apparatus. These systems range from tactical displays and counteragent AI systems to augmented HunTR interfaces and suites of mechanical, biological and neurochemical repair shunts. Exoarmour suits also mount an impressive array of weapon systems, including EtaCarn plasma guns and volkanite disintegrators, making the Hearthguard formidable battlefield executioners. Paired with the Einhyr's veteran skill, they can turn the foe's heavily armoured infantry, war engines and voidship bulkheads to slag. As protectors of their kindred's essential assets, whether materials, territory or individuals, the Hearthguard are frequently at the forefront of the heaviest melee brawls, where they use huge concussion weapons or plasma blade gauntlets in brutally efficient strikes that can tear the heart out of the foe's resistance.

EINHYR CHAMPIONS

The exoarmour Einhyr Champions wear includes potent mass accelerators that transform them into living battering rams. Exemplars of martial honour and ruthless efficiency, these heroes of the Einhyr are regarded as the unstoppable tip of the pick that breaks new ground and exposes weaknesses for the massed hammer-blows of a kinhost assault to exploit. These Kin are honoured as the greatest of their kindred's elite. Each is an excellent warrior and an inspirational leader, and the Kâhls or Hearthspake task many with commanding vital missions. Should the presence of the vaunted members of the kinhost's Votannic Council be deemed necessary, an Einhyr Champion often guards these august individuals. The bonds formed with high authority during such protection details stand them in good stead, for many Einhyr Champions and senior elders rise to become a Kâhl themselves.

KÂHLS

Kâhls stand apart from the rest of their kinhost as war leaders and generals. They are keen strategists, inspiring commanders and deadly combatants who are stoic in their prosecution of battle and dispassionate in their appraisal of war's calculus of risk and reward.

'If the Ancestor Cores fed us all their knowledge, we would strive for nothing. We would be weak. We are not. We have the strength to meet their expectations. That is wisdom. That is Kin.'

- Korvyk Strymsael, Oäthen Kâhl of Kindred Libron-II

The rank of Kâhl is applied to a great many Kin war leaders. Each is a military commander held in great esteem. They are tremendously capable warriors, gifted with the finest wrought weapons, field technologies and bastium void armour that their forge can produce. A Kâhl also possesses a cool head for strategic command and, if rarely compassion, depthless reserves of sense and surety.

In their species' typically unadorned language, the word Kâhl can refer to many types of expeditionary commanders at various ranks of military hierarchy. In rare instances, degrees of seniority – or, at least, trust, experience and common sense, which to the Kin are the same thing – are identified, though all are addressed solely as Kâhl in battle. Should a Votannic Council be instituted, for example, amongst its number will usually be the High Kâhl, given responsibility for a kinhost's military as long as the council persists. Such appointments are high honours and often the overall figurehead for their Votannic Council. There are also Battle Kâhls, whose duty is to an entire war zone and the multiple military and industrial concerns, and Oäthen Kâhls, whose obligation is to lead a specific oathband in fulfilling its oath. While some Kâhls step back into the ranks of the Hearthguard when their duty is considered complete, Hearth Kâhls are those who alloy the responsibilities of strategic command with membership in the Einhyr elite. They forge a path between generalship and sworn service, with some of the greatest ancestors known to have carried this rank. Other positions include various forms of Kâhl of the Watch and Undr Kâhl, as well as Kâhl of the Reach; titles said to originate amongst the most honoured tenures aboard the Long March ships.

Kin military doctrine, traded and disseminated across the leagues, emphasises a leader's ability to assess enemy threats even amid battle calmly. The kinhosts' commanders must remain stoic as they pass their gimlet gaze over the foe, determining which hostile enemies pose the greatest threats and thus merit prioritisation. Known as casting the eye of the ancestors, this talent allows Kin war leaders to judge at a glance which enemies are the most dangerous, where enemy fortifications are weakest, and what amount of resource to apply to each threat to balance success against cost. It is a skill all Kâhls possess, and its unstinting application has seen the extermination of countless enemies.

GRIMNYR

Also respectfully referred to as Living Ancestors, a kindred's Grimnyr are the conduits by which the wisdom of the Votann and the humbling regard of the ancestors are interpreted and passed to other Kin.

It is the Grimnyr who come closest to speaking to the Votann, and they must ask the ancestors for wisdom and guidance, interpreting the resultant output; this places them in a sphere of reverence and awe amongst the Kin that in other species is reserved for high priests or visionary intercessionists. Grimnyr gather in close-knit conclaves within their kindred, occasionally embarking on solitary journeys to little-visited or long-since-abandoned territories. They are reserved and stern even by Kin standards, holding their most profound insights into the workings of the Votann from all but their own circle. However, they recognise the importance of their position and humbly make themselves available to dispense their interpretations of the Votann's wisdom whenever their kindred will benefit from them.

All Grimnyr possess one of the rare psychic cloneskeins of the Kin. These stable mutations allow Grimnyr to activate the esoteric barrier tech they employ, artefacts that act as a finely wrought buffer between their minds and the raging insanity of the Warp; these devices, which include ancestral ward staves and the specialist COGs known as CORVs, function only at a Grimnyr's touch. Through them, a Living Ancestor can create incredible effects that are as powerful and supernatural as those of other species' psykers. The Kin recognise these manifestations as empowered by the roiling churn of the Warp but see in them the beneficence or anger of their ancestors. When a Grimnyr weaves a fortifying dome of power, the Kin see a warding shield of the ancestors' protection. As intermediaries with both Votann and the ancestors, the Grimnyr are inspirational figures, their presence and unflinching gaze enough to steel flagging spirits and fortify wavering flanks.

The mechanism by which a kindred's Grimnyr choose their senior representatives is unknown outside their enigmatic circles. Yet all Kin know what these figures embody: wisdom, guidance and insight. Within the Votannic Council, the Lord Grimnyr is held to be the voice of the ancestors, as well as a walking conduit for their lore and their gestalt might. However, this role is not purely an advisory one. A Lord Grimnyr must walk the battlefield as the eyes, ears, and voice of the Votann, dispensing wisdom to friends and allies, even as they unleash the wrath of the glowering ancestors upon the enemies of their kindred.

ÛTHAR THE DESTINED

FATEWROUGHT BY THE ANCESTORS

Already amongst the mightiest of Kâhls known across the leagues, Ûthar the Destined appears to his followers to be fated for greater deeds yet. He knows the Votann forged him for some task of great import and strives to ensure he will be ready when the predestined moment arrives.

BLADE OF THE ANCESTORS

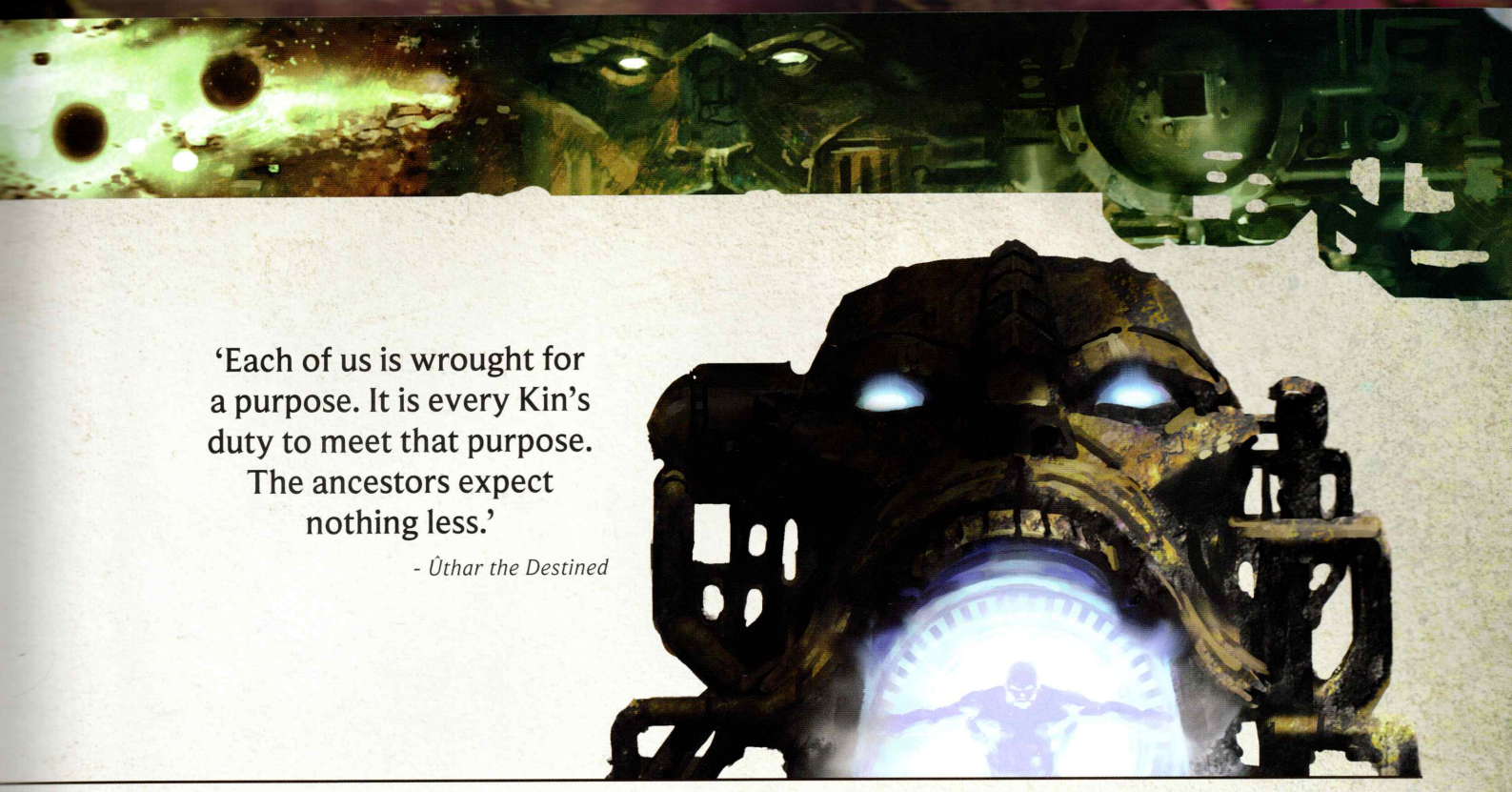
The master-wrought plasma sword Ûthar wields in battle was crafted in the forge of Obsyd Gate but by no Brôkhyr's command. The mechanisms of the forge swung into action spontaneously at the moment Ûthar emerged from his crucible. The miraculous Blade of the Ancestors has become part of his myth, an omen seen by the Kin who flock to Ûthar's banner as a sign of the ancestors' regard. The double edge of its plasma blade appears to alter in hue like no other. When activated, it smoulders like lit coals, flaring with effulgent energy as Ûthar carves his foes apart. His followers believe its glow will lead Ûthar to the destined path laid for him.

Ûthar is renowned amongst the kindreds of the Greater Thurian League as the victor of the Deadstar Campaign and the slayer of Gorbrak, the Iron Beast. He is known to the Brôkhyr of the Ymyr Conglomerate as the saviour of the Rhogaskar Belt trade routes. To the Grand Orion Compact, he is Ûthar, Honoured of the Irongate. Amongst the unaffiliated kindreds of the Poryk Nebula, he is quietly revered as the Kâhl of the Eternal Watch. Yet it is said by his closest followers that his greatest deeds still lie ahead of him.

Ûthar was born to the Kindred of Vôrtun of the Greater Thurian League. His emergence in the hold of Obsyd Gate coincided with a cycle of strange omens. COGs across the hold entered numerical microanoamlies into their workings, which appeared to form a countdown when collated. Comms arrays glitched, spewing bass thrums and cryptic whispers interspersed with meaningless squalls of noise. In the fanes of Obsyd Gate, the Grimnyr watched with wonder as the Votann put forth a spontaneous screed of prophecy. The information was muddled and printed in ancient datascripts that few Kin can now comprehend. Intense exchanges followed about its true meaning, but it seemed to imply that one amongst the forthcoming group of the newly cloned was meant for some great task.

Clues in the Votannic prophecy led the Grimnyr to Ûthar's crucible, and at the same time, they heard from the Brôkhyr of strange occurrences in the forge and the creation of a miraculous sword. By the end of his first bewildering day of life, Ûthar had been proclaimed the Destined, and the Blade of the Ancestors was bestowed upon him. He has striven to live up to the ancestors' expectations ever since. Driven to prepare for his enigmatic duty, he has explored, soldiered, and endured hardships to make even a Cthonian Beserk wince. Through it all, Ûthar has displayed uncanny good fortune that some have attributed to the aid of the ancestors watching over their chosen vessel and others to some obscure cloneskein. Whatever the truth, this providence has undoubtedly contributed to Ûthar's longevity and many victories. So also have his hard-won veteran abilities.

As a Kâhl of the Kindred of Vôrtun, Ûthar gained an admired reputation for ruthlessness that few other commanders could match. When an Imperial freighter convoy limped through the kindred's territory, blighted by a



'Each of us is wrought for a purpose. It is every Kin's duty to meet that purpose. The ancestors expect nothing less.'

- Ûthar the Destined

self-replicating technovirus, he denied their pleas for aid. Instead, he destroyed their armed escorts outright as a spur to drive the freighters away into wilderness space. On the lush moon known to its Exodite inhabitants as Thorvaresh, incensed by their refusal to evacuate before his kindred began global resource extraction, he had his Arkanysts modify six COG-piloted torpedoes with metabolic toxin payloads. He fired them at the moon's principal settlements. A fraction of the Exodites escaped through Webway portals; most perished in agony before the Kin began tearing the moon apart.

Ûthar served numerous times as High Kâhl in periods when his kindred's Votannic Council was convened. His considered wisdom – and no less his craggy, glowering countenance – carried huge weight amongst his own kindred and others of the Greater Thurian League. He also became feted as a consummate war leader across other leagues and led armies of Kin from hold worlds beyond count. These experiences amongst other Kin far from Obsyd Gate, when his strategic ambitions were broadened, intensified Ûthar's impatience regarding the unanswered question of his destiny. It became clear to him that whatever his fate was, he had been wrought to seize it rather than wait meekly for it to appear. When Ûthar departed the Kindred of Vôrtun's territory with his closest companions to seek his destiny out, there was solemn mourning but little surprise.

Though he has left much of his kindred behind, Ûthar's loyal companions have only grown in number. He has become more widely travelled than most Hernkyn, seeking a destiny in the void that is truly worthy of his ancestors. Ûthar has struck out from the core territories of the Greater Thurian League, though many of their kindreds have fought at his side since. Some have uprooted their entire kindred, following in his path to settle in a new region they hope is part of the ancestors' writ for their people's future. Others have dispatched oathbands tasked with fighting loyally at the Destined's side until they can return with enough accumulated wisdom and experience to honour the Votann truly. Ûthar has also amassed retinues – even temporarily – hailing from over a dozen other leagues. Some Kin have become sworn companions to the Kâhl, evincing an almost zealous dedication to accompanying him into whatever dangers and opportunities his destiny leads him to. These nomadic kindreds support the Destined's quest into the unknown, heralding his coming and hailing his conquests.

Ûthar's pitiless lack of compassion and ruthless pragmatism has only deepened since he last stood in the hold of his birth. His actions have earned him the enmity of many alien cultures and the disapproval of some kindreds. If Ûthar's actions sometimes seem cruel even to stubbornly pragmatic Kin, his companions attribute this to the pressure of knowing that one day, his great duty shall come upon him. Besides, Ûthar's gallows humour and down-to-earth persona amongst his allies help to cover up his colder side. They also conceal the worm of doubt; this has gnawed at the Destined since his earliest days, forcing him to question if the prophecy was correctly understood and, if it was, whether he can ever be ready for such a momentous yet ineffable task. Ultimately, Ûthar is Kin and thus able to push his fears aside in favour of duty. He long ago swore to himself that he would make his ancestors proud, and he has spent his long life doing just that.

BURI AEGNIRSSEN

THRICE-DEVOURED, DRAKE-SLAYER, LAST OF THE LOST

A legendary survivor and ferocious warrior, it is said by many kindreds that Buri Aegnirssen has witnessed more death than any other Kin. He has dedicated his long life to slaying the Tyranids, obsessed with settling a grudge so enormous that it has consumed much of his sanity.

'The Bane are there; that is where I need to be. The only inefficiency is this talk, which delays my blade reaching their guts. Take me there. Or I will find one who will.'

- Buri Thrice-devoured, negotiating transit to the heart of the Jordrunn II Swarm

The tale of the Emberg-Aegnir Bloc is known across Kin space as one of unutterable tragedy. The league was engulfed by a tendril of Hive Fleet Leviathan. With no hope of escape, its few kindreds pulled back to defend the hold world under whose surface resided their Votann. One by one, the defenders fell. The growing numbers of the dead were hastily – desperately – returned to the ancestors, but the Tyranids inevitably overwhelmed and consumed the last survivors. The Ancestor Core of the Emberg-Aegnir was left alone. Suffused with the hopelessness and agony of those killed in its defence, it was driven insane. Other leagues mourned the fate of the bloc's Votann. Its tortured insanity corrupted the beacon of its mind, so Emberg-Aegnir space was deemed too hazardous to approach. There was no rescue of the Mad Core, as it became known, and no salvage from the league's worlds. There was one, however, who would seek vengeance for all that had been lost.

No coherent account exists for what happened to Buri Aegnirssen before he fought alongside Kindred Deep-Seven of the Greater Thurian League. He arrived on an acid-ravaged scout ship as the kindred fought an evacuation in the face of a Tyranid splinter fleet at the Gnawed Reach. Leading a group of warriors from varied kindreds, many severely wounded, Aegnirssen roared an unknown war song as he plunged into the Tyranid swarms. Survivors later described him as a manifestation of the Votann's will, who feverishly sought out the largest leader-beast. It is said he threw himself from a promontory into the creature's maw before hacking his way out through its pulsating throat sacs in a gush of ichor. Seeing Aegnirssen's skill, ferocity and almost supernatural resilience, Deep-Seven's kinhost rallied towards him. Their evacuation fleet pounded the bio-ships in orbit, eventually driving them off, while Deep-Seven and Buri slaughtered the remnant broods on the surface.

Aegnirssen has been sighted across league territories and the frontiers of far-space since. He is the last of the lost Emberg-Aegnir Bloc, and though he speaks little of it, other Kin believe he is attempting to balance the debt incurred when his league fell. He is a scarred and, at times, unhinged warrior who negotiates passage from one war zone to the next. The Kin he encounters are wary of his presence, as his obsession is seen as destabilising. Frenzied recklessness blooms in his wake and those who fight alongside him declare grudges in worrying numbers. Buri is thus often mistrusted by most kindreds, forcing him to remain on the move and without a permanent home. In extremis, however, he is a powerful ally, and it is said his tales – in his moments of lucidity – are the equal of an expedition to far-space.

MEMNYR STRATEGISTS

Walking supercogitators, the Ironkin who take on the role of Memnyr Strategist are respected officers of their kinhost. They are exceptional battlefield tacticians and logistical coordinators whose great intellects are used efficiently to serve their kindred.

ADVANCED COGITATION

Most flesh-and-blood Kin excel in swift analysis and the rapid assay of costs and benefits. It is usually Ironkin, however, who occupy specialist positions of advanced calculation as Memnyr. The artificial minds of the most accomplished Ironkin are capable of extreme metaphysical problem solving, the assimilation of huge amounts of data and simultaneous computation of a raft of arcane formulae. Along with Memnyr Strategists, these Ironkin savants include the Wayfinders who accompany every Kin ship, cogitating paths through the Warp, and the Kognitâar analysts who provide isolated teams with real-time tactical information.

The position of Memnyr Strategist is amongst the highest rank that a kindred's Ironkin can hold. Only those who the Votann have created with exceptional cognitive abilities can serve as these living calculators beyond compare. Memnyr Strategists often advise Kâhls and Einhyr Champions before battle, as well as the Votannic Council, upon which usually sits a Chief Strategist of the Memnyr.

While other specialists amongst the Memnyr serve as chemical analysts, production schedulers, resource diviners, claim moderators, or one of many other vital roles, Strategists hone their skills in martial logistics and expert tactics. When the threat of conflict looms, they analyse reports from exploratory prospects and individual bands of Hernkyn on the foe's positions. They rake through environmental and structural dispatches offered by the Cthonians and other guilds, assessing impacts on the kinhost and how the terrain can be exploited to undermine their enemies. Strategists scrutinise the enemies' transmissions, not just their communications but also energistic discharges that enable them to gauge the location and vulnerabilities of power networks. A skilled Strategist can amass almost as much insight into the foe's capabilities as possessed by the enemy's leaders.

To exploit such knowledge, each Memnyr Strategist memorises details of every element of their kinhost, including materiel registers, engine outputs, mass estimates, ordnance tallies, psychological tendencies, and centuries of strategic insight against all manner of hostile creatures. Parsing this wealth of knowledge, Strategists feed their fellow commanders moment-by-moment tactical revelations and strategic redundancy options; this information sees Kin forces respond with seemingly preternatural speed and decisiveness to developing enemy manoeuvres. Strategists allow their allies to strike devastating blows against weak spots the foe didn't even realise they had and lay traps to counter supposedly flawless ambushes. To aid their computations, Memnyr Strategists wear kognitâar mantles, which link a Strategist to additional CUs specialising in various spheres of warfare and significantly expand the wearer's processing capacity. To the Kin, such tethered nodes are not people in the way that Ironkin are. To suggest an esteemed Strategist communed with the disembodied minds of others would be a grave insult.

ARKANYST EVALUATORS

The crackle and blaze of exotic energies heralds the presence of the advanced – and often experimental – weaponry of the Arkanyst science guilds. Their Evaluators eagerly grasp every chance to twist and transmute fundamental matter, including the very flesh of their foes.

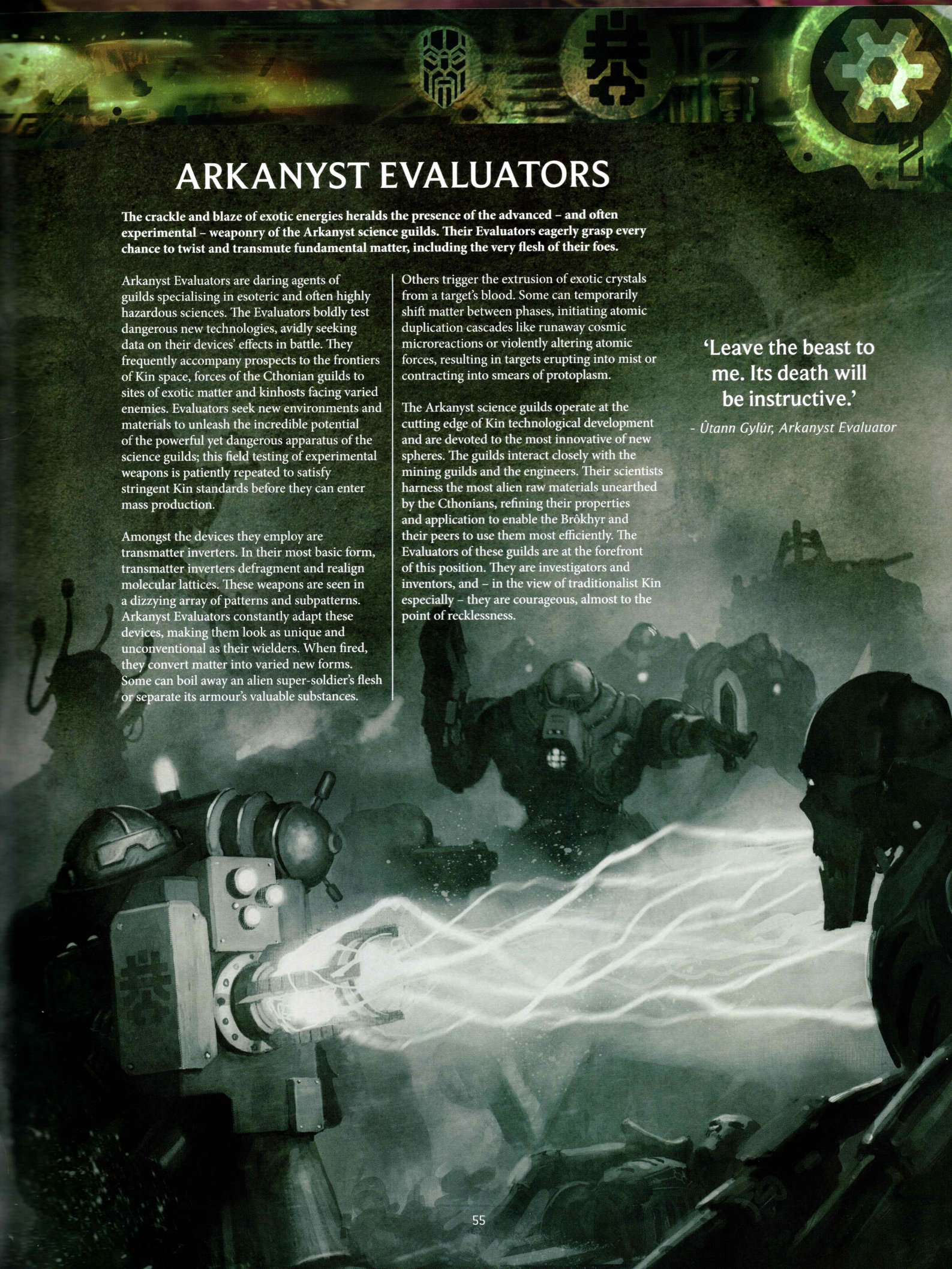
Arkanyst Evaluators are daring agents of guilds specialising in esoteric and often highly hazardous sciences. The Evaluators boldly test dangerous new technologies, avidly seeking data on their devices' effects in battle. They frequently accompany prospects to the frontiers of Kin space, forces of the Cthonian guilds to sites of exotic matter and kinhosts facing varied enemies. Evaluators seek new environments and materials to unleash the incredible potential of the powerful yet dangerous apparatus of the science guilds; this field testing of experimental weapons is patiently repeated to satisfy stringent Kin standards before they can enter mass production.

Amongst the devices they employ are transmatter inverters. In their most basic form, transmatter inverters defragment and realign molecular lattices. These weapons are seen in a dizzying array of patterns and subpatterns. Arkanyst Evaluators constantly adapt these devices, making them look as unique and unconventional as their wielders. When fired, they convert matter into varied new forms. Some can boil away an alien super-soldier's flesh or separate its armour's valuable substances. Others trigger the extrusion of exotic crystals from a target's blood. Some can temporarily shift matter between phases, initiating atomic duplication cascades like runaway cosmic microreactions or violently altering atomic forces, resulting in targets erupting into mist or contracting into smears of protoplasm.

The Arkanyst science guilds operate at the cutting edge of Kin technological development and are devoted to the most innovative of new spheres. The guilds interact closely with the mining guilds and the engineers. Their scientists harness the most alien raw materials unearthed by the Cthonians, refining their properties and application to enable the Brôkhyr and their peers to use them most efficiently. The Evaluators of these guilds are at the forefront of this position. They are investigators and inventors, and – in the view of traditionalist Kin especially – they are courageous, almost to the point of recklessness.

'Leave the beast to me. Its death will be instructive.'

- Ûtann Gylûr, Arkanyst Evaluator



CTHONIANS

The Kin and Ironkin of the Cthonian mining guilds are exceptionally hardy and bear numerous surgical and bionic enhancements that augment their formidable natural talents. These tireless harvesters embody their species' acquisitiveness and are belligerent in their resource claims.

Of all the mining guilds and unaffiliated ventures spread across league space, those of the Cthonians are by far the most widely known and influential. Their members are frequently heavily scarred from the extreme environments they toil in. As with many of their seemingly simplistic terms, what the Kin refer to as mining covers an array of complex and varied processes, often on incredible scales. The Cthonian guilds leave no resource untapped, using polarised tunnelling into the hearts of stars, gravitic fracking of spatial anomalies, global magna-extraction, rad syphoning, vacuum transmutation and antimatter burrowing. Some harvest exotic matter from the fringes of black holes, and others tap hypersonic waves, sift elements within the Warp and hunt void-swimming beasts for biofuels.

CTHONIAN EARTHSHAKERS

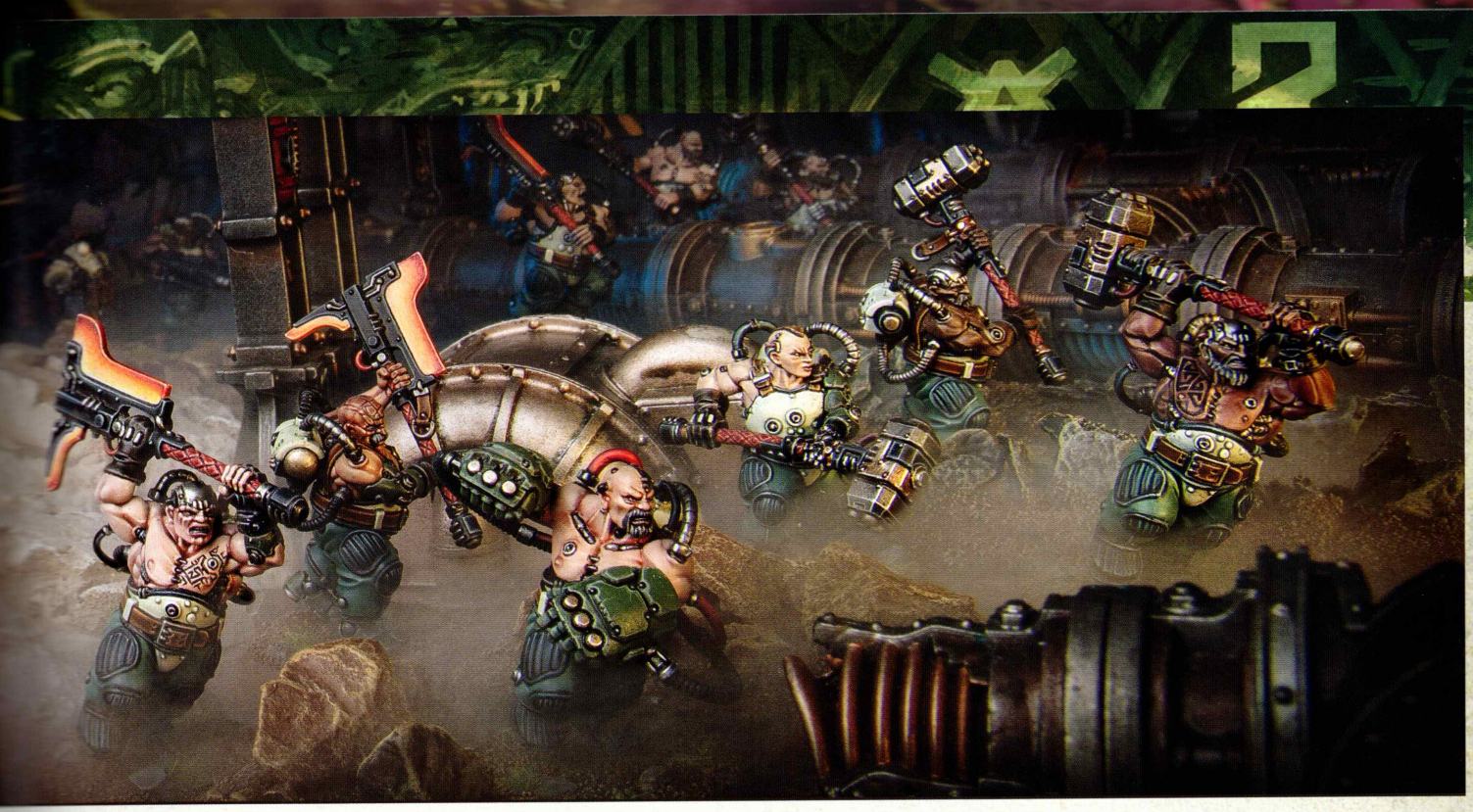
The guns and crews, known collectively as Cthonian Earthshakers, embody the terrifying ease with which the Kin can turn their industrial might into military prowess in a moment. Part geomantic echolocator, part tectonic fracturer and part battlefield artillery, the mole mortar employed by these specialist teams of Cthonian gunners is known and feared by countless species that have felt its wrath. This weapon can fire highly advanced subterranean payloads along expertly calibrated underground vectors. During resource harvesting, mole mortars drive sensitive augur probes deep into the bedrock to sniff out chemical and mineral traces. They can crack open promising seams of exotic strata, whether within planetary bodies, forbidding space hulks or gargantuan void kraken. A mole mortar's crew might stubbornly continue such harvesting in active war zones. Where an enemy directly threatens their prize or their kindred, however, Cthonian Earthshakers inexorably turn their pitiless gunnery calculations upon them.

Tremor shells are timed to detonate beneath their target. They can gouge out subterranean voids that result in deadly sinkholes and sudden chasms, sending warriors falling to their deaths and flaying survivors with repercussive jets of debris. Besides the direct devastation they can cause, their other tactical use is how they initiate concussive waves of resonance through terrain. Where a tremor shell's waves reach the surface in clashing and conflicting reverberations, they can easily throw enemy soldiers from their feet, twisting armour seals and snapping limbs and leaving a disoriented foe easy prey for advancing Kin. Focused towards their targets, these waves rupture into the atmosphere in a grumbling roar and can disrupt jet and turbine intakes, as well as anti-grav technology.

Similar to the munitions fired by mole grenade launchers carried by Beserks – but on a grander

THE DÊLVE

Cthonian guilds employ a host of tactics to secure the resources they exploit. The term dêlve refers to the maze of access ways, working faces, service ducts, materiel vaults, and more, which have been established to enable a mining operation to function as efficiently as possible. This network may be one of physical tunnels, dug into the rocky crust of worlds, into the innards of space hulks or worming through cities still inhabited by those who failed to heed the Kin's warning to leave. Other dêlves are meshes of magna-rail conduits and sealed chambers deployed into environments without a physical surface or linked teleportation nodes, permitting the rapid relocation of Kin and material from site to site.



scale – those known as breacher ordnance drill their way to the surface to explode amidst the enemy's ranks. With their hyperbore bits, these shells can chew through reinforced ferrocrete to explode in the confines of defensive trenches or high-value command bunkers. They can bore into armoured fuel cells and promethium tanks to trigger conflagrations or rupture geothermal wells and shielded capacitors so that, at a stroke, the Cthonians' enemies are without power, communications or breathable air. They can also hunt down elusive targets using semiautonomous or guided geomantic tracking. The dreaded approaching whine of a breacher ordnance shell – not knowing exactly where it will erupt – followed by its sudden surfacing and detonation in a flensing storm of shards can break the resolve of the most stoic foe.

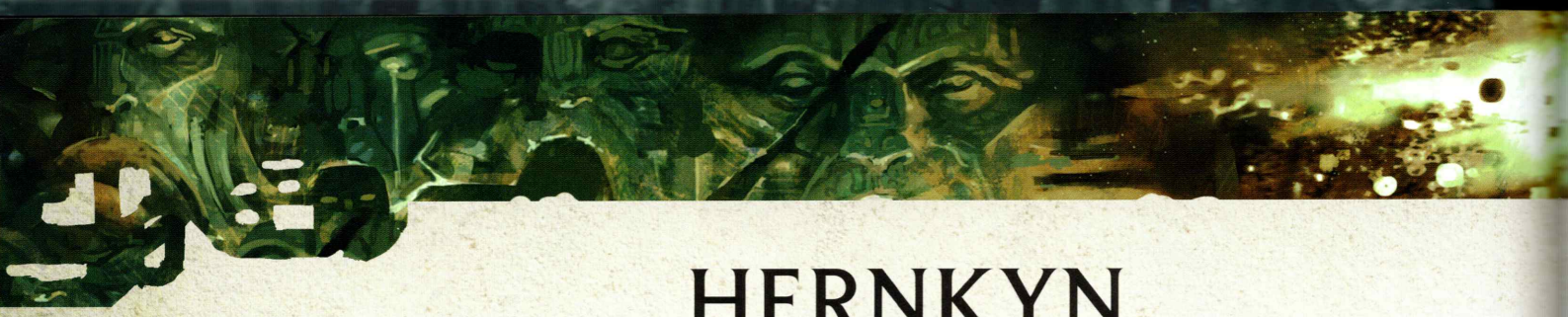
CTHONIAN BESERKS

The most augmented members of the mining guilds are the Cthonian Beserks. They are renowned amongst the Leagues of Votann for their cheerful rivalry, indefatigable endurance, and fearless, maniacal ferocity when unleashed upon an enemy.

Most Kin who join one of the Cthonian guilds already possess cloneskeins that imbue them with hyperdense bones, tolerances to extreme radiation, and the ability to perceive exotic spectra and vacuum-hardened biologies, amongst many other traits. Many Cthonians further submit to repeated augmentation, none more so than the Beserks. Surgical procedures grant them reinforced skull plates or artificial organs. Nanofibre muscle grafts give them exceptional strength. Bionic implants are common, with eyes and ears, respiratory systems, digits or entire limbs being replaced with cunningly wrought replacements of extremely high quality and durability. Beserks are also frequently fitted with augmetic, subdermal shunts that can flood their systems with chemical stimulants. These cyberstimm infusions – the specific make-up of which may be proprietarily held by one guild or another – enable Beserks to push on indefatigably past any standard concept of exhaustion, whether in war or during mining expeditions.

Beserks toil at the forefront of the Cthonian guilds' acquisition operations. They take a grim pride in braving the most nightmarish and dangerous resource sites, using concussion mauls and heavy plasma axes to hack, gouge and pulverise their way towards a targeted prize. Many guild surveyors think nothing of assessing assets such as another species' plasma storage plants, promethium stockpiles, void-going ore barges, functional infrastructure, or entire factorums or forge complexes as sites for harvesting. Where trade fails, violent acquisition is the logical and practical next step. The guild's Beserks are unleashed and treat such working installations little differently than a rock face hiding a vein of precious ore, and the panicked labourers and their usually insufficient defenders are seen as hazards to be negated through uncompromising violence.

Cthonian Beserks are notoriously fearless and aggressive in pursuing all resources deemed their guilds' by right of need. Between their cyberstimm shunts, gland implants and single-minded drive, they are ferocious combatants. Alongside their oversized tool-weapons and augmented resilience, few enemies can stand before their charge for longer than a moment.



HERNKYN

To the Kin, any region of uncharted space on their star charts is a mystery that needs solving. The desire to plumb the depths of the void, to discover its secrets and claim its riches, is deeply ingrained in their psyche.

'I don't care how many generations you creatures have roosted here. Your claim is void. It was negated the moment my kindred assessed this world.'

- final transmission received by Imperial governor Ydressus LVIII

The Hernkyn are the furthest-travelled of their kindred. These warrior explorers have traversed worlds and strange environments never seen by the Kin before. Such a rootless existence leads Hernkyn to unbelievable sights and secrets during perilous missions to claim new resources and defend far-flung outposts. Unlike other galactic cultures, spending time amongst such wanderers brings high honour to a Kin. Their ventures ensure that, when Hernkyn finally return to their ancestors, they bring swathes of enriching experiences with them.

HERNKYN PIONEERS

Amongst the swiftest of Hernkyn are their Pioneers. These advance scouts and resource-location specialists ride heavy-duty magna-coil bikes. Often, the Pioneers identify and warn their kindred of impending peril, be it a star preparing to go supernova, a hidden Webway spur employed by Commorrite slave raiders, an onrushing Ork Waaagh! or some other unforeseen threat. Hernkyn Pioneers are also tasked with finding and assessing new resources, whether naturally occurring in unclaimed territories or the refined output of other civilisations. In battle, Pioneers employ these same assaying techniques to the enemy. They pinpoint strategic weak points in defence lines and identify threats to the kinhost's advance. Once located, they harry the foe's exposed positions, lead devastating spearhead strikes and demolish enemy firepoints with hammering magna-coil autocannon fire. Nor do they hesitate from plunging into knots of the foe, eviscerating them with drive-by blasts from their bolt shotguns and deadly heavy weapons shots from rear-mounted gunners.

HERNKYN YAEGIRS

When the Hernkyn's scouts – those operating as Pioneers or travelling the void – discover something of worth to their kindred, they will notify their comrades or drop locator beacons before surging onwards. Then, the Hernkyn Yaegirs' expertise ensures the discovery is seized and held. Yaegirs are ruthless agents of discord, infiltrating enemy positions and negating the foe's capacity to threaten the Kin's claim. Survivalist infantry, Yaegirs wear more flexible suits of void armour than the Hearthkyn and are heavily equipped with all manner of gear to suit their frontier role, much hidden beneath their hard-wearing longcoats. They commit acts of sabotage and assassination or use specialist explosives to initiate disasters – from rockfalls and dam breaches to geothermal eruptions – that tie up the foe's reserves. Some Yaegirs have stoked civil wars, encouraging the enemy to bleed itself of ammunition and lives so that fewer remain to throw at the Kin. Others run terror campaigns, taint water sources, or hire mercenaries to ravage fringe holdings, all to ensure that the enemy is in no position to defend the site when the rest of the Yaegirs' comrades arrive to begin extraction of the prize.

KAPRICUS

Stoutly armoured with composite-bonded plating and incredibly manoeuvrable thanks to their quad magna-coils and powerful engines, Kapricus are amongst the most widely used of the Hernkyn's scouting engines. Each is a rugged exploration and combat vehicle furnished by a kindred's guild affiliates. Amongst the variants employed by the leagues are the heavily armed Kapricus Defender and the Kapricus Carrier. The Defender provides exceptional fire support to vanguard operations, pairing heavy ordnance with the speed required to keep pace with rapidly changing frontier situations. In some far-flung Kin outposts, a single squadron of Defenders is the only armoured support required, the efficiency of their power projection on the move enough to defeat previous occupants of resource-rich sites and greedy invaders alike. Meanwhile, the Kapricus Carrier is a nimble conveyor capable of moving material and transporting troops. Its multiple rapid-firing cannons can shatter the foe's lighter war engines and heavily armoured infantry. At the same time, embarked troops are supported by a raft of scanner uplinks, which help them unleash deadly fusillades of suppressive fire.

LEGACY VAULTS

A priceless legacy vault offers a way in which the most daring might still give something back to the Votann. These incredibly rare devices can make neural mappings of a Kin's or Ironkin's mind, taking a snapshot of the individual's memories and experiences; this is only done when the Kin face imminent death, with no hope of their bodies being recovered. Before their final stand, they hide the legacy vault, burying it deeply. Capable of enduring immense heat, pressure, radiation and more, a legacy vault will remain waiting to be found by other Kin and, hopefully, eventually returned to the Votann.

BRÔKHYR

The Brôkhyr are amongst the most highly skilled technoartificers in the galaxy. Making full use of harvested resources, coupled with the precious lore of the Votann, they craft devices of superlative reliability and power. In this way, they contribute significantly to their species' survival.

It is the Brôkhyr who work tirelessly to produce all the expertly crafted equipment – civilian, industrial, scientific or military – that every kindred needs to survive and prosper. There remain certain creations deemed the province of the Votann themselves, such as the making of Ironkin. It is the engineers and mechanicians of the Brôkhyr, however, who maintain the machineries of the forge that enable the Ancestor Cores to do so. As well as overseeing the work of their COG robot assistants, each Brôkhyr takes pride in constructing their own devices. They follow traditional schematics in deference to the wisdom of the ancestors. Yet, there is also general recognition that – to honour the Votann – each Brôkhyr must humbly apply their ingenuity in furthering the needs of the Kin through advanced technology and weapons of war.

BRÔKHYR THUNDERKYN

The bulky exoframes that give Brôkhyr Thunderkyn their distinctive silhouette are powerful, mechanical rigs that augment a Kin's already high core strength. Each exoframe couples to the Brôkhyr's void suit via connector relays similar to the void armour of the Hearthkyn. So equipped, Thunderkyn can fluidly manoeuvre heavy ranged weapons that would be impossible to lift otherwise, as well as carry power cells, ammunition caches, coolant silos, thick armour plates and a host of range-finding and target-acquisition technologies. Their forge-wrought fibre bundles and calibrated actuators enable the Thunderkyn to maintain pace with their kinhost's soldiers of the line, transferring their ferocious firepower to wherever it is most needed. With gravitic stabilisers and mass-clamps threading the exoframes' lower limbs, in addition to recoil suppressors, inertia sinks and weavewërke anchors, Thunderkyn can transform into stable firepoints as immoveable as ferrocrete bastions.

The Brôkhyr who serve in war as Thunderkyn craft and fashion their exoframes, each as individual as its owner. Their exoframes are multi-purpose rigs capable of carrying specialist equipment for various hazardous roles requiring enhanced strength and stability. The same Brôkhyr, master of piloting their personal exoframe, uses it when repairing voidship hulls, bracing structures amidst gravitic tunnel maintenance or deploying coolant generators within red-hot furnaces.

BRÔKHYR IRON-MASTERS

The Iron-masters of the Brôkhyr guilds are expert artificers and respected authorities on the physical craft of engineering. Through testing and improving the mechanisms that enable the Kin to prosper, each Brôkhyr develops their preferences and quirks. These become known as their signature, and the Iron-masters have the most esteemed and recognisable of these styles of design. The signatures of Iron-masters are adopted as vaunted standards by fellow Brôkhyr so that, over time, many kindreds – or even entire leagues – have adopted bespoke methods of crafting and manufacture.

Iron-masters have risen through the Brôkhyr ranks to the point where they command highly skilled labour pools that can number in the hundreds. Some work in a kindred's hold, heading steering groups of senior relay architects and materials specialists to reinforce or expand its structure. Others command dozens of subgroups in developing new technologies or component refinement. There are also Iron-masters who lead military forces of Brôkhyr, often supported by Hearthkyn and allies from other guilds. Amongst these expeditions' goals might be desperate reclamation operations at fallen holds. Others attempt to uncover the possible location of a lost remnant of the Long March ships, those that failed to reach the galactic core. The claiming of Kin-wrought materials and equipment is of the utmost importance. Not only is such equipment of the highest quality, but the risk of allowing examples of the Kin's mechanistic superiority to fall into the hands of other species is a thought that would horrify any Iron-master.

In battle, Iron-masters are active and dangerous combatants. They do not hesitate to take some of their most potent creations to war and put them to use at their own command. Accompanied by retinues of assistant Brôkhyr and COG servants, Iron-masters oversee the operation of a kinhost's deadly war engines and master-crafted exoframes. They coordinate the performance of Kin ordnance, dispassionately observing the carnage and mentally scheduling refinements that can be made.

Ranking above other Iron-masters is the Forge-master. To become their kindred's Forge-master, a Brôkhyr must prove not only their pre-eminence in the crafting of technological marvels but also in overseeing their deployment. It is their duty to design and fashion the tools of war that will be wielded by their kindred's greatest heroes in the coming conflict, themselves included. They must further embody the fury of the forge upon the battlefield, hammering their enemies to ruin and seething with fiery ire for every hurt done to their creations.

COGS

Crafted by the Brôkhyr to serve in many roles, COGs are robotic servants. Though possessed of highly complex logic cores, they are not intelligent or aware in the same way as the Ironkin. They are tools with no place in society. COGs are seen in many forms, often with a bulky and resilient central shell and an array of manipulator arms or implanted devices to fulfil their roles. Some are maintenance drones; others are tasked with detritus removal, component assembly, archive retrieval or as personal aides to high-ranking Kin and Ironkin. Some may be superficially similar to the body of an Ironkin, but any expressed comparison would be the gravest personal insult.

IRONKIN STEELJACKS

Towering above the other warriors of the kinhost, Ironkin Steeljacks are incredibly powerful fighters. They employ their Votann-wrought strength, immense resilience and keen tactical precision in battles to defend Kin holdings or eradicate the toughest foes.

Ironkin Steeljacks emerge from the complex processes of their creation as natural warriors. It is evident to all of their kindred that the Votann intend them to serve on the front lines of the most challenging claims and to defend the four pillars with every augmented fibre of their being. Compared to other Ironkin, Steeljacks boast greatly enlarged skeletal substructures of hardened, exotic alloys, more complex fibreweave musculature, reinforced servo-redundancies and enhanced adaptive logic centres. Understanding their innate talents, Steeljacks hone their martial skills in training, holopattern simulations, and, most of all, in battle. The galaxy is a hostile environment, and there are no shortage of threats to their kindred's prosperity.

In battle, Steeljacks are ideally suited to several roles. The hulking fighters are devastating shock troops, their advanced systems enabling them to move as swiftly and agilely as any Kin, even when fully clad in their oversized suits of void armour. Armed with broad plasma falchions or brutal concussion gauntlets, Steeljacks can smash their way through defensive lines, snapping off shots from Autoch-pattern bolters held as easily as pistols. They can punch through bulkheads in swift and deadly boarding actions or form a mailed interdiction gauntlet at the vanguard of a Kin assault. In reclamation or defensive actions, Ironkin Steeljacks frequently form counteroffensive reserves or lead acquisition spearheads, supporting static elements of the kinhost with deadly assaults.

Though Steeljacks loom over the Kin of their families, there is no unease in their presence. They are the objects of proud affection, looked up to by others as their kindred's most naturally talented soldiers. While those Steeljacks who rise to squad leadership positions as Theyns typically spend their entire lives immersed in battle or preparing for it, other Steeljacks are occasionally seen putting their immense frames and strength to work in industrial or civilian roles when not training with the rest of the kinhost, integrated as much into society as any Ironkin. It is only lamented that they are not greater in numbers. The initiation of a Steeljack's creation is entirely in the gift of the Votann and subject to those great minds' arcane ratios and formulae. When a forge begins to spontaneously construct masterwork weapons and armour far too large for any average Kin to wield, there is a great and quiet joy throughout the hold, for it is a sign that a new Steeljack will soon join a kindred.

THE IRON KÂHL

Legends of an Iron Kâhl have existed for millennia. The figure has worn varied guises, often that of a humble Ironkin raised to greatness by the Votann and driven to command entire armies with nigh-supernatural strategic capabilities. In recent centuries, this figure has become more prevalent, with tales of an individual matching the legend bearing an uncanny ring of truth. It is known for rare Memnyr to flood their minds with such massive data flows that they can briefly achieve the feats ascribed to the tales' hero. However, doing so drastically reduces their lifespan, senescence swiftly stealing upon them. Most Kin thus dismiss the cohering rumours as accretions of several individuals' deeds.

SAGITAURS

Swift and rugged all-terrain transports, the reliable Sagitaurs fulfil several combat roles amongst the kinhost. In battle, Sagitaurs safely convey bands of Kin in rapid spearheads of aggressive acquisition and form the core of scouting patrols and adaptive reserves.

FIELD TECH

The Kin make a specialism of force field technologies. The most ubiquitous example is the weavefield. Variants of weavefield projectors have been developed for everything from personal protection to those that protect battle tanks and immense Kin voidships. The system employs a technique called weavewërke, which interlaces frequencies similar to Human force fields with more exotic energies, such as mag-repulsion fields. The resultant multispectral shield is maintained in a personal energy cowl or projected to form a protective dome that can shelter entire squads. Amongst the kinhost, weavefield projectors are worked into armoured crests or mounted on war engines.

Racing over the battlefield, Sagitaurs are well-equipped with independent drive units, high-tensile suspensions and cyklogeneous tyre grips that easily tackle the worst of ruined war zones. They are compact and well-armoured transports. Their construction draws from a number of ancient STC designs that have been adapted and refined by several Brôkhyr guilds to grant them a combination of low centres of mass, rapid acceleration and protective exofender frames. These, and the Sagitaurs' enviable agility, enable these relatively light transports to survive amidst ferocious storms of enemy firepower, as well as landslides, toxic mires and sucking wells of silt or asteroidal grains.

For their size, Sagitaurs are incredibly well-armed. Their carapace-mounted cupolas can boast a variety of weapons, from HYLas beam cannons or MATR autocannons – larger versions than those carried by magna-coil bikes – to combination missile arrays that are capable of flensing squads of enemy infantry or cracking open the foe's battle tanks and strongpoints. The Kin and Ironkin crew are supported by a COG that processes targeting data and threat assessments, enabling these transports to operate as mobile gun platforms. The highly effective and efficient alliance of infantry conveyance and potent heavy weapons ensure their frequent inclusion in kinhosts of all sizes.

Formidable as a manoeuvrable fire support asset, the Sagitaur has proven most effective during many Kin expeditions as a swift transport. Sagitaurs and their fearless crew are much prized and admired by elite commando teams of Kin who undertake missions requiring speed and firepower. Encircling ambushes, sabotage strikes upon a foe's infrastructure, and thrusts through enemy lines to support frontal assaults are common tactics for those embarked within a Sagitaur. The Rediron 3 Corps, a specialist detachment of Naryk's Kindred of the Ymyr Conglomerate, are renowned for their skill and experience in such actions. Where some kinhosts employ Sagitaur-transported troops as isolated harassment assets, picking off exposed enemy squads or artillery crews, the Rediron 3 Corps deploy large numbers of Sagitaurs in spearhead assault wedges. Their holds packed with veteran Hearthkyn soldiers, these formations blast a path through enemy defences, rapidly disgorging dozens of ruthless warriors into the enemy's heart.

HEKATON LAND FORTRESSES

The distinctive silhouette of the kinhosts' signature battle tank is known and feared on many worlds which have suffered the acquisitive attention of the Kin. They epitomise the belligerent and uncompromising attitude of the leagues and their relentless drive to crush any opposition.

Hekaton Land Fortresses rumble across a war zone like mobile bastions. They are nigh-on unstoppable on the advance. A brutalist slab of war engine, the Hekaton is protected by inches-thick triceramite adaptive plating over a bastium alloy skin pocked with corpuscles of hexaphasic mineral. They are further shielded by weavewërke field lattices interleaved between the structural layers. All this – plus a Hekaton's sheer size and weight – means that when its six dual-core traction units engage, and it surges into motion, little short of a fortress wall or mountain flank can stop it.

Beneath its unyielding strata of armour, the Hekaton possesses a host of advanced systems. Proximity nets sweep for encroaching foes, enabling semiautomated targeting of its gimballed sponson-mounted weapons. Multiple COGs wired into the tank's independent cogitator core provide tactical assessments and monitor countless other subsystems. Amongst them are specially augmented panspectral scanners, cybershielded comms arrays powerful enough to cut through many forms of atmospheric or enemy interference and even limited empyric shielding provided by esoteric materials harvested within the Warp.

Though it is also employed to carry bulk materiel or haul armoured carriages, the Hekaton Land Fortress is exceptional as an armoured troop transport. Cradled in support harnesses within its troop compartment, a kindred's warriors are little troubled by impacts or changes in acceleration. The compartment is swiftly adaptable to accommodate various cargoes, from soldiers of the line to far bulkier warriors girded in exoarmour or piloting exoframes. When a Hekaton's crew reach deployment position, often barging their way through defensive lines and crushing their defenders into pulp, the Land Fortress' hatches slam down, and vengeful Kin pour forth. The Hekaton's potent weaponry lashes out, pinpoint magna-rail shots or esoteric conversion energies eliminating threats such as enemy armour and hulking monstrosities while defending its deployed cargo with rapid sponson fire.

GRÄF01

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This summary of Gräf01 represents the standard strategic designations employed by kindreds of the Greater Thurian League during the battles fought against the Chaos worshippers emerging from Warp Storm Örgvayr. The Void Strider Kindred, Lâkhryr's Kindred and the Kindred of Vôrtun, amongst others, marshalled their kinhosts according to its wisdom.

LEAGUE

KINDRED REPRESENTATIVES

- Battle Kâhls
- Theyn of the Spake
- Masters of Writ

KINDRED

HEARTHSPAKE

- Hands of the Fane
- Guildmasters
- Kinhost commanders
- Spakerönde sentinels

VOTANNIC COUNCIL

- High Kâhl
- Lord Grimnyr
- Brôkhyr Forge-master
- Chief Strategist
- Evaluation Monitor

GUILD AFFILIATES

- Levymasters
- Tariff Burzyr
- Expedition Patrons
- Guildkyn Councils

KINHOST

OATHBANDS

OATHBAND COMMAND

- Military leaders (Oāthen Kâhls, Einhyr Elders)
- Living ancestors
- Senior guild authorities
- Memnyr nodal luminaries

- Hearthkyn Warrior hosts
- Supporting soldiers of the line
- Einhyr Hearthguard covenants
- Armoured explorator squadrons
- Battle tank squadrons
- Hernkyn reconnaissance patrols
- Cthonian delver assets
- Autonomous guild agents
- Brôkhyr support sections
- Steeljack spearheads
- Orbital support
- Colossus-class war engines

Oathbands are the most common form of a kinhost's deployment. At their heart are large numbers of solid Hearthkyn Warriors who form the backbone of the fighting force. Elements from across the kinhost are welded to this foundation at the discretion of the oathband's commander, to the extent that even in the same war zone, one oathband can differ significantly from another from the same kinhost.

Some oathbands are raised for especially significant duties. Amongst those kindreds possessing their league's Ancestor Cores, several permanent and highly respected oathbands stand sentinel over their physical location. These oathbands are elite forces and are no mere immobile garrison. They are as much supported by armoured assets and transports as those who conquer hostile territory, utilising their hold's extensive network of maglev speedways and transit routes to outmanoeuvre and eradicate foes foolish enough to invade such a hallowed site.

A kinhost's organisation is directed by its military leaders and, ultimately, the kindred's Hearthspake. Each kindred has a large degree of autonomy within its league regarding how it organises its kinhost. It is only expected that it does so. Each league harbours its own martial conventions, and the traditional outlook of the Kin means that allied kindreds tend to follow its lead, but this is not guaranteed. Despite gulfs of potential difference, kinhosts across Kin space are similar in their makeup, even those of kindreds outside league alliances; this commonality of organisation is drawn primarily from the venerated Gräf01; this set of Votann-wrought hierarchical diagrams, strategic designations, reporting chains, mustering principles and operational capabilities is a hallowed standard for military organisation amongst the Kin.

Almost all leagues hold copies of Gräf01. There are craft guilds dedicated to its careful reproduction in exacting detail. Each copy – whether physically etched in a series of bastium alloy plates, rendered in sheaves of holograph wafers or collated in computational data glyphs – is given an individual reference to identify its rendition date and provenance, the owning league or kindred responsible for its accuracy and to honour its origins. Early volumes of Teachings of the Hearth identify the Votann of a long-fallen league, the Korstal-Vygô Chain, with the creation of Gräf01 in the early period of Kin recorded history. If Gräf01 was intended to be of limited scope, this has never been revealed by any Votann in the following eras. Since then, like other prized information derived from the Ancestor Cores, Gräf01 has been traded and retraded between the Kin, passed down through generations and cleaved to as a standard reference for the mustering of a kindred's armed forces.

Kin commanders sometimes adapt the structure provided by Gräf01 for practicality and expediency. Current deployments, new threats, and the availability of resources – including the frequency of newly birthed Kin to replace losses – are among the circumstances that can affect kinhost organisation. Yet Gräf01's wisdom is undoubted by the Kin, and, where possible, they apply its tenets.

Most kinhosts assemble into oathbands, adaptable formations capable of forging victory in many situations. Prospects, meanwhile, are militarised expeditions with the speed and assets to operate at the frontiers of Kin territory and beyond. Gräf01 describes other forces, including harvests formed around significant mining guild assets and forgebands under the operational remit of the Brôkhyr. Grudgebands are anomalies, absent from Gräf01. Many grudgebands are formed during campaigns or even midbattle, created when a force of Kin swear oaths to avenge great wrongs done to them. As such, they usually comprise the assets of whichever standardised force they formerly were.

PROSPECTS

PROSPECT COMMAND

- Far-scout Masters
- Military leaders (Kâhls of the Reach)

- Pioneer ranger host
- Yaegir undr kût battalion
- Kapricus squadrons
- Cthonian surveyor host
- Soldiers of the line
- Einhyr bonds

Tasked with exploration and setting up extraction sites, Gräf01 directs prospects to be built around substantial numbers of Hernkyn and Cthonians. Their goals typically take them beyond easy support by the rest of the kinhost. As such, prospects include extensive armoured support, swift transports, and soldiers of the line to secure rich sites.

HARVESTS

HARVEST COMMAND

- Claimwrights
- Military leaders (Undr Kâhls)

- Beserk delver throngs
- Earthshaker grand battery
- Yaegir saboteur cells
- Steeljack counterstrike shift
- Salvager teams
- Soldiers of the line
- Einhyr bonds

Harvests are usually commanded by a war leader belonging to – or appointed by – the patron mining guild of the expedition. The positions of claimwright may be held by senior guild representatives coordinating matters from a sealed chamber of the dêlve, yet are just as often honorifics given to one or more experienced Kâhls operating on the front lines.

FORGEBANDS

FORGEBAND COMMAND

- Brôkhyr Oversight Committee
- Military leaders (Kâhls, Einhyr Champions)

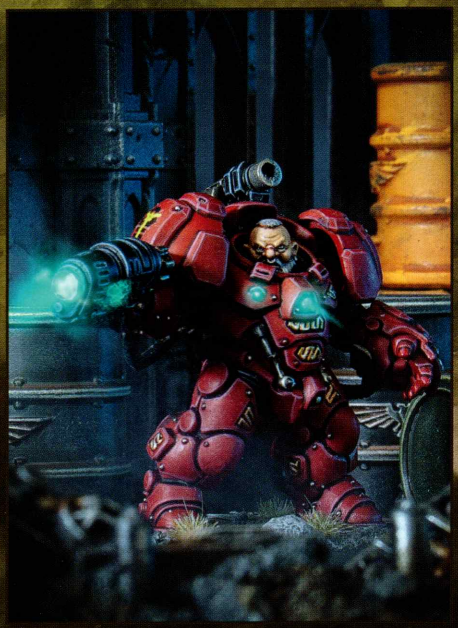
- Iron-master commissions
- Thunderkyn demolition sections
- Steeljack interdiction gauntlets
- War engine squadrons
- Soldiers of the line
- Einhyr bonds

Mustered to serve the interests of the forge, these are built around solid cores of Brôkhyr assets or those of similar engineering guilds. In battle, every element meshes seamlessly in a strategic mechanism worthy of the Brôkhyr. Kâhls commanding them have strong connections to the forge and hold accreditations signifying their engineering skill.

Showcase

FORGEWROUGHT ATTIRE

A KINHOST'S WARRIORS IN BATTLE PRESENT A STIRRING SIGHT FIT TO LIVE UP TO THE EXPECTATIONS OF THE WATCHING ANCESTORS. IT IS THE PRIVILEGE OF EACH KINDRED TO CHOOSE HOW THEY DISPLAY THEIR LEAGUE'S COLOURS AND LOGOS, WHILE INDEPENDENT KINDREDS ESTABLISH THEIR OWN STARK HERALDRIES. THESE ARE BORNE ON SUITS OF ARMOUR, HEAVIER EXOFRAMES AND THE FLANKS OF WAR ENGINES. BEYOND THIS UNIFIED FOUNDATION ARE KNOTWÊRK DESIGNS, INSCRIBED OATHS AND OTHER UNDERSTATED EXPRESSIONS OF INDIVIDUALITY.



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In ruthlessly exploiting the galaxy's resources, the kinhosts of the Leagues of Votann harness advanced technology, resilient soldiery, and their drive to live up to the expectations of their ancestors. Coordinated en masse, such advantages prove unstoppable.

1 The far-space outposts of the Trans-Hyperian Alliance are as furiously defended as their core territories. On Korvyz Hold, an oathband of the world's owning kindred attempts to eradicate an Ork infestation before it can spread. The first blow eliminated the Orks' escape route, and the atomic detonation of the invaders' ship still blazes in the sky, illuminating the opening surface purge as Yaegirs lead an assassination strike on the loathed beasts' Big Mek.

2 A biochem facility of an Ymyr Conglomerate guild comes under assault by Drukhari, its position amidst a chaotic asteroidal system unable to obscure its wealth from the Commorrite raiders. The Kin, however, prove far from the frightened technicians the slavers expect, as well-equipped Ymyr soldiery responds in force, bringing their finely crafted weaponry to bear in a deadly counterstrike.

Greater Thurian League Kâhl

Greater Thurian League Theyn

Greater Thurian League Hearthkyn Warrior

Kronus Hegemony Hearthkyn Warrior

Trans-Hyperian Alliance Hesyr

Trans-Hyperian Alliance Hearthkyn Warrior

Urani-Surtr Regulates Hearthkyn Warrior

Ymyr Conglomerate Theyn

Every Kin soldier is a rigorously trained and heavily equipped combatant, more than the equal of other species' warriors. Yet, the kinhosts number amongst their ranks greater fighters still, elite specialists and revered heroes who live up to the ancestors' expectations.

3 T'au protestations of sovereignty over the world of Kor'vacha died with their envoys once its mineral wealth was deemed of worth to the Kin. The war songs of the Greater Thurian League drown out the cries of the T'au's mercenary front line as the Kin smash into their positions. Led by their elite, there is no holding back the Kin onslaught.

4 One by one, the stains of Ork occupation throughout Korvyz Hold are crushed. Despite Ork aggression escalating with every engagement, Kâhl Torghîl Sêyr leads a final hammer blow into the heart of the invaders' principal fortress of filth and scrap. Deploying from his Hekaton Land Fortress after it smashes through a ramshackle perimeter, the Kâhl roars an oath of disgust as his warriors initiate a determined cull of their hated foes.

Ymyr Conglomerate Kâhl

Greater Thurian League Einhyr Champion

Buri Aegnirssen

Greater Thurian League CORV

Greater Thurian League Grimnyr

3

4

5

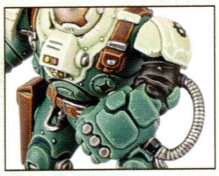
Between the expertise employed by guild agents, the genius of walking cogitators and the wisdom of the Votann, the Kin are amongst the most advanced and adaptable of the galaxy's species. Such advantages are placed in service of the kindreds to their foes' detriment.

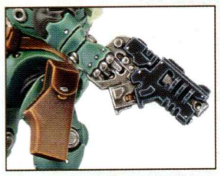
5 The Humans on Bektris II's surface are doomed, their cities in the midst of annihilation by swarms of Tyranids and the world already being digested. Beneath the surface, Kâhl Ûthar the Destined – uncaring of the Humans' fate – leads an oathband of the Ymyr Conglomerate in search of his own. Tantalising clues have led him on the trail of an ancient artefact, but the predatory broods of the Bane are everywhere. Amidst cavernous boreholes gouged out by tunnelling horrors, Ûthar and his Ymyr escort lay down devastating salvoes in precogitated multilayered fire arcs, holding back the Tyranids long enough to allow his strategists to calculate the artefact's location.

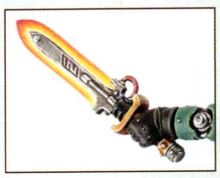
Greater Thurian League Hearthguard

Greater Thurian League Hesyr

Greater Thurian League Memnyr Strategist

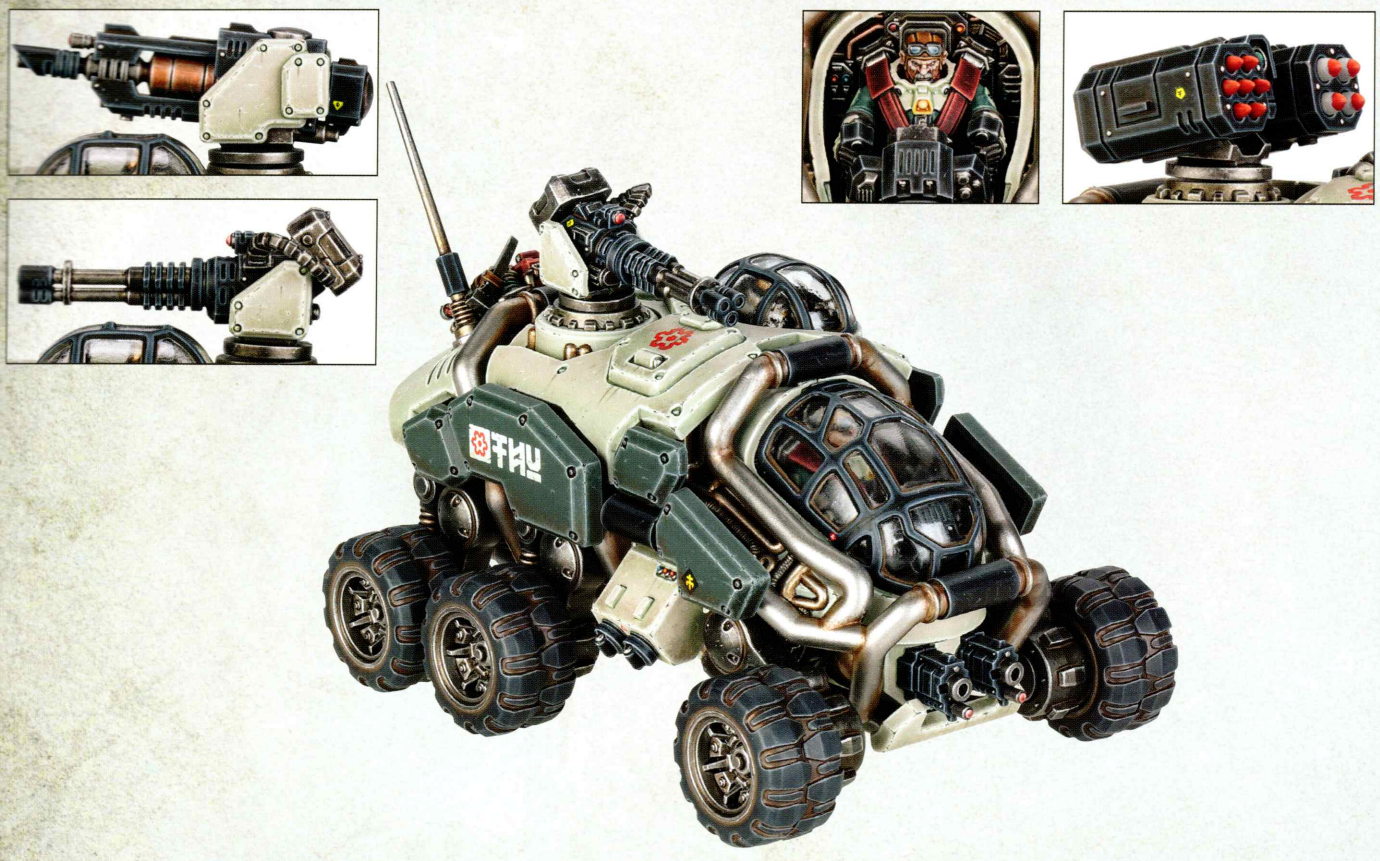






Greater Thurian League Ironkin Steeljack

Greater Thurian League Steeljack Theyn



Greater Thurian League Sagitaur

Greater Thurian League Cthonian Beserks

Greater Thurian League Cthonian Earthshaker

Greater Thurian League Arkanyst Evaluator

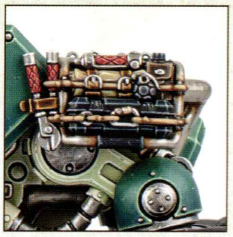
The rugged transports, scouting engines and battle tanks of the Kin are built to weather not only environmental extremes but also the worst a foe can throw at them. They form an inexorable mass of armoured might that bulldozes through enemy lines when fielded en masse.

6 The reinforced walls of the corrupted fortress of Deathknell are minor impediments to Yrêk's Harvest. Undermined by sustained subterranean bombardments, the heretics' fastness is swiftly breached from within as armoured transports burst from an immense tunnel. Beserks lead the assault, charging into Black Legion defenders hastily summoned from the Deathknell's outer walls.

Ever on the hunt for new resources to exploit, kindreds rely upon their far-ranging bands of Hernkyn. These hardy frontier survivalists are swift, resourceful and utterly ruthless, their scouting forays able to instantly become deadly military assaults.

7 Amid an unanticipated Tyranid invasion, Ôkhav's Hernkyn Pioneers seek a route through the swarm by which their prospect can reach the landing fields and evacuation. Even the splinter fleet's lightning-fast ambush predators cannot catch Ôkhav and his squadron as they jink and weave inches from the reaching talons and hungering maws in a high-speed slalom, bursts of solid shot from their magna-coil bikes obliterating any they cannot evade.

8 Underhall 63 of the infested Kôtmma Refinery falls to Hernkyn of the Trans-Hyperian Alliance. Human defence militias infected by Tyranid vanguard organisms throw themselves forward fanatically, but their religious zeal is no match for the ruthlessness of the Kin. Yaegir saboteurs have lured the cult's reinforcements into subdistrict chambers, which they then flooded. Their snipers have assassinated the hybrids' leaders. The grime-covered deck plates are soon awash with the blood of the last cultists.



Greater Thurian League Kapricus Defender

Trans-Hyperian Alliance Hernkyn Pioneer

Trans-Hyperian Alliance Hernkyn Yaegirs

Trans-Hyperian Alliance Yaegir Theyn

EXAMPLE ARMY: NURMA-PERSEC SYNDICATE

1. **Odda Gunndasson**
   Kâhl
2. **Sîmmka the Lucky**
   Arkanyst Evaluator
3. **Âktol's Forgekin**
   Ironkin Steeljacks with Heavy Volkanite Disintegrators
4. **Stârflyt's Strykrs**
   Hernkyn Yaegirs
5. **Nârunn's Breakers**
   Einhyr Hearthguard
6. **Hyvôr's Delvers**
   Cthonian Beserks
7. ***Endurant***
   Sagitaur
8. ***Flamewrought***
   Sagitaur
9. ***Huntmaster***
   Sagitaur
10. **Okyp's Sky-trikes**
    Hernkyn Pioneers
11. **Kôttak's Acquisitors**
    Hearthkyn Warriors

There are many ways to collect a Leagues of Votann army, whether you use the colour scheme and background of an existing league or kindred or invent your own. These pages showcase an example to inspire your collecting journey.

You may recognise elements of Calum's force from the pages of White Dwarf magazine. His oathband, which hails from his invented league of the Nurma-Persec Syndicate, has continued to grow since its beginnings as a Combat Patrol, and he has plans for more additions in the future. Calum's highly distinctive colour scheme of rich magenta armour strikingly contrasts with the paler and natural-looking moonscape on their bases.

Calum applied his colour scheme's lighter colours with an airbrush from one angle and darker hues from the opposite side, a technique sometimes called zenithal highlighting. He found using Contrast paints ideal for this, and his models are painted almost entirely with colours from that range. Calum matched the direction of this light and shade when painting his bases. The incredible cratered surface on his bases was made by pressing the blunt end of a paintbrush into modelling putty. Calum's hobby focus with his oathband has primarily been collecting and painting. With the exception of his Sagitaurs, he has painted one example of each unit so far, bringing a fresh challenge to his hobby with each addition. It has also resulted in an adaptive force, which he took to war on their own and in a recent doubles tournament, during which he and his Kin struck a wary alliance with a Necron dynasty. In his games, Calum has enjoyed the combination of the infantry's resilience – viewing his Hearthguard led by Kâhl Odda Gunndasson as the deep-striking anvil – coupled with the speed of the bikes and transports. He hopes to add more mechanised might to the oathband in the form of a Kapricus and Hekaton Land Fortress.

The eye-catching Sagitaurs are tied into his force in several ways beyond their magenta armour. He has painted the canopies with a golden sheen similar to the visors of real-world lunar astronauts, matching the theme of the moonscape bases on the rest of his oathband. Painting the canopies rather than leaving them transparent also allowed him to save some time by not painting the interior and crew. Calum has also used transfers on the Sagitaurs that match those used as squad markings on the infantry they usually transport.

When it comes to logos and other markings, Calum uses a variety taken from the Leagues of Votann transfer sheet. For the logo of his Nurma-Persec Syndicate, he selected the Trans-Hyperian Alliance transfer. Not imagining any connection between the two, he chose it because it was all white and stood out boldly against the rich magenta armour. To distinguish his unit leaders and Kâhl, he painted a band of white on their shoulder pads and used the black version of the league transfer. He also added variants of the Greater Thurian League logo and knotwêrk designs – all from the same transfer sheet – to stand as varied honour markings or hazard signs for greater detail.

Combat Patrol

In this section you will find all the essentials for using Bane-slayer's Bulwark in games of Combat Patrol, from a tactical commentary and a guide to painting your miniatures to bespoke faction rules and datasheets.

BANE-SLAYER'S BULWARK

VYNN BANE-SLAYER (1 MODEL)

- **This model is equipped with:** Autoch-pattern combi-bolter; mass hammer; weavefield crest.

The Einhyr Champion is a durable unit that is explosive in combat, especially against models with higher Wounds characteristics and fewer models. When facing an opponent with fast-moving, elite melee units of their own, the Indomitable Exemplar Enhancement provides even more durability to this model, forcing difficult choices for your opponent. If, however, you are playing against an army that has more units than you, the Torvâhl Mass Drivers Enhancement provides you with a tool to quickly eliminate opposing threats and rapidly reduce the number of units your opponent has on the board.

HEARTHKYN WARRIORS (10 MODELS)

- **The Theyn model is equipped with:** Autoch-pattern bolt pistol; Theyn's pistol; Theyn's melee weapon.
- **1 Hearthkyn Warrior model is equipped with:** Autoch-pattern bolt pistol; HYLas auto rifle; close combat weapon.
- **1 Hearthkyn Warrior model is equipped with:** Autoch-pattern bolt pistol; magna-rail rifle; close combat weapon.
- **1 Hearthkyn Warrior model is equipped with:** Autoch-pattern bolt pistol; plasma knife.
- **6 Hearthkyn Warrior models are equipped with:** Autoch-pattern bolt pistol; ion blaster; close combat weapon.

The Hearthkyn Warriors' Patrol Squads ability can be an important tool to give you more units on the battlefield. This will let you keep their heavier weapons at the back of the board, safe from melee and short-range weaponry, while the other models move up more and hold objective markers. This does come with the caveat that your Stratagems will be less effective, as each one now only affects half as many models, so this decision should be carefully considered and balanced against which Combat Patrol you are facing.

EINHYR HEARTHGUARD (5 MODELS)

- **The Hesyr model is equipped with:** volkanite disintegrator; exoarmour grenade launcher; graviton hammer.
- **Every Hearthguard model is equipped with:** volkanite disintegrator; exoarmour grenade launcher; plasma blade gauntlet.

The Einhyr Hearthguard are capable in all situations, providing you with a tough unit that has both ranged and melee capability. The strength of its volkanite disintegrators make it a good candidate for the Point-blank Fusillade Stratagem and well-timed use of this can often free the unit up from a combat it is stuck in, letting it charge in the subsequent Charge phase, possibly on to a key objective marker.

BRÔKHYR THUNDERKYN (3 MODELS)

- **Every model is equipped with:** SP conversion beamer; close combat weapon.

The Brôkhyr Thunderkyn are your primary means of dealing with enemy **MONSTERS** or **VEHICLES**, but be careful to prevent opposing units getting too close, as the power of their Conversion ability relies on distance from your foes. As such, watch out for enemy units that can Deep Strike or are fast enough to flank and charge them.

PAINTING YOUR COMBAT PATROL

On these pages, you will find a painting guide to help you to bring your Leagues of Votann Combat Patrol to life. By following the steps set out here you will be able to paint your models in the colours of the Greater Thurian League to a Battle Ready standard, and also learn useful techniques that you can apply to your collection as it grows.

You Will Need

To make the most of this painting guide, we recommend you use a Citadel brush and the Citadel Colour paints shown here. We also recommend using multiple thin coats where needed to achieve good coverage.

- SONS OF HORUS GREEN
- DEEPKIN FLESH
- COELIA GREENSHADE
- RETRIBUTOR ARMOUR
- LEADBELCHER
- MECHANICUS STANDARD GREY
- ABADDON BLACK
- CASANDORA YELLOW
- NULN OIL
- MOURNFANG BROWN
- ASTROGRANITE
- REIKLAND FLESHSHADE

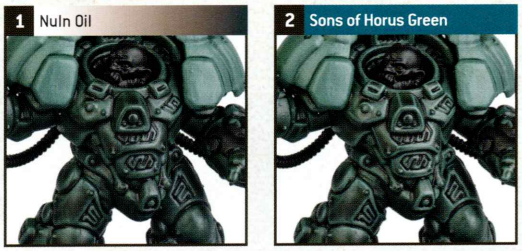
Top Tip

Before you follow any other steps, we suggest priming your models with an even coat of Chaos Black Spray paint. You can use multiple thin coats of Abaddon Black Base paint instead.

Exoarmour, Exoframes and Void Suits

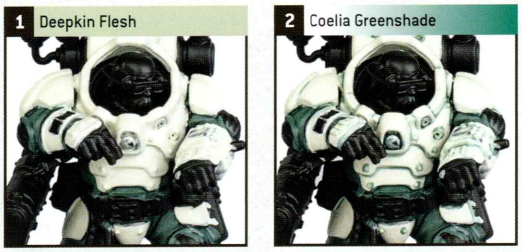
1 If you sprayed your models with Chaos Black, apply an even coat of Abaddon Black Base paint to the armour. You don't need to do this if you prepared your models with Abaddon Black Base paint. **2** Basecoat the exoarmour, exoframe armour panels and the cloth-like void suits under the armour of the Hearthkyn Warriors and Brôkhyr Thunderkyn with Sons of Horus Green. **3** Recess shade the void suits and exoarmour pauldrons with Nuln Oil.

Exoframe Panels and Exoarmour Torso and Limbs



1 To achieve a darker green, on the bodies and limbs of the exoarmoured models, as well as the armoured panels of the exoframes, apply two coats of Nuln Oil. Ensure the first coat has fully dried before applying the second. **2** Highlight the edges of these areas with thinned Sons of Horus Green.

Void Armour

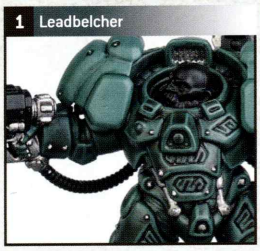


1 Basecoat the void armour of the Hearthkyn Warriors and Brôkhyr Thunderkyn with multiple thinned coats of Deepkin Flesh. **2** Carefully shade the recesses with Coelia Greenshade. You can tidy up any overspill on flat areas of the armour using Deepkin Flesh.

Leather Pouches, Straps and Belts

1 Basecoat all the leather with Mournfang Brown. You can tidy up any mistakes using the relevant colours. **2** Carefully recess shade all the leather with Nuln Oil.

Metallic Details

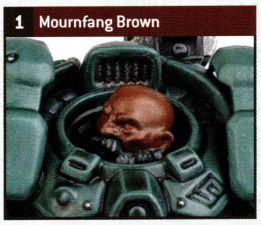


1 Basecoat all metallic areas with Leadbelcher. If you feel confident, pick out the rivets on any armoured panels using a smaller brush. Steady your hands while doing this by resting your elbows on a table. **2** Shade these areas with Nuln Oil.

Mechanism Casings and Darker Hair

1 Basecoat the casings of weapons and mechanisms and any darker hair with Abaddon Black. **2** Using the edge of a smaller brush and thinned Mechanicus Standard Grey, highlight the edges. You can tidy up any mistakes with Abaddon Black.

Darker Skin and Brown Hair



1 For darker skin and brown hair, apply a basecoat of Mournfang Brown. **2** Shade the skin and brown hair with Reikland Fleshshade, making sure it flows into the recesses and doesn't pool too heavily on raised areas.

Lighter Skin

1 For lighter skin, apply a basecoat of Deepkin Flesh. Use multiple thin layers for a smooth, even finish. **2** Shade the skin and any brown hair with Reikland Fleshshade, making sure it flows into the recesses and doesn't pool too heavily on raised areas.

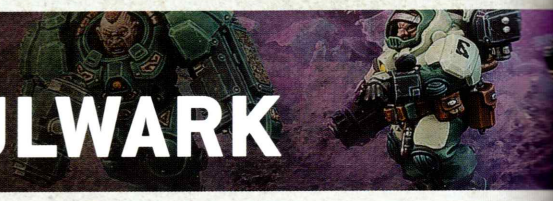
Knotwêrk and Energy Glow

1 Carefully paint any knotwêrk with Retributor Armour, and paint any lights, lenses and plasma blades with Deepkin Flesh. **2** Shade the ornamentation with Reikland Fleshshade, and the lights, lenses and plasma blades with Casandora Yellow.

Basing

1 Apply a neat layer of Astrogranite, being careful near the edges, and paint any rocks with Mechanicus Standard Grey. **2** Apply a wash of Nuln Oil to the Astrogranite and Mechanicus Standard Grey. **3** Drybrush the base gently with Deepkin Flesh then apply multiple thin coats of Abaddon Black to the base edge to finish.

COMBAT PATROL
BANE-SLAYER'S BULWARK



ABILITIES

The datasheets required to use Bane-slayer's Bulwark can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Prioritised Efficiency – which is described below.

PRIORITISED EFFICIENCY

As the Kin truth describes, Luck has. Need keeps. Toil earns. The kinhost's ability to efficiently switch its strategic footing embodies this wisdom. It results from swift assessments of a foe's possessions, how best to seize them for the kindred's need and then to stubbornly toil to hold them against counterattacks.

If your Army Faction is **LEAGUES OF VOTANN**, **LEAGUES OF VOTANN** units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those **LEAGUES OF VOTANN** units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

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.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

- You control one or more objective markers not within your deployment zone.
- You control two or more objective markers not within your deployment zone.
- You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability **LEAGUES OF VOTANN** units from your army have.

ENHANCEMENTS

Your **EINHYR CHAMPION** model is your **WARLORD** and has the Indomitable Exemplar Enhancement. You can replace this with Torvâhl Mass Drivers.

DEFAULT ENHANCEMENT

INDOMITABLE EXEMPLAR

This war leader is a living embodiment of the ceaseless drive to strike down their kindred's foes. Through their deeds, they exhort their warriors not to waste even their last breaths on anything but vengeful retribution.

Each time a model in the bearer's unit is destroyed, if that model has not fought this phase, roll one D6: on a 2+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.

OR

OPTIONAL ENHANCEMENT

TORVÂHL MASS DRIVERS

This pair of master-wrought accelerators grant such sudden bursts of speed and power to the wearer's exoarmour that it turns the hero into a piston-driven ram, capable of brutally slamming into the foe whether they stand or turn to flee.

- Each time the bearer ends a Charge move, select one enemy unit within Engagement Range of it, then roll one D6: on a 2-4, that enemy unit suffers 1 mortal wound; on a 5-6, that enemy unit suffers 2 mortal wounds.
- Each time an enemy unit (excluding **MONSTERS** and **VEHICLES**) within Engagement Range of the bearer Falls Back, all models in that enemy unit must take a Desperate Escape test. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those tests.

SECONDARY OBJECTIVES

You will use the Prospects of Wealth secondary objective. You can replace this with Grudge Match.

DEFAULT SECONDARY OBJECTIVE

PROSPECTS OF WEALTH

The kindreds of the Leagues of Votann are always on the hunt for new sources of material wealth to strengthen their society.

From the second battle round onwards, at the end of your Command phase:

- If your units have the Hostile Acquisition ability, you score 1VP for each objective marker you control that is not within your deployment zone.
- If your units have the Fortify Takeover ability, you score 2VP for each objective marker you control that is not within your deployment zone.

You cannot score more than 12VP from this secondary objective.

OR

OPTIONAL SECONDARY OBJECTIVE

GRUDGE MATCH

On occasion, the Kin develop such a grudge that the elimination of certain enemies becomes all-consuming, whether it is efficient to pursue such vendettas or not.

At the start of the first battle round, your opponent must select one unit from their army. The first time that enemy unit is destroyed:

- If your units have the Hostile Acquisition ability, you score 10VP.
- If your units have the Fortify Takeover ability, you score you score 6VP.

STRATAGEMS

You can use the following Stratagems:

POINT-BLANK FUSILLADE

1CP

BANE-SLAYER'S BULWARK – BATTLE TACTIC STRATAGEM

So resolute and steadfast are the Kin that their warriors can keep aiming and firing even amid close-quarters battle.

WHEN: Your Shooting phase.

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

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

ANCESTRAL ENDURANCE

1CP

BANE-SLAYER'S BULWARK – BATTLE TACTIC STRATAGEM

Under dread barrages from the foe, the renowned endurance of Hearthkyn Warriors comes to the fore. They draw upon reserves of stamina and weather the worst in the hopes of living up to the expectations of the ancestors they know are watching.

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

TARGET: One **HEARTHKYN WARRIORS** 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, each time a ranged attack targets your unit, models in your unit have the Benefit of Cover against that attack and if the Strength characteristic of that attack is greater than your unit's Toughness characteristic, subtract 1 from the Wound roll.

CONTEMPTUOUS REBUFF

1CP

BANE-SLAYER'S BULWARK – STRATEGIC PLOY STRATAGEM

Spitting scorn at their oncoming foes, the Kin fearlessly launch an aggressive counterattack. This unexpected surge, fuelled by the angry disdain of the Kin, has unnerved many a foe who expected to overwhelm them easily.

WHEN: Your opponent's Charge phase, just after an enemy unit ends a Charge move.

TARGET: One **LEAGUES OF VOTANN** unit from your army within Engagement Range of that enemy unit.

EFFECT: That enemy unit must take a Battle-shock test, subtracting 1 from the result.

VYNN BANE-SLAYER

Combat Patrol Datasheet

M	T	SV	W	LD	OC
5"	5	2+	5	7+	1

Vynn Bane-slayer is renowned amongst his kindred as an executioner of the direst threats and a ruthless guardian of his people's future. Shielded by his suit of exoarmour, there is little that can slow his charge. When he hits home, the thunderous blows from his mass hammer strike hard enough to smash clean through armoured fortress gates.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autoch-pattern combi-bolter	24"	4	2+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Mass hammer	Melee	3	3+	12	-3	D6+1

LEADER

This model can be attached to the following unit: **Einhyr Hearthguard**

ABILITIES

CORE: **Leader**

FACTION: **Prioritised Efficiency**

WARGEAR ABILITIES

Weavefield Crest: The bearer has a 4+ invulnerable save.

KEYWORDS: **Infantry, Character, Exoarmour, Einhyr Champion, Vynn Bane-Slayer**

FACTION KEYWORDS: **Leagues of Votann**

HEARTHKYN WARRIORS

Combat Patrol Datasheet

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

Well-armoured, well-trained and equipped with powerful weaponry, Hearthkyn Warriors form the backbone of most oathbands. Led by their Theyns, they lay down hails of firepower, shrugging off the enemy's return volleys before storming in to shatter their wavering foes for good.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autoch-pattern bolt pistol [PISTOL]	12"	1	4+	4	0	1
HYLas auto rifle [ASSAULT, RAPID FIRE 3]	24"	3	4+	6	-1	1
HYLas rotary cannon [HEAVY, SUSTAINED HITS 1]	24"	6	5+	6	-1	1
Ion blaster	18"	1	4+	5	-2	1
Magna-rail rifle [DEVASTATING WOUNDS, HEAVY]	18"	1	5+	12	-3	D3+3
Theyn's pistol [PISTOL]	12"	1	4+	8	-2	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	4	0	1
Plasma knife	Melee	2	4+	4	-2	1
Theyn's melee weapon	Melee	2	4+	5	-2	2

PATROL SQUADS

Before the battle, at the start of the Declare Battle Formations step, this unit can be split into two units, each containing five models.

ABILITIES

CORE: **Feel No Pain 6+**

FACTION: **Prioritised Efficiency**

Panspectral Scanning: Each time a model in this unit makes a ranged attack, re-roll a Hit roll of 1.

KEYWORDS: **Infantry, Hearthkyn Warriors**

FACTION KEYWORDS: **Leagues of Votann**

EINHYR HEARTHGUARD

Combat Patrol Datasheet

M	T	SV	W	LD	OC
5"	5	2+	2	7+	1

Clad in formidable exoarmour and equipped with a fearsome array of weaponry, Einhyr Hearthguard are a force to be reckoned with. Whether forming bodyguards around their oathband's heroes or striking deep into the heart of enemy territory, they are unstoppable on the attack and immovable in defence.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Exoarmour grenade launcher [BLAST]	24"	D3	3+	3	0	1
Volkanite disintegrator [DEVASTATING WOUNDS]	24"	3	3+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Graviton hammer [ANTI-MONSTER 3+, ANTI-VEHICLE 3+]	Melee	3	4+	9	-1	3
Plasma blade gauntlet	Melee	3	3+	6	-2	1

ABILITIES

FACTION: **Prioritised Efficiency**

Decisive Destruction: Each time a model in this unit makes a ranged attack that targets the closest eligible target, re-roll a Hit roll of 1.

KEYWORDS: **Infantry, Exoarmour, Einhyr Hearthguard**

FACTION KEYWORDS: **Leagues of Votann**

BRÔKHYR THUNDERKYN

Combat Patrol Datasheet

M	T	SV	W	LD	OC
5"	6	3+	2	7+	1

When a Brôkhyr hooks into a powerful exoframe, they become Thunderkyn. Adapted from voidrigs used to maintain Kin spacecraft, these armoured exoskeletons exchange repair tools for massive heavy weapons, which the Brôkhyr use to lay down withering covering fire for the oathbands and to pick off enemy armour.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
SP conversion beamer [CONVERSION, LETHAL HITS]	24"	2	4+	7	-2	3

Conversion: Each time an attack made with this weapon targets an enemy unit that is not within 12", an unmodified Hit roll of 4+ scores a Critical Hit.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	4	0	1

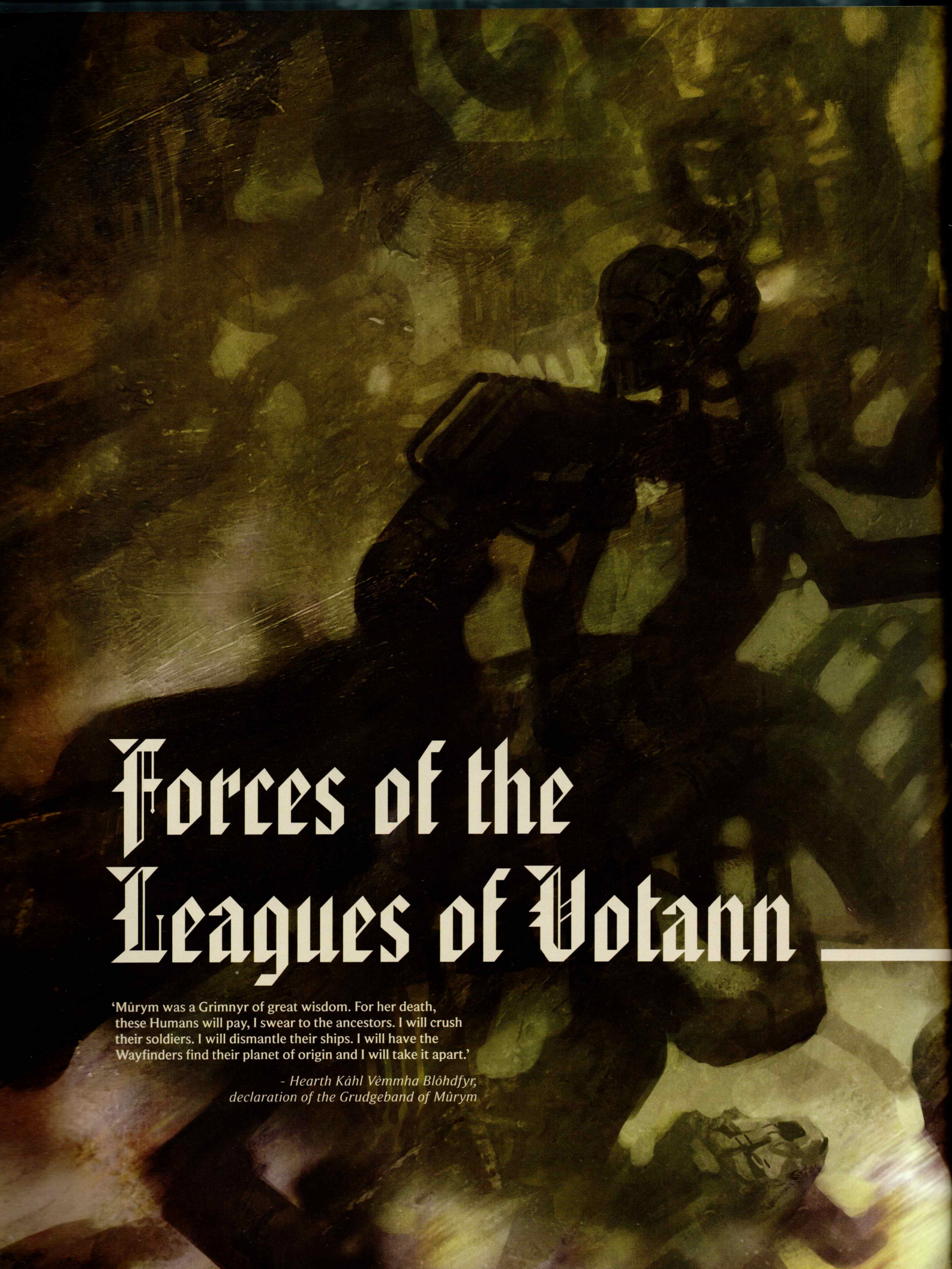
ABILITIES

FACTION: **Prioritised Efficiency**

Breaching Fire: In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the start of your next Shooting phase, that enemy unit cannot have the Benefit of Cover.

KEYWORDS: **Infantry, Exoframe, Brôkhyr, Thunderkyn**

FACTION KEYWORDS: **Leagues of Votann**



Forces of the Leagues of Votann

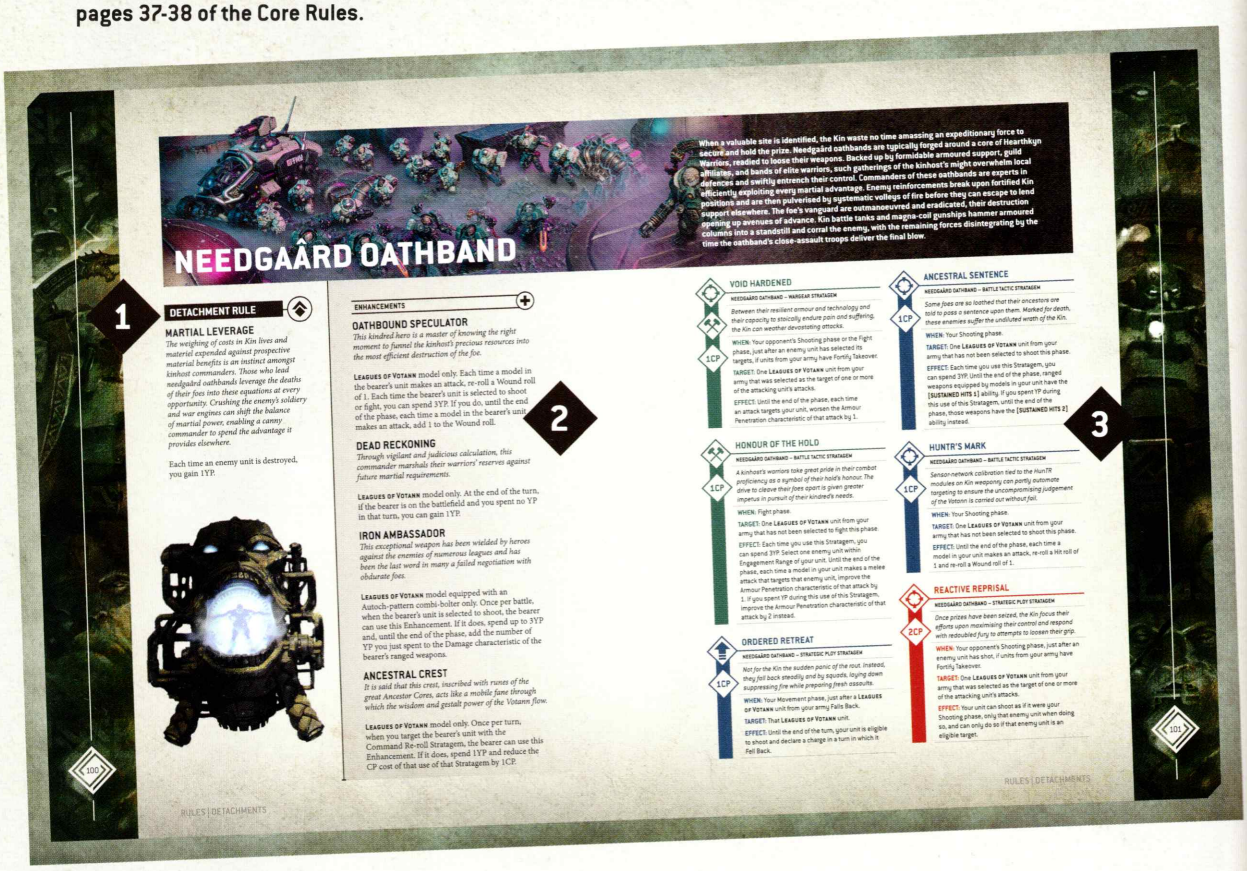
'Mûrym was a Grimnyr of great wisdom. For her death, these Humans will pay, I swear to the ancestors. I will crush their soldiers. I will dismantle their ships. I will have the Wayfinders find their planet of origin and I will take it apart.'

- Hearth Kâhl Vêmmha Blôhdfyr, declaration of the Grudgeband of Mûrym

INTRODUCTION

Welcome to the rules section of *Codex: Leagues of Votann*. Whether forging your own tales of glory and infamy with narrative play or pitting yourself against your opponents in nail-biting matched play contests, the following pages present all the rules you will need to bring your Leagues of Votann collection to life on the tabletop.

These include Detachment rules that Leagues of Votann armies can use, along with the Leagues of Votann army rule – Prioritised Efficiency – which is common to many of your units. This section also includes datasheets for Leagues of Votann units; you can find out more about how to use datasheets on pages 37-38 of the Core Rules.



On the following pages you will find several **LEAGUES OF VOTANN** Detachments you can select from, as described in the Core Rules (see the Select Detachment Rules step, page 56). If you are playing a Crusade battle, see the equivalent step in the Mustering a Crusade Army section of the main Crusade rules. Each Detachment is a themed fighting force that focuses on one particular combat style employed by the Leagues of Votann – the rules they include are as follows:

1 DETACHMENT RULE

The Detachment rule listed here will apply to either your whole army or to particular units within it. If any additional restrictions or benefits apply to a Detachment, they will be listed here. This can include additional keywords some of your units may gain.

2 ENHANCEMENTS

When mustering your army, your chosen Detachment enables you to upgrade **CHARACTERS** using the Enhancements listed here, as described in the Core Rules (see the Select Units step, page 56).

If you are playing a Crusade battle, you can instead use the Renowned Heroes Requisition to give your **CHARACTERS** Enhancements, as described in the main Crusade rules.

3 STRATAGEMS

Your chosen Detachment gives you access to the Stratagems listed here in addition to the Core Stratagems listed in the Core Rules. During the battle, you can spend Command points (CP) to use these Stratagems. You can find out more about how to use Stratagems on pages 41-42 of the Core Rules.

ARMY RULES

PRIORITISED EFFICIENCY

As the Kin truth describes, Luck has. Need keeps. Toil earns. The kinhost's ability to efficiently switch its strategic footing embodies this wisdom. It results from swift assessments of a foe's possessions, how best to seize them for the kindred's need and then to stubbornly toil to hold them against counterattacks.

If your Army Faction is **LEAGUES OF VOTANN**, **LEAGUES OF VOTANN** units from your army have one of two abilities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which ability those **LEAGUES OF VOTANN** units have will change depending on how many Yield points (YP) you currently have:

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.
- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.
- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a **VEHICLE**, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for each of the following conditions you satisfy:

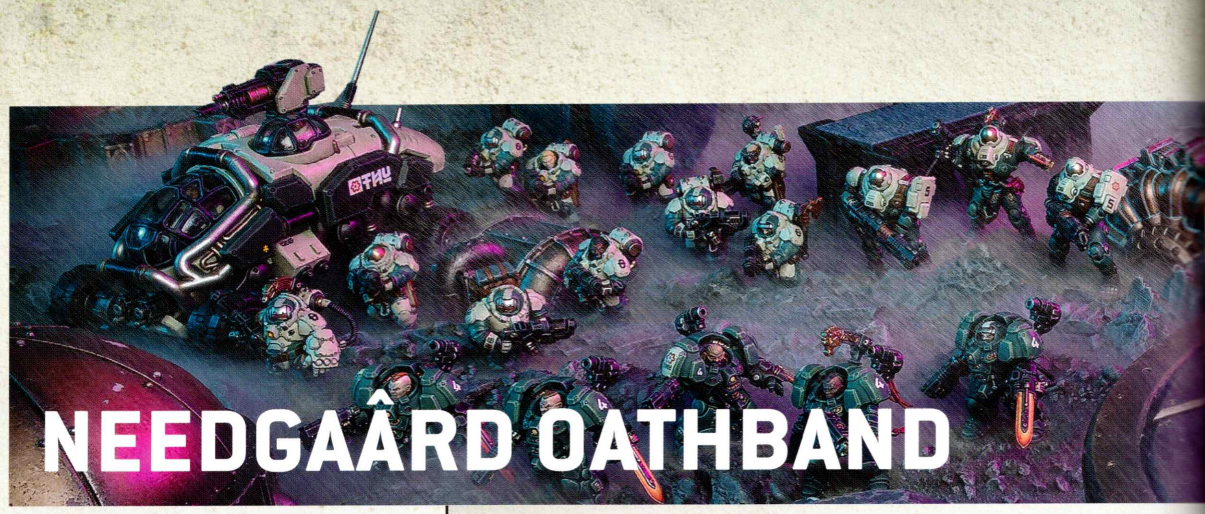
- You control one or more objective markers not within your deployment zone.
- You control two or more objective markers not within your deployment zone.
- You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability **LEAGUES OF VOTANN** units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use that rule.

Designer's Note: *This means you can use rules that let you gain or spend YP to influence which ability your units have – Hostile Acquisition or Fortify Takeover – depending on which will be most beneficial to you. Remember that your army only changes ability at the end of your Command phase, so you will sometimes need to plan ahead if you want your army to stay in or change ability.*

> **Example:** *In her third turn, Freida's units had the Hostile Acquisition ability, as she had 6YP at the end of her Command phase. In her fourth turn, at the end of her Command phase, she controls one objective marker within her deployment zone, and one objective marker not within her deployment zone, and her opponent controls two objective markers. Freida gains 2YP, so she now has 8YP, and her units now have the Fortify Takeover ability instead.*
>
> *During her turn, Freida uses a Stratagem that allows her to spend YP. She spends 2YP, bringing her total down to 6YP. However, units from her army still have Fortify Takeover – it will only change if, at the end of her next Command phase, she still has fewer than 7YP.*



NEEDGAÂRD OATHBAND

DETACHMENT RULE

MARTIAL LEVERAGE

The weighing of costs in Kin lives and materiel expended against prospective material benefits is an instinct amongst kinhost commanders. Those who lead needgaârd oathbands leverage the deaths of their foes into these equations at every opportunity. Crushing the enemy's soldiery and war engines can shift the balance of martial power, enabling a canny commander to spend the advantage it provides elsewhere.

Each time an enemy unit is destroyed, you gain 1YP.

ENHANCEMENTS

OATHBOUND SPECULATOR

This kindred hero is a master of knowing the right moment to funnel the kinhost's precious resources into the most efficient destruction of the foe.

Leagues of Votann model only. Each time a model in the bearer's unit makes an attack, re-roll a Wound 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, add 1 to the Wound roll.

DEAD RECKONING

Through vigilant and judicious calculation, this commander marshals their warriors' reserves against future martial requirements.

Leagues of Votann model only. At the end of the turn, if the bearer is on the battlefield and you spent no YP in that turn, you can gain 1YP.

IRON AMBASSADOR

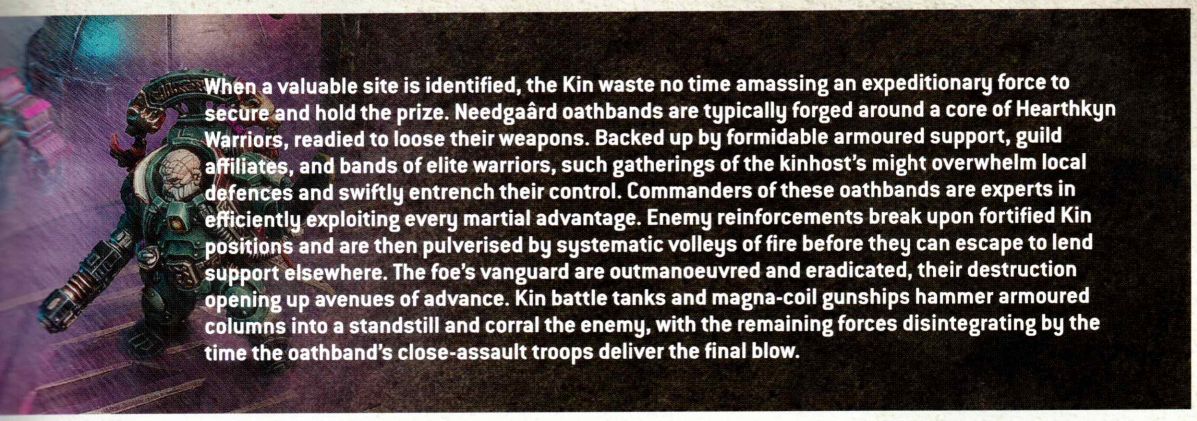
This exceptional weapon has been wielded by heroes against the enemies of numerous leagues and has been the last word in many a failed negotiation with obdurate foes.

Leagues of Votann model equipped with an Autoch-pattern combi-bolter only. Once per battle, when the bearer's unit is selected to shoot, the bearer can use this Enhancement. If it does, spend up to 3YP and, until the end of the phase, add the number of YP you just spent to the Damage characteristic of the bearer's ranged weapons.

ANCESTRAL CREST

It is said that this crest, inscribed with runes of the great Ancestor Cores, acts like a mobile fane through which the wisdom and gestalt power of the Votann flow.

Leagues of Votann model only. Once per turn, when you target the bearer's unit with the Command Re-roll Stratagem, the bearer can use this Enhancement. If it does, spend 1YP and reduce the CP cost of that use of that Stratagem by 1CP.



When a valuable site is identified, the Kin waste no time amassing an expeditionary force to secure and hold the prize. Needgaârd oathbands are typically forged around a core of Hearthkyn Warriors, readied to loose their weapons. Backed up by formidable armoured support, guild affiliates, and bands of elite warriors, such gatherings of the kinhost's might overwhelm local defences and swiftly entrench their control. Commanders of these oathbands are experts in efficiently exploiting every martial advantage. Enemy reinforcements break upon fortified Kin positions and are then pulverised by systematic volleys of fire before they can escape to lend support elsewhere. The foe's vanguard are outmanoeuvred and eradicated, their destruction opening up avenues of advance. Kin battle tanks and magna-coil gunships hammer armoured columns into a standstill and corral the enemy, with the remaining forces disintegrating by the time the oathband's close-assault troops deliver the final blow.

VOID HARDENED

NEEDGAÂRD OATHBAND – WARGEAR STRATAGEM

Between their resilient armour and technology and their capacity to stoically endure pain and suffering, the Kin can weather devastating attacks.

1CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets, if units from your army have Fortify Takeover.

TARGET: One **LEAGUES OF VOTANN** 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, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

HONOUR OF THE HOLD

NEEDGAÂRD OATHBAND – BATTLE TACTIC STRATAGEM

A kinhost's warriors take great pride in their combat proficiency as a symbol of their hold's honour. The drive to cleave their foes apart is given greater impetus in pursuit of their kindred's needs.

1CP

WHEN: Fight phase.

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

EFFECT: Each time you use this Stratagem, you can spend 3YP. Select one enemy unit within Engagement Range of your unit. Until the end of the phase, each time a model in your unit makes a melee attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. If you spent YP during this use of this Stratagem, improve the Armour Penetration characteristic of that attack by 2 instead.

ORDERED RETREAT

NEEDGAÂRD OATHBAND – STRATEGIC PLOY STRATAGEM

Not for the Kin the sudden panic of the rout. Instead, they fall back steadily and by squads, laying down suppressing fire while preparing fresh assaults.

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.

ANCESTRAL SENTENCE

NEEDGAÂRD OATHBAND – BATTLE TACTIC STRATAGEM

Some foes are so loathed that their ancestors are told to pass a sentence upon them. Marked for death, these enemies suffer the undiluted wrath of the Kin.

1CP

WHEN: Your Shooting phase.

TARGET: One **LEAGUES OF VOTANN** 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, ranged weapons equipped by models in your unit have the **[SUSTAINED HITS 1]** ability. If you spent YP during this use of this Stratagem, until the end of the phase, those weapons have the **[SUSTAINED HITS 2]** ability instead.

HUNTR'S MARK

NEEDGAÂRD OATHBAND – BATTLE TACTIC STRATAGEM

Sensor-network calibration tied to the HunTR modules on Kin weaponry can partly automate targeting to ensure the uncompromising judgement of the Votann is carried out without fail.

1CP

WHEN: Your Shooting phase.

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

EFFECT: 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.

REACTIVE REPRISAL

NEEDGAÂRD OATHBAND – STRATEGIC PLOY STRATAGEM

Once prizes have been seized, the Kin focus their efforts upon maximising their control and respond with redoubled fury to attempts to loosen their grip.

2CP

WHEN: Your opponent's Shooting phase, just after an enemy unit has shot, if units from your army have Fortify Takeover.

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

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

PERSECUTION PROSPECT

DETACHMENT RULE

ASSAILED FROM EVERY ANGLE

The Kin of persecution prospects are skilled in escalating their attacks with unrelenting volleys of fire. They pressure the kindred's foes repeatedly from infiltration positions, unleash enfilading fire from the flanks and surge forward to blaze away at point-blank range before manoeuvring swiftly to other attack angles. Besides the death and destruction they cause, the prospect's forces leave foes disarrayed, with little chance to rally any ravaged survivors before other Kin capitalise on their plight.

LEAGUES OF VOTANN units from your army have the following ability:

Guerrilla Adepts: In your Shooting phase, just after this unit is selected to shoot, this unit can use this ability. If it does, select one enemy unit (excluding **MONSTERS** and **VEHICLES**). Until the end of the phase, attacks made by models in this unit can only target that enemy unit (and only if it is an eligible target) and, after resolving those attacks, if one or more of those attacks hit that enemy unit, until the start of your next Shooting phase, that enemy unit is assailed (this simply labels that unit for the purposes of this ability and some Enhancements and Stratagems). If that unit is already assailed, until the start of your next Shooting phase, it is also pinned. While a unit is pinned, subtract 2" from its Move characteristic and subtract 2 from Charge rolls made for it.

ENHANCEMENTS

EYE FOR WEAKNESS

Any hint of vulnerability draws the gaze of this punitive assessor like a rich vein of ore.

LEAGUES OF VOTANN model only. Each time a model in the bearer's unit makes an attack that targets an assailed unit, add 1 to the Wound roll.

WRIT OF ACQUISITION

This mnestic mesh of circuitry records and analyses the enemy's response under fire as witnessed by the bearer, harvesting valuable intelligence on their capabilities.

LEAGUES OF VOTANN model only. In your Shooting phase, after the bearer's unit has shot, you gain 1YP for each assailed enemy unit hit by one or more of those attacks (to a maximum of 3YP).

SURGICAL SABOTEUR

Experience has taught this survivor the weak points of the most significant threats, enabling them to pinpoint joints and locomotive mechanisms to slow down such brutes.

LEAGUES OF VOTANN model only. In your Shooting phase, after the bearer's unit has shot, select one **MONSTER** or **VEHICLE** unit hit by one or more of those attacks; until the start of your next Shooting phase, that unit is pinned.

NOMAD STRATEGIST

The mobile strategies of this far-ranging commander allow them to swiftly reposition their most versatile forces and exploit weaknesses in the enemy's battle lines.

LEAGUES OF VOTANN model only. Once per battle, at the end of your opponent's Fight phase, if the bearer is on the battlefield, it can use this Enhancement. If it does, you can spend up to 4YP. Select one **HERNKYN** unit from your army, and, for every 2YP you just spent, select up to one additional **HERNKYN** unit from your army. You can remove those units from the battlefield and place them into Strategic Reserves. You cannot select a unit that is within Engagement Range of one or more enemy units (excluding assailed units).

Even sedentary kindreds have a long reach, for their Hernkyn are mobile and pernicious. Persecution prospects are far-ranging military forces built around a core of Hernkyn and capable of seizing their kindred's industrial interests, no matter what claims the foe believes they have. These forces engage in destabilisation strikes, sabotage and resource denial. They specialise in bleeding a foe of impetus through repeated attacks from multiple angles with coordination born of efficient tactics and close-knit familial bonds. Bands of callous Yaegirs operate in advance of the prospect's attack, spreading discord and fear through strongpoint attacks and assassinations while passing targeting data to supporting Kin. Squadrons of Pioneers make flanking attacks, weakening enemy positions to leave them vulnerable to assaults by Hearthkyn and Einhyr. For every step the foe takes, they are assailed from every angle until any survivors are driven off in disarray, enabling the Kin to seize their rightful prize.

ADAPTABLE AVARICE

PERSECUTION PROSPECT – STRATEGIC PLOY STRATAGEM

1CP

When opportunity catches the eye of a prospect's commander, they will readily resume a rapid and aggressive footing.

WHEN: Start of any phase, if units from your army have Fortify Takeover.

TARGET: One **LEAGUES OF VOTANN CHARACTER** unit from your army.

EFFECT: Each time you use this Stratagem, you can spend any number of YP. Once you have done so, if you have 6 or fewer YP, until the start of your next turn, units from your army have Hostile Acquisition instead.

FRONTIER MOMENTUM

PERSECUTION PROSPECT – BATTLE TACTIC STRATAGEM

1CP

Beyond the frontiers of kindred territory, survival depends upon swiftness of thought and action.

WHEN: Your Movement phase.

TARGET: One **HERNKYN** unit from your army that has not been selected to move this phase.

EFFECT: Until the end of the phase, if your unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in your unit.

EXPOSED FLAWS

PERSECUTION PROSPECT – BATTLE TACTIC STRATAGEM

1CP

Attuned to discerning imperfections in possible resources, Hernkyn soon spot weaknesses in their foes and are just as swift to profit from them.

WHEN: Your Shooting phase.

TARGET: One **HERNKYN** unit from your army that has not been selected to shoot this phase.

EFFECT: Each time you use this Stratagem, you can spend 2YP. Until the end of the phase, each time a model in your unit makes an attack, if you spent YP during this use of this Stratagem and/or if that attack targets an assailed unit, you can re-roll the Wound roll.

RANGER TACTICS

PERSECUTION PROSPECT – BATTLE TACTIC STRATAGEM

1CP

Foes thrown into disarray by the Hernkyn offer a vulnerability that is swiftly exploited.

WHEN: Your Shooting phase.

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

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, if that attack targets an assailed unit and/or if your unit has the **HERNKYN** keyword, you can re-roll the Hit roll.

CLAIMSTAKER REFLEX

PERSECUTION PROSPECT – STRATEGIC PLOY STRATAGEM

1CP

The instinct to seize the most advantageous and dominating positions is ingrained in the Kin.

WHEN: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

TARGET: One **LEAGUES OF VOTANN** unit from your army (excluding **ARTILLERY** and **VEHICLE** units) that is within 9" of that enemy unit.

EFFECT: Each time you use this Stratagem, you can spend 2YP. Your unit can make a Normal move of up to D6". If you spent YP during this use of this Stratagem, your unit can make a Normal move of up to 6" instead.

RESTRICTIONS: A unit cannot embark within a **TRANSPORT** as part of this move.

DISPERSED FORMATION

PERSECUTION PROSPECT – STRATEGIC PLOY STRATAGEM

1CP

A prospect's warriors will efficiently scatter to minimise the threat of concerted enemy fire.

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

TARGET: One **LEAGUES OF VOTANN INFANTRY** or **LEAGUES OF VOTANN MOUNTED** 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, your unit has the Stealth ability and each time a ranged attack targets your unit, models in your unit have the Benefit of Cover against that attack.

DÊLVE ASSAULT SHIFT

DETACHMENT RULE

FURY FROM THE DÊLVE

Efficiency and practicality are ingrained in all Kin. Thus, the most meagre of Cthonian dêlves are well-equipped networks of passages, accessways and teleport nodes that enable a guild's bionically altered elites to appear where the foe least expects them. They emerge saturated with cyberstimulants and full of fury, ready to smash asunder those who dare trespass amongst their guild's operations.

CTHONIAN BESERKS units from your army have the Deep Strike ability.

KEYWORDS

CTHONIAN BESERKS units from your army gain the **BATTLELINE** keyword.

ENHANCEMENTS

DÊLVWERKE NAVIGATOR

With a mastery of the dêlve's workings, guild reserves can be expertly directed to where they are needed most.

LEAGUES OF VOTANN model only. In the Reinforcements step of your Movement phase, the bearer can use this Enhancement. If it does, select one friendly **CTHONIAN BESERKS** unit visible to the bearer and then spend any number of YP. Return one destroyed model to that unit and then, for every 2YP you just spent, return up to one additional destroyed model to that unit.

MULTIWAVE SYSTEM JAMMER

This master-wrought comms array fouls enemy sensors, blinding the foe to the bearer's closing Cthonian allies.

LEAGUES OF VOTANN model only. Once per battle, in your Movement phase, if the bearer is on the battlefield, it can use this Enhancement. If it does, select one friendly **CTHONIAN** unit that is in Reserves. Until the end of the phase, for the purposes of setting up that unit on the battlefield, treat the current battle round number as being one higher than it actually is.

QUAKE SUPERVISOR

This structural analyst specialises in plotting attacks that exploit underlying weaknesses to deadly effect.

LEAGUES OF VOTANN model only. While the bearer is within 3" of one or more friendly **LEAGUES OF VOTANN ARTILLERY** units, the bearer has the Lone Operative ability, and each time one of those **ARTILLERY** units makes a ranged attack that targets an enemy unit visible to the bearer, add 1 to the Hit roll.

PILEDRIVER

Kin possessed of a ruthlessly direct attitude allow no impediments – no matter how large – to bar their path.

LEAGUES OF VOTANN model only. Each time the bearer's unit is selected to fight, the bearer can use this Enhancement. If it does, spend up to 2YP and, until the end of the phase, add the number of YP you just spent to the Damage characteristic of the bearer's melee weapons.

Many are the species who, to their cost, have failed to consider the full battlesphere capabilities of the Kin. The Cthonian guilds, in particular, have long mastered exploiting what they term the dêlve. In some situations, this is a network of subterranean passages, cunningly wrought with hidden surface access ways to permit rapid combat relocation of their ferocious cyberaltered Beserks. In others, particularly during Cthonian assaults upon giant void freighters or mountainous hives, the guilds employ Colossus-class macrobore engines to deliver troops from every angle or specialist teleport assaults that simultaneously undermine a foe's positions and deliver infantry into their midst. The assault shift's mole mortars unleash tunnelling salvoes of esoteric ammunition to fracture defensive emplacements such that armoured support and augmented Beserks can smash their way through. Multilayered weavewërke fields, meanwhile, buttress the Kin's assault routes that delve unerringly into the foe's heart.

CYBERSTIMM INFUSION

1CP

DÊLVE ASSAULT SHIFT – BATTLE TACTIC STRATAGEM

The subdermal shunts of Cthonian Beserks can flood their bodies with stimulant chemicals. So empowered, they can smash through the toughest of enemies as easily as an obdurate ore seam.

WHEN: Fight phase.

TARGET: One **CTHONIAN BESERKS** unit from your army that has not been selected to fight this phase.

EFFECT: Each time you use this Stratagem, you can spend 2YP. Until the end of the phase, each time a model in your unit makes an attack, re-roll a Wound roll of 1. If you spent YP during this use of this Stratagem, you can re-roll the Wound roll instead.

UNSTOPPABLE FORCE

1CP

DÊLVE ASSAULT SHIFT – STRATEGIC PLOY STRATAGEM

With their enemies within reach, the Kin's fury and momentum become an elemental force that will not be stayed.

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 your unit Piles In or Consolidates, each model in that unit can move up to 6" instead of up to 3".

AUGMENTED ASSAULT

1CP

DÊLVE ASSAULT SHIFT – STRATEGIC PLOY STRATAGEM

The profusion of bionic augmentations that Beserks possess can grant them a burst of incredible speed, one that can drive them – a guttural war song on their lips – into their reeling foes like a meteor.

WHEN: Your Movement phase.

TARGET: One **CTHONIAN BESERKS** unit from your army that has not been selected to move this phase.

EFFECT: Each time you use this Stratagem, you can spend up to 2YP. Until the end of the turn, add X" to the Move characteristic of models in your unit, where X is the number of YP you spent during this use of this Stratagem, and your unit is eligible to declare a charge in a turn in which it Advanced.

TECTONIC FRACTURE

1CP

DÊLVE ASSAULT SHIFT – STRATEGIC PLOY STRATAGEM

Skilled Cthonian gunners can initiate localised quakes and pressure waves of such intensity that foes struggle to retain their impetus.

WHEN: Your Shooting phase, just after a **CTHONIAN EARTHSHAKERS** unit from your army has shot.

TARGET: That **CTHONIAN EARTHSHAKERS** unit.

EFFECT: Each time you use this Stratagem, you can spend 2YP. Select one enemy unit hit by one or more of your unit's attacks this phase. Until the start of your next Shooting phase, subtract 2 from that unit's Move characteristic and, if you spent YP during this use of this Stratagem, subtract 2 from Charge rolls made for that unit.

WEAVEWËRKE BUTTRESS

1CP

DÊLVE ASSAULT SHIFT – STRATEGIC PLOY STRATAGEM

Every dêlve is threaded with force fields to shield against catastrophe, a protection that can be tapped in battle to support advances into hostile territory.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets, if units from your army have Hostile Acquisition.

TARGET: One **LEAGUES OF VOTANN INFANTRY** 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, each time an attack targets your unit, subtract 1 from the Wound roll.

HIDDEN ACCESSWAYS

1CP

DÊLVE ASSAULT SHIFT – STRATEGIC PLOY STRATAGEM

A guild's elite can swiftly reenter the dêlve's labyrinth, slipping into an artfully hidden tunnel or activating site-to-site teleports, ready to attack elsewhere at a moment's notice.

WHEN: End of your opponent's Fight phase.

TARGET: One **CTHONIAN BESERKS**, **HEARTHKYN WARRIORS** or **HERNKYN YAEGIRS** unit from your army that is not within Engagement Range of one or more enemy units.

EFFECT: Remove your unit from the battlefield and place it into Strategic Reserves.

BRANDFAST OATHBAND

DETACHMENT RULE

MOBILE SENSOR RELAYS

The massed armoured transports of a brandfast oathband connect to an encrypted data network shared by squads of Kin. Their robust sensor webs broadcast various targeting information and extrapolated judgements on enemy movements. Nearby warriors can tap into this wealth of data, enabling them to unleash salvoes of lethal efficiency.

LEAGUES OF VOTANN TRANSPORT units from your army have the following ability:

Firebase Control (Aura): While a friendly **LEAGUES OF VOTANN INFANTRY** unit is wholly within 6" of this **TRANSPORT**, ranged weapons equipped by models in that **INFANTRY** unit have the **[SUSTAINED HITS 1]** ability.

ENHANCEMENTS

TACTICAL ALCHEMY

The greatest kinhost commanders can transmute profitable yields into more immediate tactical and strategic support.

KÂHL model only. In your Command phase, if the bearer's unit is within range of one or more objective markers you control that are not within your deployment zone, you can spend 1YP. If you do, roll one D6: on a 4+, you gain 1CP.

TRIVÄRG CYBER IMPLANT

A neural artefact of the famed – but tragically extinct – Trivärg Fisculate Guild of Brôkhyr, this implant enables its host to coordinate fire patterns with exemplary skill and extraordinary speed, directly accessing vehicular systems to triangulate overlapping attack angles.

LEAGUES OF VOTANN model only. In your Shooting phase, each time the bearer's unit is selected to shoot, if it disembarked from a **TRANSPORT** this turn, or if you spend 2YP, until the end of the phase, ranged weapons equipped by models in that unit have the **[SUSTAINED HITS 2]** ability.

PRECURSIVE JUDGEMENT

This commander swiftly acts on alerts from trusted logic cores and unleashes deadly judgements before the kindred's foes escape.

KÂHL model only. While the bearer's unit is wholly within 6" of one or more friendly **LEAGUES OF VOTANN TRANSPORT** units, you can target the bearer's unit with the Fire Overwatch Stratagem for 0CP and hits are scored on unmodified Hit rolls of 5+ while resolving that Stratagem.

SIGNATURE RESTORATION

The masterful and efficient work of this senior Brôkhyr is renowned and admired amongst the leagues.

IRON-MASTER model only. Each time a friendly **LEAGUES OF VOTANN** model is repaired using the bearer's Forgewrought Expertise ability, that model regains 1 additional lost wound.

Like a red-hot mass hammer repeatedly searing its mark into the hardest of materials, the blows of a brandfast oathband pummel a war zone and imprint it with an undeniable sign of the Kin's claim. Such forces are typically mechanised, boasting rugged transports to speed a kinhost's warriors into strategically advantageous positions. The foe's infantry are driven back by supporting artillery and squads of Thunderkyn, whilst Kapricus and Sagitaurs employ evasive speed to outmanoeuvre enemy attempts to stall their advance. These smaller transports swiftly establish themselves as frontier outposts, their cargoes of Hearthkyn and Yaegirs using the vehicles' heavy armour as cover while the transports' powerful weapons carve through light opposition and relay tactical data to the squads. Hekaton Land Fortresses grind forward in their wake, bulldozing their way to the fore like mobile bastions. What began as a contested war zone is swiftly turned into a Kin holding with bulwarks and defensive embrasures the equal of a fortified city of other species.

SECURE POSITIONS

BRANDFAST OATHBAND – STRATEGIC PLOY STRATAGEM

1CP

While there are resources to secure, the Kin will seize any opportunity to effect a rapid and ordered deployment to establish defensive positions.

WHEN: End of any phase, 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**.

BASTION RUNNING

BRANDFAST OATHBAND – BATTLE TACTIC STRATAGEM

1CP

A Hekaton Land Fortress can be temporarily rigged by its crew for bastion running. They fortify its systems to provide a brief power surge, allowing the tank to smash its way through hostile environments.

WHEN: Your Movement phase.

TARGET: One **HEKATON LAND FORTRESS** unit from your army that has not been selected to move this phase.

EFFECT: Until the end of the phase, each time your unit makes a Normal or Advance move, it can move horizontally through terrain features.

ILLUMINATED PRIORITY

BRANDFAST OATHBAND – WARGEAR STRATAGEM

1CP

Using specialised beam emission signatures, multispectral ammunition, or broadcasting targeting data, the gunnery crews of Kin war engines can signify priority targets for their comrades.

WHEN: Your Shooting phase, just after a **LEAGUES OF VOTANN VEHICLE** unit from your army has shot.

TARGET: That **LEAGUES OF VOTANN VEHICLE** unit.

EFFECT: Select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a **LEAGUES OF VOTANN INFANTRY** model from your army makes an attack that targets that enemy unit, re-roll a Hit roll of 1.

INEXORABLE EFFICIENCY

BRANDFAST OATHBAND – STRATEGIC PLOY STRATAGEM

1CP

With the wealth of sensor-wrought information they can access, the Kin can efficiently adapt fighting withdrawals into deadly counterattacks.

WHEN: Your Shooting phase.

TARGET: One **LEAGUES OF VOTANN** unit from your army.

EFFECT: Until the end of the phase, your unit is eligible to shoot in a turn in which it Fell Back.

OPPORTUNISTIC ESCALATION

BRANDFAST OATHBAND – STRATEGIC PLOY STRATAGEM

1CP

Even amid heavy incoming fire, the crew of a kinhost's lighter vehicles can make rapid manoeuvres to exploit sudden openings.

WHEN: Your opponent's Shooting phase, just after an enemy unit has shot, if units from your army have Hostile Acquisition.

TARGET: One **LEAGUES OF VOTANN VEHICLE** unit from your army (excluding **HEKATON LAND FORTRESS** units) that was hit by one or more of those attacks.

EFFECT: Your unit can make a Normal move of up to D6".

VENGEANCE FLARE

BRANDFAST OATHBAND – STRATEGIC PLOY STRATAGEM

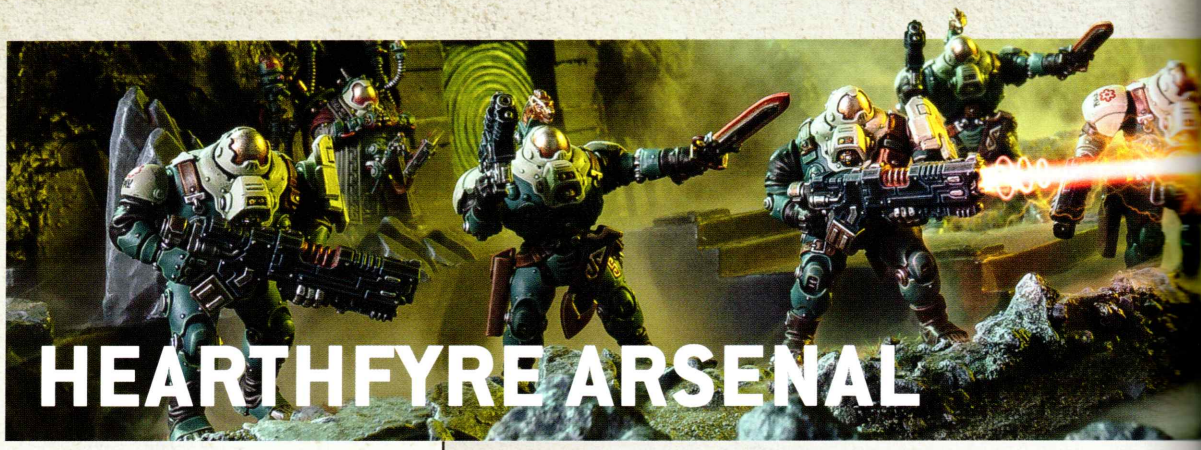
2CP

With a narrow-band data burst, those of an oathband who have been wronged can call in the devastating vengeance of their armoured support.

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

TARGET: One **LEAGUES OF VOTANN INFANTRY** unit that was hit by one or more of those attacks.

EFFECT: Each time you use this Stratagem, you can spend 2YP. Select one friendly **KAPRICUS** or **SAGITAUR** unit within 6" of your **INFANTRY** unit. If you spent YP during this use of this Stratagem, you can select one friendly **HEKATON LAND FORTRESS** unit within 6" of your **INFANTRY** unit instead. The selected unit can shoot as if it were your Shooting phase. When doing so, models in the selected unit can only target that enemy unit (and only if it is an eligible target).



HEARTHFYRE ARSENAL

DETACHMENT RULE

OPTIMAL APPLICATION

With advanced engineering knowledge and cogitational expertise, a hearthfyre arsenal's specialists can apply the resources and information seized by the Kin to eradicate their foes efficiently. Such assets are used to coordinate the devastating fire patterns of the force's support infantry, empowering already heavily armed Kin to the extent that little can escape their murderous fusillades.

At the end of your Command phase, you gain 1YP for each objective marker you control that is not within your deployment zone and has one or more **IRON-MASTER** and/or **MEMNYR STRATEGIST** models from your army within range of it (to a maximum of 2YP gained from this Detachment rule per turn).

In your Shooting phase, each time a **BRÔKHYR**, **IRONKIN STEELJACKS** or **ARKANYST EVALUATOR** unit from your army is selected to shoot, you can spend 1YP. If you do, until the end of the phase, each time a model in that unit makes an attack, re-roll a Hit roll of 1.

ENHANCEMENTS

FÂRSTRYDR NODE

An evolutionary stride in teleportation technology, this experimental device shields its wearer and their companions in a bubble of esoteric force. It is so strong that they can endure brief teleportation plunges through the Warp to strike at the most opportune time.

IRON-MASTER or **MEMNYR STRATEGIST** model only. Models in the bearer's unit have the Deep Strike ability.

CALCULATED TENACITY

Like any other resource, resolve and bloody-mindedness can be applied in force when and where needed by those with the will to do so.

IRON-MASTER or **MEMNYR STRATEGIST** model only. While the bearer is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

MANTLE OF ELDERS

The minds linked in this kognitâar mantle are believed to be the oldest of their kind. The complexity of their shared cognition permits strategic calculations at a level that Memnyr believe approaches the greatest fane.

MEMNYR STRATEGIST model only. Each time the bearer's unit is selected to shoot, if you spend YP using the Optimal Application Detachment rule when doing so, you can roll one D6: on a 2+, you gain 1YP.

GRAVITON VAULT

This rune-scribed device holds a cache of forgewrought particles. Funnelled through an Iron-master's graviton arsenal, they mutate and cause anarchic fluxes in neuroelectrical impulses of the largest targets.

IRON-MASTER model only. In your Shooting phase, after the bearer has shot, and in the Fight phase, after the bearer has fought, select one enemy **MONSTER** or **VEHICLE** unit 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.

The potent volume of advanced firepower most Kin forces can unleash is enough to drive back would-be rivals from a kindred's rightful claims. Yet it pales before the might of a hearthfyre arsenal, which gathers many of a kindred's experts on ordnance application into a single, deadly force. They alloy the Kin's ballistic superiority, inventive experimentation and masterwork engineering, and the ruthless logistical calculation required to dismantle the enemy efficiently, one piece at a time. Iron-masters and Thunderkyn unleash the Brôkhyr guilds' forge-wrought power in salvoes of high-explosive bolts, esoteric graviton emissions and energistic conversion beams. Phalanxes of Ironkin Steeljacks smash into reeling enemies like a steel gauntlet, their assaults' timing forecast by Memnyr Strategists to result in the greatest ruin. Every ounce of advantage is analysed, and every weakness of their opponents is calculated until the foe's expected capitulation becomes just another dispassionate forecast.

UNWAVERING ACCURACY

HEARTHFYRE ARSENAL – BATTLE TACTIC STRATAGEM

2CP

Besides offering stable fire platforms, exoframes have multiple targeting and sensor subsystems that cut through foes' duplicitous evasion.

WHEN: Your Shooting phase.

TARGET: One **BRÔKHYR THUNDERKYN** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, you can ignore any or all modifiers to the following: that attack's Ballistic Skill characteristic; the Hit roll; the Wound roll; that attack's Armour Penetration characteristic.

FIRST CONCERN

HEARTHFYRE ARSENAL – STRATEGIC PLOY STRATAGEM

1CP

Only after executing their prepared firing solutions will the kinhost's heaviest gun lines move on, dispassionately assessing their next target.

WHEN: Your Shooting phase, just after a **BRÔKHYR**, **IRONKIN STEELJACKS** or **ARKANYST EVALUATOR** unit from your army has shot.

TARGET: That **BRÔKHYR**, **IRONKIN STEELJACKS** or **ARKANYST EVALUATOR** unit.

EFFECT: If your unit Remained Stationary in your Movement phase this turn, it can make a Normal move.

DELAYED-FIRE ROUNDS

HEARTHFYRE ARSENAL – WARGEAR STRATAGEM

1CP

Exotic munitions can seed enemy lines with slow-release death, stalling those who neutralise the threat while ravaging any who push on.

WHEN: Your Shooting phase, just after a **BRÔKHYR**, **IRONKIN STEELJACKS** or **ARKANYST EVALUATOR** unit from your army has shot.

TARGET: That **BRÔKHYR**, **IRONKIN STEELJACKS** or **ARKANYST EVALUATOR** unit.

EFFECT: Select one enemy unit (excluding **MONSTERS** and **VEHICLES**) hit by one or more of those attacks. Until the start of your next Shooting phase, each time that enemy unit makes a Normal, Advance or Fall Back move, roll one D6 for each model in that unit: for each 1, that unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

WALL OF STEEL

HEARTHFYRE ARSENAL – BATTLE TACTIC STRATAGEM

1CP

Ironkin Steeljacks use their indomitable strength and bulk on the charge to crush enemy infantry in brutal, mechanised body slams.

WHEN: Your Charge phase, just after an **IRONKIN STEELJACKS** unit from your army ends a Charge move.

TARGET: That **IRONKIN STEELJACKS** unit.

EFFECT: Each time you use this Stratagem, you can spend 2YP. Select one enemy unit (excluding **MONSTERS** and **VEHICLES**) within Engagement Range of your unit and roll one D6 for each model in your unit, rolling two additional D6 if you spent YP during this use of this Stratagem: for each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

PREVENTATIVE PURGE

HEARTHFYRE ARSENAL – STRATEGIC PLOY STRATAGEM

1CP

Using their strength and rapid target acquisition subroutines to alter fire arcs swiftly, Thunderkyn and Steeljacks are skilled in focusing on escaping foes that might pose a future threat.

WHEN: Your opponent's Movement phase, just after an enemy unit ends a Fall Back move.

TARGET: One **BRÔKHYR THUNDERKYN** or **IRONKIN STEELJACKS** unit from your army.

EFFECT: Your unit can shoot as if it were your Shooting phase. When doing so, models in your unit can only target that enemy unit (and only if it is an eligible target) and each time a model in your unit makes an attack, subtract 1 from the Hit roll.

COGITATED NEED

HEARTHFYRE ARSENAL – STRATEGIC PLOY STRATAGEM

1CP

Focused on aiding their kindred to the best of their abilities, Ironkin Steeljacks locked onto an identified asset will push onward regardless of obstacles.

WHEN: End of your opponent's Movement phase.

TARGET: One **IRONKIN STEELJACKS** unit from your army.

EFFECT: Your unit can make a Normal move. When doing so, your unit must end that move as close as possible to the closest objective marker.

Datasheets

'Assess, seize, extract. Let nothing slip through your grasp, save only that which is a prize for an Ork.'

- Köven the Unyielding, Cthonian Guildmaster

ÛTHAR THE DESTINED

M	T	SV	W	LD	OC
5"	5	3+	5	6+	1

4+ INVULNERABLE SAVE

Already one of the most accomplished heroes of the Kin, Kâhl Ûthar the Destined is marked for a truly vaunted fate. Few can assess the foe as swiftly or mercilessly as Ûthar. Once he has the measure of his enemies, he soon cuts them to pieces with the glowing Blade of the Ancestors.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Volkanite disintegrator [DEVASTATING WOUNDS]	24"	3	2+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Blade of the Ancestors [DEVASTATING WOUNDS]	Melee	5	2+	6	-3	2

LEADER

This model can be attached to the following units: **EINHYR HEARTHGUARD, HEARTHKYN WARRIORS**

UNIT COMPOSITION

- **1 Ûthar the Destined – EPIC HERO**

This model is equipped with: volkanite disintegrator; Blade of the Ancestors; rampart crest.

ABILITIES

CORE: **Leader**

FACTION: **Prioritised Efficiency**

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 a 6.

Grim Efficiency: Once per battle round, when a friendly **LEAGUES OF VOTANN** unit within 12" of this model is targeted with a Stratagem, this model can use this ability. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

WARGEAR ABILITIES

Rampart Crest: While the bearer is leading a unit, models in that unit have a 5+ invulnerable save.

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, KÂHL, ÛTHAR THE DESTINED**

FACTION KEYWORDS: **LEAGUES OF VOTANN**

BURI AEGNIRSSEN

M	T	SV	W	LD	OC
5"	6	3+	5	6+	1

4+ INVULNERABLE SAVE

Buri Aegnirssen surges into the foe with the ferocious abandon of one with nothing left to lose. With sweeps of his adaptable darkstar glaive, Bane, this inveterate survivor carves a bloody path through the enemy. Not even the most monstrous prey can evade the colossal reach of the Thrice-devoured's vengeance.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autoch-pattern bolt pistol [PISTOL]	12"	1	2+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Bane – strike [PRECISION]	Melee	5	2+	12	-3	3
Bane – sweep	Melee	10	2+	6	-2	1

UNIT COMPOSITION

- **1 Buri Aegnirssen – EPIC HERO**

This model is equipped with: Autoch-pattern bolt pistol; Bane.

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

ABILITIES

CORE: **Lone Operative, Stealth**

FACTION: **Prioritised Efficiency**

Grudge-fuelled Fortitude: The first time this model is destroyed, at the end of the phase, roll one D6: on a 2+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of one or more enemy units, with its full wounds remaining.

Unhinged Vengeance: In your opponent's Shooting phase, each time an enemy unit has shot, if this model lost one or more wounds as a result of those attacks, this model can make a Vengeance move. To do so, roll one D6 and add 2 to the result: it moves a number of inches up to this result, but it must end that move as close as possible to the closest enemy unit (excluding **AIRCRAFT**). When doing so, it can be moved within Engagement Range of that enemy unit. This model cannot make a Vengeance move while it is Battle-shocked or within Engagement Range of one or more enemy units, and can only make one Vengeance move per phase.

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, BURI AEGNIRSSEN**

FACTION KEYWORDS: **LEAGUES OF VOTANN**

KÂHL

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

4+ INVULNERABLE SAVE

Most oathbands are led by a Kâhl, whose strategic wisdom, determination and martial might inspire their warriors. Kâhls are often equipped with potent weapons and teleportation technologies, the better to lead the fight from the front and bring down the deadliest foes.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autoch-pattern combi-bolter	24"	4	2+	4	0	1
Volkanite disintegrator [DEVASTATING WOUNDS]	24"	3	2+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Forgewrought plasma axe	Melee	4	2+	5	-2	2
Mass gauntlet	Melee	3	3+	8	-3	3

WARGEAR OPTIONS

- This model's Autoch-pattern combi-bolter can be replaced with 1 volkanite disintegrator.
- This model's forgewrought plasma axe can be replaced with 1 mass gauntlet.
- This model's rampart crest can be replaced with 1 teleport crest.

UNIT COMPOSITION

- **1 Kâhl**

This model is equipped with: Autoch-pattern combi-bolter; forgewrought plasma axe; rampart crest.

ABILITIES

CORE: **Leader**

FACTION: **Prioritised Efficiency**

Kindred Hero: While this model is leading a unit, weapons equipped by models in that unit have the **[LETHAL HITS]** ability.

Seized Opportunity: Once per phase, one model from your army with this ability can use it when its unit destroys an enemy unit. If it does, you gain 1YP.

WARGEAR ABILITIES

Rampart Crest: While the bearer is leading a unit, models in that unit have a 5+ invulnerable save.

Teleport Crest: While the bearer is leading a unit, models in that unit have the Deep Strike ability.

LEADER

This model can be attached to the following units: **EINHYR HEARTHGUARD, HEARTHKYN WARRIORS**

KEYWORDS: **INFANTRY, CHARACTER, KÂHL**

FACTION KEYWORDS: **LEAGUES OF VOTANN**

GRIMNYR

M	T	SV	W	LD	OC	
5"	5	4+	4	6+	1	GRIMNYR
5"	5	4+	1	6+	1	CORV

4+ INVULNERABLE SAVE

The Grimnyr – or Living Ancestors – are privy to the wisdom of the Votann and as close to priests as the secular Kin get. Equipped with barrier tech such as ward staves and energy-focusing CORVs, they can rouse the fury of the Immaterium against their foes.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Ancestral Wrath – witchfire [PSYCHIC]	24"	3	3+	6	-2	D3
Ancestral Wrath – focused witchfire [HAZARDOUS, PSYCHIC]	24"	6	3+	6	-2	D3
Autoch-pattern bolter	24"	2	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Ancestral ward stave [PSYCHIC]	Melee	2	3+	7	-1	D3
Close combat weapon	Melee	1	4+	3	0	1

LEADER

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

ABILITIES

CORE: **Leader**

FACTION: **Prioritised Efficiency**

Fortify (Psychic): While this unit is leading a unit, models in that unit have the Feel No Pain 5+ ability.

Grimnyr's Regard: Once per battle, at the start of any phase, you can select one friendly **LEAGUES OF VOTANN** unit that is Battle-shocked and within 12" of this unit's **GRIMNYR** model. That unit is no longer Battle-shocked.

UNIT COMPOSITION

- 1 Grimnyr
- 2 CORVs*

** If this unit's Grimnyr model is ever destroyed, all of this unit's remaining CORV models are also destroyed. While embarking within a **TRANSPORT** and while embarked within a **TRANSPORT**, each CORV model takes up the space of 0 models.*

The Grimnyr is equipped with: Ancestral Wrath; ancestral ward stave.

Every CORV is equipped with: Autoch-pattern bolter; close combat weapon.

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

KEYWORDS – ALL MODELS: **INFANTRY**
– GRIMNYR MODEL: **CHARACTER, PSYKER, GRIMNYR**

FACTION KEYWORDS:
LEAGUES OF VOTANN

MEMNYR STRATEGIST

M	T	SV	W	LD	OC
5"	5	4+	4	7+	1

Memnyr Strategists are superlative martial tacticians. They offer tactical insights to outmanoeuvre the foe and map the enemy's vulnerabilities. They can extrapolate a foe's plans so well that their advice borders supernatural precognition, enabling the Kin to strike devastating blows when least expected.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autoch-pattern bolt pistol [PISTOL]	12"	1	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1

LEADER

This model can be attached to the following units: **IRONKIN STEELJACKS WITH HEAVY VOLKANITE DISINTEGRATORS, IRONKIN STEELJACKS WITH MELEE WEAPONS**

ABILITIES

CORE: **Leader**

FACTION: **Prioritised Efficiency**

Computational Mastermind: At the end of your Command phase, before you determine if units from your army have Hostile Acquisition or Fortify Takeover, for each objective marker you control that has one or more models with this ability within range of it, you can spend 1YP or gain 1YP.

Predictive Guidance: Once per battle round, this model can use this ability. If it does, you can target this unit with the Fire Overwatch or Heroic Intervention Stratagem for 0CP.

UNIT COMPOSITION

- **1 Memnyr Strategist**

This model is equipped with: Autoch-pattern bolt pistol; close combat weapon.

KEYWORDS: **INFANTRY, CHARACTER, MEMNYR STRATEGIST**

FACTION KEYWORDS: **LEAGUES OF VOTANN**

ARKANYST EVALUATOR

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

Clad in heavy-duty hauberks to shield them from the worst of their weapons' emissions, Arkanyst Evaluators unleash deadly experimental energies into the foe. Their transmatter inverters painfully rupture cellular tissue or trigger lethal atomic transformations, all to provide the Evaluator with the field data needed to hone their weapon further.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Transmatter inverter – half charge [RAPID FIRE 1]	12"	3	2+	8	-1	1
Transmatter inverter – full charge [HAZARDOUS, RAPID FIRE 2]	18"	3	2+	8	-2	2
Transmatter inverter – overcharge [HAZARDOUS, OVERCHARGE, RAPID FIRE 3]	24"	3	2+	8	-3	3

Overcharge: Each time the bearer takes a Hazardous test for this weapon profile, subtract 2 from the result.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1

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

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Prioritised Efficiency**

Science Guild Support: While this model is within 3" of one or more other friendly **LEAGUES OF VOTANN INFANTRY** units (excluding units with the Lone Operative ability), this model has the Lone Operative ability.

Resource Transmutation: Once per turn, in your Shooting phase, one model with this ability can use it when it is selected to shoot. If it does, you must spend 1YP and, until the end of the phase, ranged weapons equipped by that model have the **[SUSTAINED HITS 1]** ability and, after that model has shot this phase, if one or more enemy units were destroyed by those attacks, you can gain up to 2YP.

UNIT COMPOSITION

- **1 Arkanyst Evaluator**

This model is equipped with: transmatter inverter; close combat weapon.

KEYWORDS: **INFANTRY, CHARACTER, ARKANYST EVALUATOR**

FACTION KEYWORDS: **LEAGUES OF VOTANN**

BRÔKHYR IRON-MASTER

	M	T	SV	W	LD	OC
BRÔKHYR IRON-MASTER	5"	5	4+	4	7+	1
IRONKIN ASSISTANT	5"	5	4+	1	7+	1
E-COG	5"	5	4+	1	7+	1

Iron-masters are amongst the most accomplished Brôkhyr of their guild. In battle, they maintain damaged war engines and mechanised soldiery, often aided by Ironkin and COG repair crews. These veteran Brôkhyr also bring their most powerful personal creations to war, taking satisfaction in unleashing them upon the foe.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autoch-pattern bolt pistol	12"	1	3+	4	0	1
Graviton rifle [ANTI-MONSTER 3+, ANTI-VEHICLE 3+]	18"	3	3+	5	-1	3
Las-beam cutter	6"	1	4+	6	-3	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1
Graviton hammer [ANTI-MONSTER 3+, ANTI-VEHICLE 3+]	Melee	3	4+	9	-1	3
Manipulator arms	Melee	3	4+	3	0	1
Plasma torch	Melee	1	4+	6	-3	2

LEADER

This unit can be attached to the following units: **HEARTHKYN WARRIORS, BRÔKHYR THUNDERKYN**

ABILITIES

CORE: **Leader**

FACTION: **Prioritised Efficiency**

Brôkhyr Guild Support: While this unit is within 3" of one or more friendly **LEAGUES OF VOTANN VEHICLE** or **IRONKIN STEELJACKS** units, if this unit is not an Attached unit, it has the Lone Operative ability.

Multispectral Visor: Each time a model in this unit makes a ranged attack, re-roll a Wound roll of 1.

Forgewrought Expertise: At the end of your Movement phase, this unit can repair one friendly **LEAGUES OF VOTANN VEHICLE**, **EXOFRAME** or **IRONKIN STEELJACKS** unit within 3" of it. One model in that unit regains up to D3 lost wounds, or up to 3 lost wounds instead if this unit contains an Ironkin Assistant model. Each unit can only be repaired once per turn.

UNIT COMPOSITION

- **1 Brôkhyr Iron-master**
- **1 Ironkin Assistant**
- **3 E-COGs***

** If this unit's Brôkhyr Iron-master model is ever destroyed, all of this unit's remaining E-COG models are also destroyed. While Embarking within a **TRANSPORT** and while Embarked within a **TRANSPORT**, each E-COG model takes up the space of 0 models.*

The Brôkhyr Iron-master is equipped with: graviton rifle; graviton hammer.

The Ironkin Assistant is equipped with: las-beam cutter; close combat weapon.

One E-COG is equipped with: Autoch-pattern bolt pistol; close combat weapon.

One other E-COG is equipped with: plasma torch.

One other E-COG is equipped with: manipulator arms.

KEYWORDS – ALL MODELS: **INFANTRY, BRÔKHYR**
– BRÔKHYR IRON-MASTER MODEL: **CHARACTER, IRON-MASTER**

FACTION KEYWORDS:
LEAGUES OF VOTANN

E-COG equipped with manipulator arms

E-COG carrying Autoch-pattern bolt pistol

Brôkhyr Iron-master

Ironkin Assistant

E-COG with plasma torch

BRÔKHYR THUNDERKYN

M	T	SV	W	LD	OC
5"	6	3+	2	7+	1

When a Brôkhyr hooks into a powerful exoframe, they become Thunderkyn. Adapted from rigs used to maintain Kin spacecraft, these armoured exoskeletons exchange repair tools for massive heavy weapons, which the Brôkhyr use to lay down withering covering fire for the oathbands and to pick off enemy armour.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt cannon [SUSTAINED HITS 2]	36"	3	4+	6	-1	2
Graviton blast cannon [ANTI-MONSTER 3+, ANTI-VEHICLE 3+]	24"	3	4+	5	-2	3
SP conversion beamer [CONVERSION, LETHAL HITS]	24"	2	4+	7	-2	3

Conversion: Each time an attack made with this weapon targets an enemy unit that is not within 12", an unmodified Hit roll of 4+ scores a Critical Hit.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	4	0	1

WARGEAR OPTIONS

- All models in this unit can each have their bolt cannon replaced with 1 graviton blast cannon.
- All models in this unit can each have their bolt cannon replaced with 1 SP conversion beamer.

ABILITIES

FACTION: **Prioritised Efficiency**

Breaching Fire: In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the start of your next Shooting phase, that enemy unit cannot have the Benefit of Cover.

UNIT COMPOSITION

- **3-6 Brôkhyr Thunderkyn**

Every model is equipped with: bolt cannon; close combat weapon.

KEYWORDS: **INFANTRY, EXOFRAME, BRÔKHYR, THUNDERKYN**

FACTION KEYWORDS: **LEAGUES OF VOTANN**

Brôkhyr Thunderkyn with SP conversion beamers

HEARTHKYN WARRIORS

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

Well-armoured, well-trained and equipped with powerful weaponry, Hearthkyn Warriors form the backbone of most oathbands. Led by their Theyns, they lay down hails of firepower, shrugging off the enemy's return volleys before storming in to shatter their wavering foes for good.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autoch-pattern bolt pistol [PISTOL]	12"	1	4+	4	0	1
Autoch-pattern bolter	24"	2	4+	4	0	1
EtaCarn plasma beamer [SUSTAINED HITS D3]	18"	1	4+	8	-3	2
HYLas auto rifle [ASSAULT, RAPID FIRE 3]	24"	3	4+	6	-1	1
HYLas rotary cannon [HEAVY, SUSTAINED HITS 1]	24"	6	5+	6	-1	1
Ion blaster	18"	1	4+	5	-2	1
L7 missile launcher – blast [BLAST]	24"	D6	4+	4	0	1
L7 missile launcher – focused	24"	1	4+	9	-2	D6
Magna-rail rifle [DEVASTATING WOUNDS, HEAVY]	18"	1	5+	12	-3	D3+3
Theyn's pistol [PISTOL]	12"	1	4+	8	-2	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	4	0	1
Plasma knife	Melee	2	4+	4	-2	1
Theyn's melee weapon	Melee	2	4+	5	-2	2

WARGEAR OPTIONS

- Any number of Hearthkyn Warriors can each have their Autoch-pattern bolter replaced with 1 ion blaster.
- Up to 2 Hearthkyn Warriors can each have their Autoch-pattern bolter or ion blaster replaced with one of the following (duplicates are not allowed):
  - 1 HYLas auto rifle
  - 1 HYLas rotary cannon
  - 1 L7 missile launcher
  - 1 EtaCarn plasma beamer
  - 1 magna-rail rifle
- Up to 2 Hearthkyn Warriors can each have their Autoch-pattern bolter or ion blaster replaced with 1 plasma knife.
- The Theyn's Autoch-pattern bolter can be replaced with one of the following:
  - 1 ion blaster
  - 1 Theyn's pistol
- The Theyn can be equipped with 1 Theyn's melee weapon.

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

ABILITIES

CORE: **Feel No Pain 6+**

FACTION: **Prioritised Efficiency**

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 until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

Panspectral Scanning: Each time a model in this unit makes a ranged attack, re-roll a Hit roll of 1.

WARGEAR ABILITIES

Weavefield Crest: Models in the bearer's unit have a 5+ invulnerable save.

UNIT COMPOSITION

- **1 Theyn**
- **9 Hearthkyn Warriors**

The Theyn is equipped with: Autoch-pattern bolt pistol; Autoch-pattern bolter; close combat weapon; weavefield crest.

Every Hearthkyn Warrior is equipped with: Autoch-pattern bolt pistol; Autoch-pattern bolter; close combat weapon.

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

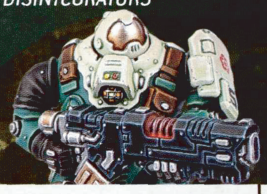
FACTION KEYWORDS: **LEAGUES OF VOTANN**

Hearthkyn Warrior with plasma knife

A trio of Theyns, each equipped with Theyn's pistol, Theyn's melee weapon and weavefield crest

IRONKIN STEELJACKS *WITH HEAVY VOLKANITE DISINTEGRATORS*

M	T	SV	W	LD	OC
5"	6	2+	3	7+	1



Gifted by the Votann with innate martial talents, Ironkin Steeljacks are natural soldiers. They can anchor entire battle lines, shrugging off enemy firepower that would fell lesser Kin. When on the offensive, they unleash precision salvoes of searing volkanite beams that scour chosen foes from sites of value to their kindred.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autoch-pattern bolter [PISTOL]	24"	2	4+	4	0	1
Heavy volkanite disintegrator [DEVASTATING WOUNDS]	24"	6	4+	6	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Plasma knife	Melee	2	3+	6	-2	1
Plasma sword [SUSTAINED HITS 1]	Melee	6	3+	6	-2	1

WARGEAR OPTIONS

- The Steeljack Theyn's heavy volkanite disintegrator and plasma knife can be replaced with 1 Autoch-pattern bolter and 1 plasma sword.

UNIT COMPOSITION

- **1 Steeljack Theyn**
- **2-5 Ironkin Steeljacks**

The Steeljack Theyn is equipped with: heavy volkanite disintegrator; plasma knife; preymark crest.

Every Ironkin Steeljack is equipped with: heavy volkanite disintegrator; plasma knife.

ABILITIES

FACTION: **Prioritised Efficiency**

Purge Response: Each time you target this unit with the Fire Overwatch Stratagem, hits are scored on unmodified Hit rolls of 5+ while resolving that Stratagem. If units from your army have Fortify Takeover, hits are scored on unmodified Hit rolls of 4+ while resolving that Stratagem instead.

WARGEAR ABILITIES

Preymark Crest: Each time a model in the bearer's unit makes an attack that targets an enemy unit within range of one or more objective markers, on a Critical Wound, that attack has the **[PRECISION]** ability.

KEYWORDS: **INFANTRY, IRONKIN STEELJACKS, IRONKIN STEELJACKS WITH HEAVY VOLKANITE DISINTEGRATORS**

FACTION KEYWORDS: **LEAGUES OF VOTANN**

IRONKIN STEELJACKS *WITH MELEE WEAPONS*

M	T	SV	W	LD	OC
5"	6	2+	3	7+	1

When equipped with oversized plasma swords or concussion gauntlets to match their larger frames, Ironkin Steeljacks excel as piledriving shock troops. Such squads can smash breaches in enemy lines, pulverise the foe's elite infantry and tear holes in armoured plating and monstrous flesh alike.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autoch-pattern bolter [PISTOL]	24"	2	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Concussion gauntlet [LETHAL HITS]	Melee	3	4+	10	-2	2
Plasma sword [SUSTAINED HITS 1]	Melee	6	3+	6	-2	1

WARGEAR OPTIONS

- Any number of models in this unit can each have their plasma sword replaced with 1 concussion gauntlet.

UNIT COMPOSITION

- **1 Steeljack Theyn**
- **2-5 Ironkin Steeljacks**

The Steeljack Theyn is equipped with: Autoch-pattern bolter; plasma sword; preymark crest.

Every Ironkin Steeljack is equipped with: Autoch-pattern bolter; plasma sword.

ABILITIES

FACTION: **Prioritised Efficiency**

Merciless Eradication: Each time an enemy unit (excluding **MONSTERS** and **VEHICLES**) that is within Engagement Range of this unit Falls Back, all models in that enemy unit must take a Desperate Escape test. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those tests.

WARGEAR ABILITIES

Preymark Crest: Each time a model in the bearer's unit makes an attack that targets an enemy unit within range of one or more objective markers, on a Critical Wound, that attack has the **[PRECISION]** ability.

KEYWORDS: **INFANTRY, IRONKIN STEELJACKS, IRONKIN STEELJACKS WITH MELEE WEAPONS**

FACTION KEYWORDS: **LEAGUES OF VOTANN**

EINHYR CHAMPION

M	T	SV	W	LD	OC
5"	5	2+	5	7+	1

Einhyr Champions wear modified exoarmour fitted with mass drivers. Combined with their formidable close-quarters weaponry and bulky RAM shields, this wargear transforms them into living battering rams whose accelerated charge hits hard enough to smash clean through armoured fortress gates.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autoch-pattern combi-bolter	24"	4	2+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Darkstar axe	Melee	6	2+	6	-3	2
Mass hammer	Melee	3	3+	12	-3	D6+1

WARGEAR OPTIONS

- This model's mass hammer can be replaced with 1 darkstar axe.
- This model's weavefield crest can be replaced with 1 teleport crest.

LEADER

This model can be attached to the following unit: **EINHYR HEARTHGUARD**

ABILITIES

CORE: **Leader**

FACTION: **Prioritised Efficiency**

Exemplar of the Einhyr: While this model is leading a unit, add 1 to Advance and 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 model 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.

WARGEAR ABILITIES

Teleport Crest: While the bearer is leading a unit, models in that unit have the Deep Strike ability.

Weavefield Crest: The bearer has a 4+ invulnerable save.

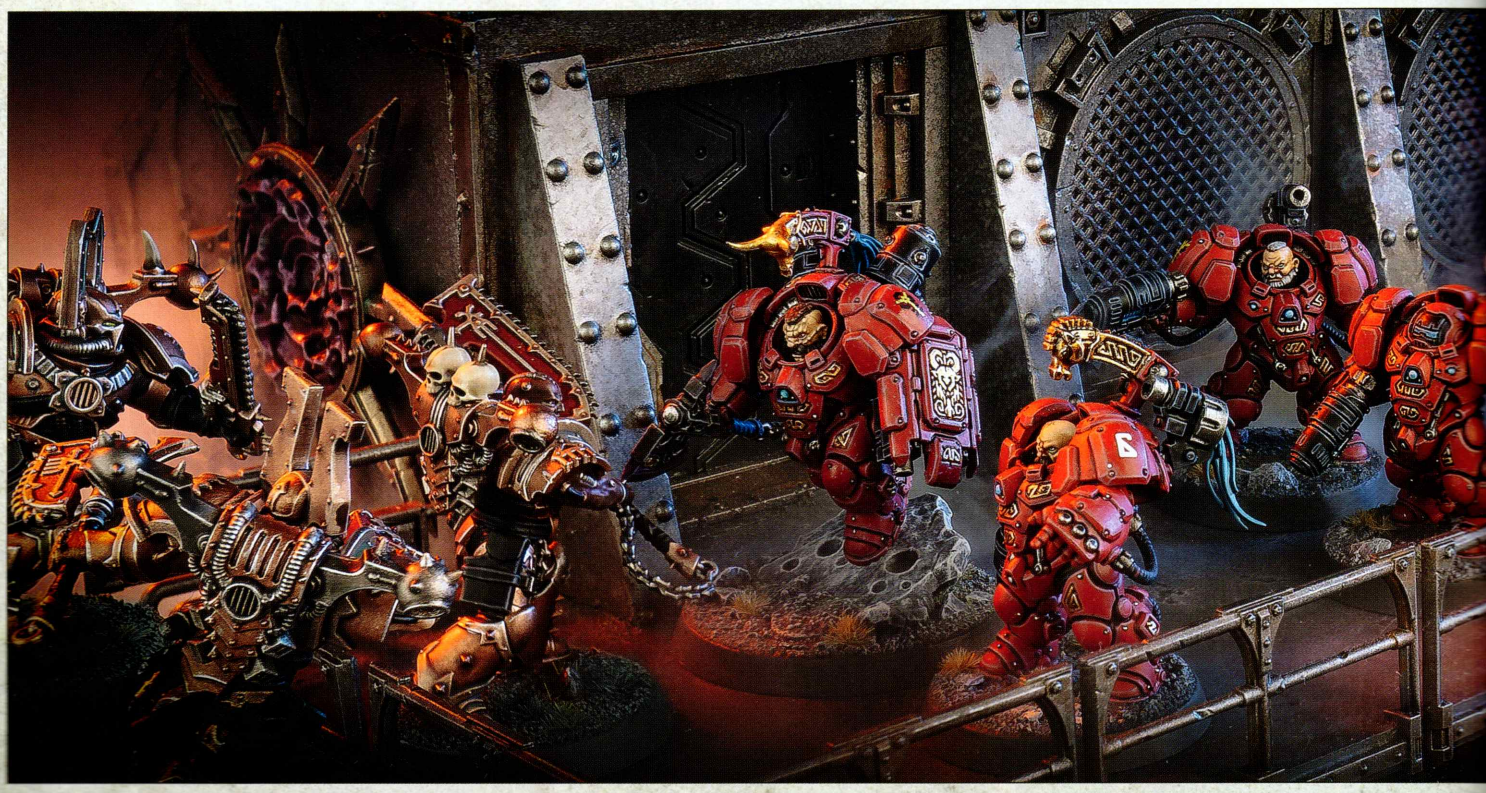
UNIT COMPOSITION

- **1 Einhyr Champion**

This model is equipped with: Autoch-pattern combi-bolter; mass hammer; weavefield crest.

KEYWORDS: **INFANTRY, CHARACTER, EXOARMOUR, EINHYR CHAMPION**

FACTION KEYWORDS: **LEAGUES OF VOTANN**



EINHYR HEARTHGUARD

M	T	SV	W	LD	OC
5"	5	2+	2	7+	1

Clad in formidable exoarmour and equipped with a fearsome array of weaponry, Einhyr Hearthguard are a force to be reckoned with. Whether forming bodyguards around their oathband's heroes or striking deep into the heart of enemy territory, they are unstoppable on the attack and immovable in defence.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
EtaCarn plasma gun [RAPID FIRE 1]	24"	1	3+	7	-3	2
Exoarmour grenade launcher [BLAST]	24"	D3	3+	3	0	1
Volkanite disintegrator [DEVASTATING WOUNDS]	24"	3	3+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Concussion gauntlet	Melee	2	3+	8	-2	2
Graviton hammer [ANTI-MONSTER 3+, ANTI-VEHICLE 3+]	Melee	3	4+	9	-1	3
Plasma blade gauntlet	Melee	3	3+	6	-2	1

WARGEAR OPTIONS

- All models in this unit can each have their EtaCarn plasma gun replaced with 1 volkanite disintegrator.
- All models in this unit can each have their concussion gauntlet replaced with 1 plasma blade gauntlet.
- The Hesyr's concussion gauntlet or plasma blade gauntlet can be replaced with 1 graviton hammer.
- The Hesyr's weavefield crest can be replaced with 1 teleport crest.

ABILITIES

FACTION: **Prioritised Efficiency**

Decisive Destruction: Each time a model in this unit makes a ranged attack that targets the closest eligible target, re-roll a Hit roll of 1.

WARGEAR ABILITIES

Teleport Crest: Models in the bearer's unit have the Deep Strike ability.

Weavefield Crest: Models in the bearer's unit have a 5+ invulnerable save.

UNIT COMPOSITION

- **1 Hesyr**
- **4-9 Hearthguard**

Every model is equipped with: EtaCarn plasma gun; exoarmour grenade launcher; concussion gauntlet.

The Hesyr is additionally equipped with: weavefield crest.

KEYWORDS: **INFANTRY, EXOARMOUR, EINHYR HEARTHGUARD**

FACTION KEYWORDS: **LEAGUES OF VOTANN**

CTHONIAN BESERKS

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

Cthonian Beserks are amongst the most heavily augmented and courageous Kin. Brandishing mining tools that double as weapons of war and unleashing explosives that tunnel through solid rock, the Beserks storm the enemy's strong points and rupture them as if they were asteroids filled with seams of precious ore.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Mole grenade launcher [BLAST, INDIRECT FIRE]	18"	D6	5+	5	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Concussion maul [ANTI-MONSTER 3+, ANTI-VEHICLE 3+]	Melee	3	4+	5	-2	3
Heavy plasma axe	Melee	3	4+	7	-2	3
Twin concussion gauntlet [TWIN-LINKED]	Melee	4	4+	9	-2	2

WARGEAR OPTIONS

- All models in this unit can each have their heavy plasma axe replaced with 1 concussion maul.
- For every 5 models in this unit, 1 model that is not equipped with a mole grenade launcher can have its heavy plasma axe or concussion maul replaced with 1 twin concussion gauntlet.
- For every 5 models in this unit, 1 model that is not equipped with a twin concussion gauntlet or a mole grenade launcher can be equipped with 1 mole grenade launcher.*

* **Designer's Note:** *If a Cthonian Beserk is equipped with a mole grenade launcher, it will be accompanied by an L-COG unit: both models should be placed on the same base and together they act as a single model for all rules purposes.*

ABILITIES

CORE: **Feel No Pain 4+**

FACTION: **Prioritised Efficiency**

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, adding 1 to the result if units from your army have Fortify Takeover: 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.

Subterranean Explosives: In your Shooting phase, after this unit has shot, select one enemy unit (excluding **MONSTERS** and **VEHICLES**) hit by one or more of those attacks made with a mole grenade launcher. Until the start of your next Shooting phase, that enemy unit cannot be targeted with the Fire Overwatch Stratagem.

Designer's Note: *We recommend placing a Mole Grenade token next to that enemy unit as a reminder.*

UNIT COMPOSITION

- **5-10 Cthonian Beserks**

Every model is equipped with: heavy plasma axe.

KEYWORDS: **INFANTRY, CTHONIAN, BESERKS**

FACTION KEYWORDS: **LEAGUES OF VOTANN**

Mole grenade launcher

Concussion maul

Cthonian Beserk with twin concussion gauntlet

Mole grenade

Cthonian Beserk with mole grenade launcher accompanied by L-COG carrying heavy plasma axe

Cthonian Beserk wielding heavy plasma axe

CTHONIAN EARTHSHAKERS

M	T	SV	W	LD	OC
4"	6	4+	6	7+	2

Earthshakers undermine enemy positions with subterranean artillery fire. Some batteries use tremor shells to destabilise strongpoints with deadly quakes. Breacher ordnance, meanwhile, drills to the surface before detonating in a storm of shrapnel, whilst those payloads which initially fail to lock onto their targets hunt them down using geomantic echolocation.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autoch-pattern bolt pistol [PISTOL]	12"	1	4+	4	0	1
Breacher ordnance [BLAST, HEAVY, INDIRECT FIRE]	24"	D6+1	5+	10	-1	2
Tremor shells [BLAST, HEAVY, INDIRECT FIRE]	36"	D6+4	5+	6	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Plasma picks	Melee	4	3+	5	-2	1

WARGEAR OPTIONS

- All models in this unit can each have their breacher ordnance replaced with 1 tremor shells.

UNIT COMPOSITION

- **2 Cthonian Earthshakers**

Every model is equipped with: 2 Autoch-pattern bolt pistols, breacher ordnance; plasma picks.

ABILITIES

FACTION: **Prioritised Efficiency**

Destabilising Quakes: In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks made with its tremor shells. That unit must take a Battle-shock test, subtracting 1 from the result.

Geomantic Hunters: Up to twice per battle, in your Shooting phase, when this unit is selected to shoot, it can use this ability. If it does, until the end of the phase, each time a model in this unit makes an attack with its breacher ordnance, you can re-roll the Wound roll.

Designer's Note: *Place two breacher ordnance tokens next to the unit, removing one each time this unit uses this ability.*

KEYWORDS: **INFANTRY, ARTILLERY, CTHONIAN, EARTHSHAKERS**

FACTION KEYWORDS: **LEAGUES OF VOTANN**

Tremor shells

Breacher ordnance

Breacher ordnance

Cthonian Earthshaker being loaded with breacher ordnance

HERNKYN YAEGIRS

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

Merciless forward operatives charged with denying crucial assets to the foe, Yaegirs use every weapon and tactic at their disposal to make the ancestors proud. They typically deploy ahead of their prospect or oathband, with assassination and sabotage amongst their unscrupulous strategies, to bleed the strength from their kindred's foes.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
APM launcher [ANTI-MONSTER 3+, ANTI-VEHICLE 3+]	24"	1	4+	6	-2	D6
Bolt revolver [PISTOL]	12"	1	4+	5	0	1
Bolt shotgun [ASSAULT]	18"	2	4+	5	0	1
Magna-coil rifle [IGNORES COVER, PRECISION]	24"	1	4+	5	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	4	0	1
Plasma knife	Melee	2	4+	4	-2	1

WARGEAR OPTIONS

- All models in this unit can each have their bolt shotgun replaced with 1 bolt revolver and 1 plasma knife.
- 1 Hernkyn Yaegir can have its bolt revolver and plasma knife or its bolt shotgun replaced with 1 magna-coil rifle.
- 1 Hernkyn Yaegir can have its bolt revolver and plasma knife or its bolt shotgun replaced with 1 APM launcher.

ABILITIES

CORE: **Infiltrators**

FACTION: **Prioritised Efficiency**

Pragmatic Hunters: Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, it can make a Normal move of up to D6".

UNIT COMPOSITION

- **1 Yaegir Theyn**
- **9 Hernkyn Yaegirs**

Every model is equipped with: bolt shotgun; close combat weapon.

KEYWORDS: **INFANTRY, GRENADES, HERNKYN, YAEGIRS**

FACTION KEYWORDS: **LEAGUES OF VOTANN**

APM launcher

Bolt shotgun

Magna-coil rifle

Hernkyn Yaegirs with bolt revolvers and plasma knives

Yaegir Theyn with bolt revolver and plasma knife

HERNKYN PIONEERS

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

Hernkyn Pioneers skim across alien worlds and scout enemy positions, riding on their magna-coil bikes. Fast, resilient, and possessed of formidable firepower, these far-ranging bands of warriors often strike at the foe from unexpected quarters or send back intelligence on enemy movements to their oathband's commanders.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt revolver [PISTOL]	12"	1	4+	5	0	1
Bolt shotgun [ASSAULT]	18"	2	4+	5	0	1
HYLas rotary cannon [SUSTAINED HITS 1]	24"	6	4+	6	-1	1
Ion beamer [BLAST]	18"	D3+1	4+	8	-2	1
Magna-coil autocannon	24"	3	4+	7	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Plasma knife	Melee	2	4+	4	-2	1

WARGEAR OPTIONS

- For every 3 models in this unit, 1 model can be equipped with one of the following:
  - 1 HYLas rotary cannon
  - 1 ion beamer
- 1 model that is not equipped with either a HYLas rotary cannon or an ion beamer can be equipped with 1 multiwave comms array.*
- 1 model that is not equipped with either a HYLas rotary cannon or an ion beamer can be equipped with 1 panspectral scanner.*
- 1 model that is not equipped with either a HYLas rotary cannon or an ion beamer can be equipped with 1 rollbar searchlight.*

** A model can only take one of these options, and cannot be equipped with a HYLas rotary cannon or an ion beamer.*

ABILITIES

CORE: **Scouts 9"**

FACTION: **Prioritised Efficiency**

Outflanking Mag-riders: At the end of your opponent's turn, if this unit is wholly within 9" of one or more battlefield edges and not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.

WARGEAR ABILITIES

Multiwave Comms Array: Each time you target the bearer's unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.

Panspectral Scanner: Each time a model in the bearer's unit makes a ranged attack, re-roll a Hit roll of 1.

Rollbar Searchlight: Each time a model in the bearer's unit makes a ranged attack, you can ignore any or all modifiers to the Hit roll.

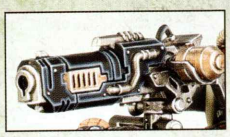
UNIT COMPOSITION

- **3-6 Hernkyn Pioneers**

Every model is equipped with: bolt revolver; bolt shotgun; magna-coil autocannon; plasma knife.

KEYWORDS: **Mounted, Grenades, Fly, Hernkyn, Pioneers**

FACTION KEYWORDS: **Leagues of Votann**



Ion beamer

Magna-coil autocannon

Bolt revolver

Hernkyn Pioneer with rollbar searchlight

Hernkyn Pioneer with HYLas rotary cannon

KAPRICUS DEFENDERS

M	T	SV	W	LD	OC
12"	7	4+	7	7+	2

Kapricus Defenders are swift, magna-coil scouting engines. Heavily armed, some carry magna-rail cannons that can annihilate battle tanks many times the Defender's mass. Others carry rapid-firing rotary cannons, which, paired with a Defender's magna-coil autocannons, enable their Hernkyn crew to scythe through enemy infantry to support Kin advances.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
HYLas rotary cannon [SUSTAINED HITS 1]	24"	6	4+	6	-1	2
Magna-rail cannon [DEVASTATING WOUNDS, HEAVY]	24"	1	4+	14	-4	D3+3
Twin magna-coil autocannon [TWIN-LINKED]	24"	3	4+	7	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- Any number of models in this unit can each have their magna-rail cannon replaced with 1 HYLas rotary cannon.
- Any number of models can each be equipped with 1 smoke launcher.

ABILITIES

CORE: **Deadly Demise 1, Scouts 9"**

FACTION: **Prioritised Efficiency**

Opportunistic Manoeuvre: In your Shooting phase, after this unit has shot, it can make a Normal move of up to D6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

WARGEAR ABILITIES

Smoke Launcher: The bearer has the **SMOKE** keyword.

UNIT COMPOSITION

- **1-2 Kapricus Defenders**

Every model is equipped with: magna-rail cannon; twin magna-coil autocannon; armoured hull.

KEYWORDS: **VEHICLE, FLY, HERNKYN, KAPRICUS, DEFENDERS**

FACTION KEYWORDS: **LEAGUES OF VOTANN**

KAPRICUS CARRIER

M	T	SV	W	LD	OC
12"	7	4+	7	7+	2

A variant of the adaptable Kapricus design, the Carrier provides elite teams of Hernkyn Yaegirs with the means to penetrate enemy lines at speed. The transport's quad magna-coils grant it the manoeuvrability to traverse almost any frontier terrain. At the same time, its banks of scanner uplinks enable it to lay down withering hails of accurate, suppressive fire to purge claim sites.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Magna-coil autocannon	24"	3	4+	7	-1	2
Twin magna-coil autocannon [TWIN-LINKED]	24"	3	4+	7	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model can be equipped with 1 smoke launcher.

ABILITIES

CORE: **Deadly Demise 1, Firing Deck 5, Scouts 9"**

FACTION: **Prioritised Efficiency**

Scanner Uplinks: In your Shooting phase, after this model has shot, select one enemy unit (excluding **MONSTERS** and **VEHICLES**) 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.

WARGEAR ABILITIES

Smoke Launcher: The bearer has the **SMOKE** keyword.

UNIT COMPOSITION

- **1 Kapricus Carrier**

This model is equipped with: magna-coil autocannon; twin magna-coil autocannon; armoured hull.

TRANSPORT

This model has a transport capacity of 5 **HERNKYN YAEGIR** models.

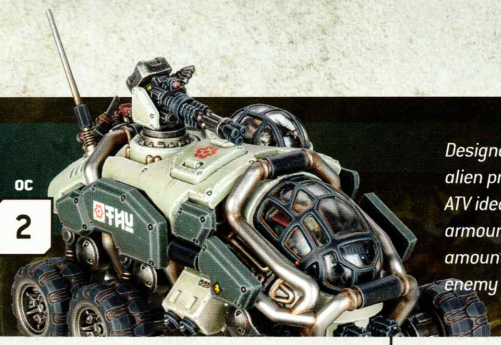
At the start of the Declare Battle Formations step, you can select one **HERNKYN YAEGIR** unit from your army that has not been split. If you do, that unit is split into two units, each containing as equal a number of models as possible (when splitting a unit in this way, make a note of which models 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.

KEYWORDS: **VEHICLE, FLY, TRANSPORT, DEDICATED TRANSPORT, HERNKYN, KAPRICUS, CARRIER**

FACTION KEYWORDS: **LEAGUES OF VOTANN**

SAGITAUR

M	T	SV	W	LD	OC
12"	9	3+	9	7+	2



Designed to survive the worst that hostile worlds and alien predators can throw at it, the Sagitaur is a rugged ATV ideally suited to scouting operations and swift, armoured offensives. Sagitaurs mount a remarkable amount of firepower for their size and can even knock out enemy battle tanks.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
HYLas beam cannon	24"	2	4+	12	-3	D6+1
L7 missile launcher – blast [BLAST]	36"	D6	4+	4	0	1
L7 missile launcher – focused	36"	1	4+	9	-2	D6
MATR autocannon [ASSAULT, SUSTAINED HITS 1]	24"	6	4+	7	-1	2
Sagitaur missile launcher	36"	2	4+	10	-3	3
Twin bolt cannon [SUSTAINED HITS 2, TWIN-LINKED]	36"	3	4+	6	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured wheels	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model's HYLas beam cannon can be replaced with one of the following:
  - 1 L7 missile launcher and 1 Sagitaur missile launcher
  - 1 MATR autocannon

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Prioritised Efficiency**

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.

UNIT COMPOSITION

- **1 Sagitaur**

This model is equipped with: HYLas beam cannon; twin bolt cannon; armoured wheels.

TRANSPORT

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

At the start of the Declare Battle Formations step, you can select one **HEARTHKYN WARRIORS** unit from your army that has not been split. If you do, that unit is split into two units, each containing as equal a number of models as possible (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.

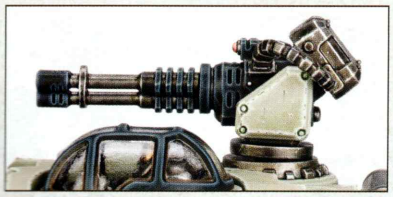
Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **VEHICLE, TRANSPORT, DEDICATED TRANSPORT, SAGITAUR**

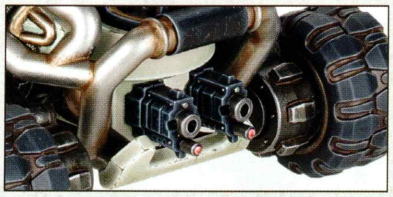
FACTION KEYWORDS: **LEAGUES OF VOTANN**

L7 missile launcher and Sagitaur missile launcher

HYLas beam cannon



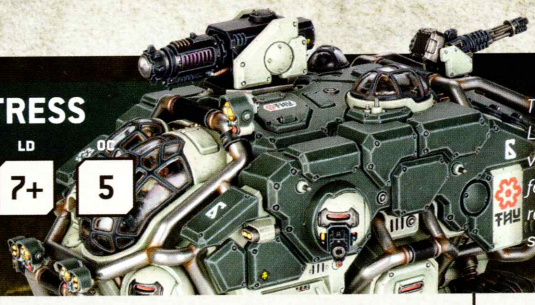
MATR autocannon



Twin bolt cannon

HEKATON LAND FORTRESS

M	T	SV	W	LD	OC
10"	12	2+	16	7+	5



The iconic battle tank and armoured transport of the Leagues of Votann, the Hekaton Land Fortress is as venerable and well-respected as it is powerful. With a fearsome arsenal of heavy weaponry, tremendously resilient armour, and the ability to bear bands of Kin soldiery into battle, it is a versatile military asset.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Cyclic ion cannon [BLAST]	24"	D6+2	4+	7	-2	2
Heavy magna-rail cannon [DEVASTATING WOUNDS, HEAVY]	30"	2	4+	18	-4	D6+4
Hekaton warhead [BLAST, ONE SHOT]	36"	D6+3	4+	7	-2	2
One Shot: The bearer can only shoot with this weapon once per battle.						
MATR autocannon [ASSAULT, SUSTAINED HITS 1]	24"	6	4+	7	-1	2
SP heavy conversion beamer [CONVERSION, LETHAL HITS]	24"	4	4+	10	-2	4
Conversion: Each time an attack made with this weapon targets an enemy unit that is not within 12", an unmodified successful Hit roll of 4+ scores a Critical Hit.						
Twin bolt cannon [SUSTAINED HITS 2, TWIN-LINKED]	36"	3	4+	6	-1	2
Twin ion beamer [BLAST, TWIN-LINKED]	18"	D3+1	4+	8	-2	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured wheels	Melee	6	4+	8	0	1

WARGEAR OPTIONS

- This model's 2 twin bolt cannons can be replaced with one of the following:
  - 1 twin bolt cannon and 1 twin ion beamer
  - 2 twin ion beamers
- This model's cyclic ion cannon can be replaced with one of the following:
  - 1 SP heavy conversion beamer
  - 1 heavy magna-rail cannon
- This model's panspectral scanner can be replaced with 1 Hekaton warhead.

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Prioritised Efficiency**

MultiCOG Targeting: Each time this model makes a ranged attack, you can ignore any or all modifiers to the following: that attack's Ballistic Skill characteristic; the Hit roll.

WARGEAR ABILITIES

Panspectral Scanner: Each time a model in the bearer's unit makes a ranged attack, re-roll a Hit roll of 1.

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.

UNIT COMPOSITION

- **1 Hekaton Land Fortress**

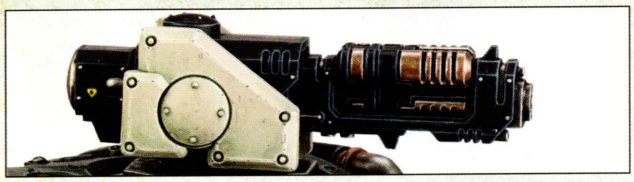
This model is equipped with: cyclic ion cannon; MATR autocannon; 2 twin bolt cannons; armoured wheels; panspectral scanner.

TRANSPORT

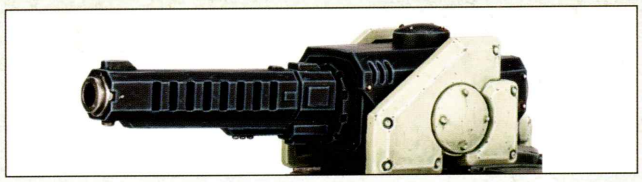
This model has a transport capacity of 14 **Leagues of Votann Infantry** models. Each **Exoarmour**, **Exoframe** or **Ironkin Steeljacks** model takes up the space of 2 models.

KEYWORDS: **Vehicle, Transport, Hekaton Land Fortress**

FACTION KEYWORDS: **Leagues of Votann**

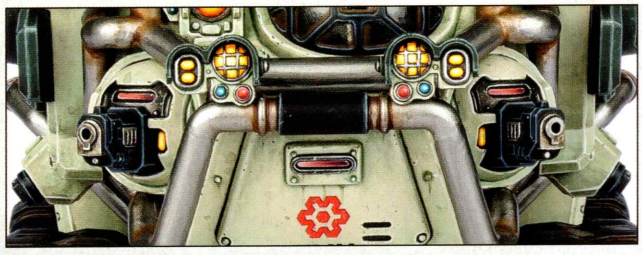


Cyclic ion cannon

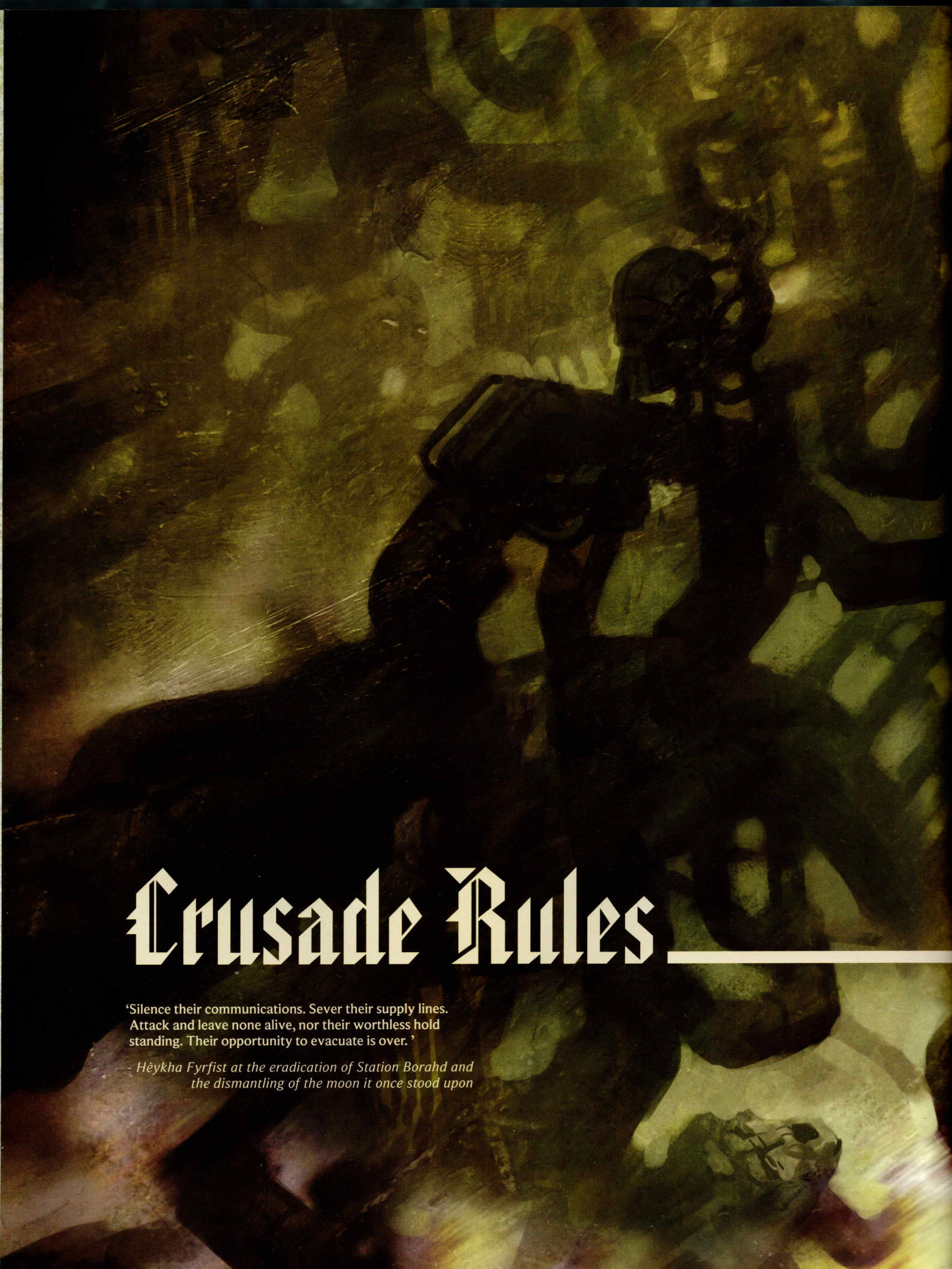


Heavy magna-rail cannon

Hekaton warheads



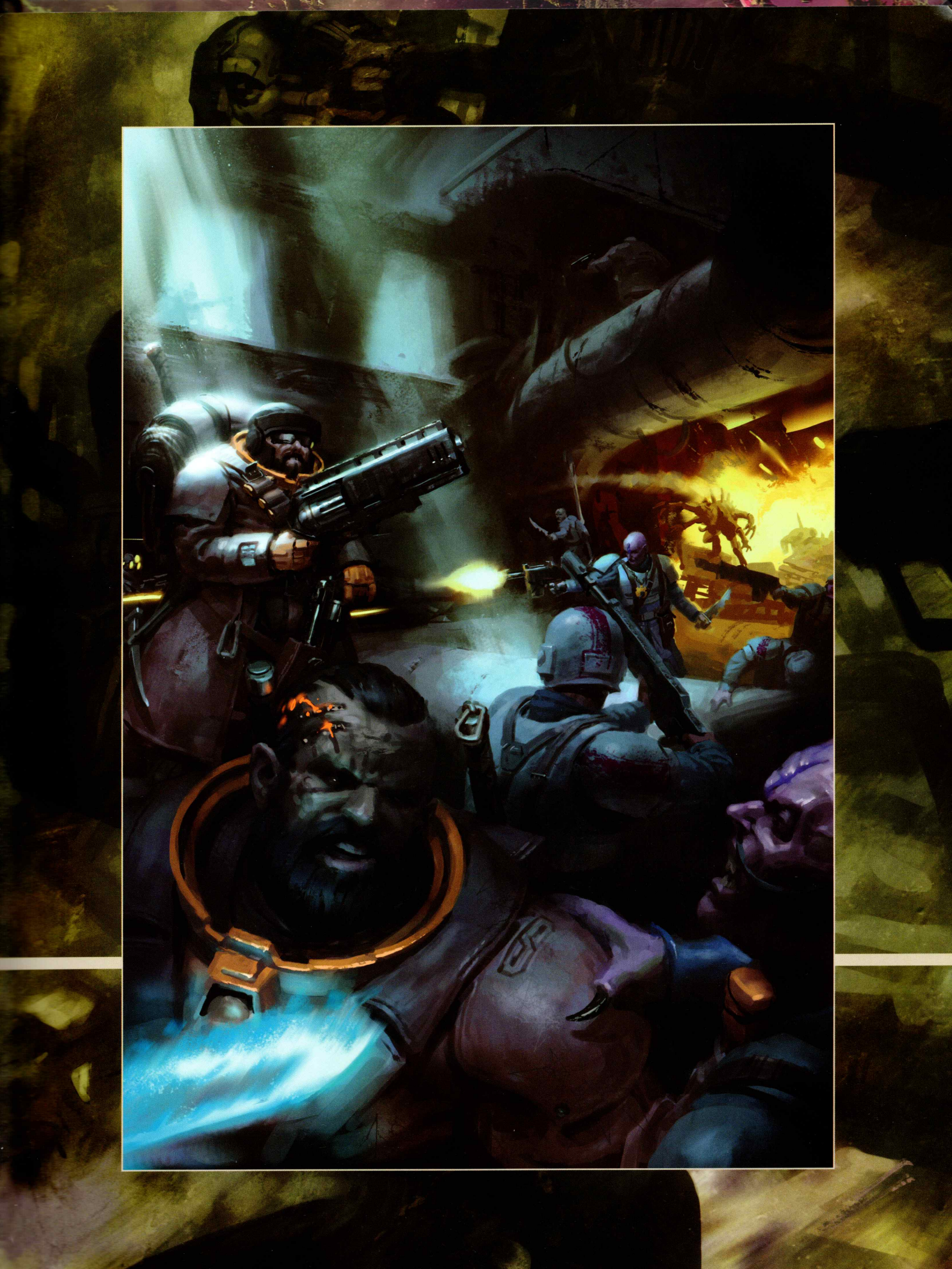
Twin ion beamer



Crusade Rules

'Silence their communications. Sever their supply lines. Attack and leave none alive, nor their worthless hold standing. Their opportunity to evacuate is over.'

- Hêykha Fyrfist at the eradication of Station Borahd and the dismantling of the moon it once stood upon



INTRODUCTION

In this section you'll find additional rules for playing Crusade battles that are bespoke to LEAGUES OF VOTANN units. You can find out more about Crusade armies in the main Crusade rules.

This section contains the following additional rules:

KINDRED ACQUISITIONS

The Kin maintain a frontier survivalist attitude to their existence in the galaxy. They must continually look to claim precious resources if they are to thrive and expand their territory further. In this section, you will find rules to represent the Kin's acquisitive nature, detailing how to gain a number of resources and how to spend them to gain and upgrade kindred assets – each of which will grant your Crusade force a special ability.

EXPEDITIONS

The **LEAGUES OF VOTANN** are great explorers and prospectors, seeking always to strengthen their kindred with new resources and knowledge. The rules presented in this section allow you to launch an expedition with set goals and the promise of great rewards should it be successful.

AGENDAS

LEAGUES OF VOTANN armies can attempt to achieve unique Agendas in addition to those found in other publications. These represent the faction's unique goals and their particular methods of waging war.

REQUISITIONS

LEAGUES OF VOTANN armies have access to a number of bespoke Requisitions in addition to those found in other publications.

BATTLE TRAITS

As they gain experience and prowess, **LEAGUES OF VOTANN** units in your Crusade force can be given one of the Battle Traits in this section instead of one presented elsewhere.

CRUSADE RELICS

In addition to the Crusade Relics presented in other publications, **LEAGUES OF VOTANN CHARACTER** models can claim one of the Crusade Relics found here.

CRUSADE BADGES

Here you will find three Crusade Badges representing goals you can set yourself when campaigning with your Crusade force. Once one is achieved, you could set yourself a new goal or take the opportunity to start a new Crusade force.

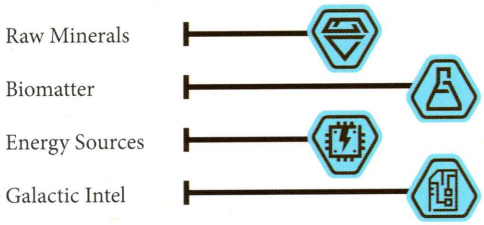
KINDRED ACQUISITIONS

If your Crusade force includes any LEAGUES OF VOTANN units, then your Crusade force can embark on a campaign of acquisition to complete contracts and maintain assets.

FUNDAMENTAL RESOURCES

The Kin are masters of harvesting the galaxy's resources, including many other species cannot fathom.

There are four types of fundamental resources you can gain. In addition to your Order of Battle, you should have an Acquisitions tracker (pg 141) that you can use to keep a note of your Crusade force's current number of each type of resource. The fundamental resources you can gain are:



Each time you play a battle, if your **WARLORD** was a **LEAGUES OF VOTANN CHARACTER** model, you will gain fundamental resources after that battle. The type of fundamental resource gained is randomly determined by rolling on the table below:

D6	RESOURCE GAINED
1	Raw Minerals
2	Biomatter
3	Energy Sources
4	Galactic Intel
5-6	Resource of your choice

Then, the amount of that fundamental resource gained is randomly determined by the size of the battle just played:

BATTLE SIZE	AMOUNT OF RESOURCE GAINED
Combat Patrol	D6x5
Incursion	D6x10
Strike Force	2D6x10
Onslaught	3D6x10

RARE RESOURCES

Some precious elements occur only infrequently. The Kin seek such exotic resources with particular acquisitiveness.

Each time you win a battle, after gaining resources from that battle roll one D6: on a 6, you have also gained one rare resource (roll on the Resource Gained table to randomly determine what type of rare resource is gained).

If a rule tells you that you have gained a rare resource, make a separate note of that on your Acquisition tracker. These resources are used for the completion of certain special projects, but each time you gain such a resource, you can, if you choose to, convert it into 50 regular units of the same resources type. For example, if a rule says you gain 1 rare raw mineral, you can either add rare raw mineral x 1, or you can add raw minerals x 50 to your Acquisition tracker.

KINDRED ASSETS

The Kin do not simply hoard all of their resources but funnel much of them back into their civilisation to ensure its strength and survival.

After you have gained resources after a battle, you can purchase one kindred asset from those presented on pages 134-135. To do so, spend the relevant resources and add that kindred asset's name to your Acquisition tracker. You now gain the associated Crusade effect for that kindred asset.

You can instead choose to upgrade a kindred asset, but only if you already have that kindred asset, by spending the required resources. If you do, note on your Acquisition tracker that the asset has now been upgraded and you gain the associated upgraded Crusade effect for that kindred asset.

A Crusade force cannot have more than one of each kindred asset (with the exception that you can have up to three of mining outpost). Each kindred asset can only be upgraded once.

COST OF FAILURE

Lost battles risk an unforgiveable waste of crucial resources that could have been more efficiently employed.

After each battle, if you have four or more kindred assets and you lost that battle, after gaining resources but before spending any, you must roll one D6: on a 1, randomly select one of your kindred assets. That kindred asset has ceased to work efficiently and is inactive (including any upgraded Crusade effect it has).

To reactivate an asset, you must spend half of the resources that were originally required to gain that kindred asset and that kindred asset's Crusade effect (including any upgraded Crusade effect it has) can then be used again.

MINING OUTPOST

Raw Minerals x 30 | Energy Sources x 30 | Galactic Intel x 50

Crusade Effect

Each time you gain any amount of raw minerals, add 20 to the amount you gain for each mining outpost you have.

UPGRADE COST

Energy Sources x 50

Upgraded Crusade Effect

Each time you gain any amount of raw minerals, add an additional 10 to the amount you gain (for a total of +30 from this mining outpost).

TRADING HUB

Raw Minerals x 30 | Biomatter x 30 | Energy Sources x 50

Crusade Effect

After each battle, you can use the Guild Patronage Requisition once.

UPGRADE COST

Energy Sources x 100 | Rare Raw Minerals x 1

Upgraded Crusade Effect

After each battle, you can use the Guild Patronage Requisition twice.

FANE AUGMENTATION

Raw Minerals x 50 | Biomatter x 50 | Energy Sources x 50 | Galactic Intel x 50

Crusade Effect

Each time a **Leagues of Votann** unit from your Crusade army is Marked for Greatness, that unit gains an additional 1XP.

UPGRADE COST

Galactic Intel x 100 | Rare Energy Sources x 1

Upgraded Crusade Effect

After each battle, select one additional **Leagues of Votann** unit from your Crusade army to be Marked for Greatness.

SCOUT VESSEL

Raw Minerals x 100 | Biomatter x 50 | Energy Sources x 50

Crusade Effect

Each time you roll to randomly determine a type of resource, you can re-roll the dice.

UPGRADE COST

Raw Minerals x 100 | Rare Biomatter x 1

Upgraded Crusade Effect

After each battle, if your Crusade force is on an expedition, you can choose to remove 1 rare resource from your Acquisition tracker. If you do, increase the maximum length of the expedition by 1 battle.

IMPLANT REFINERY

Biomatter x 100

Energy Sources x 100

Crusade Effect
After each battle, you can re-roll failed Out of Action tests for **Leagues of Votann** units (excluding **Vehicles**) from your Crusade army.

UPGRADE COST

Biomatter x 50

Rare Energy Sources x 1

Upgraded Crusade Effect
Each time you roll a D6 to see if your Crusade force has gained a rare resource, you can re-roll the dice.

PIONEER FLEET

Raw Minerals x 50

Biomatter x 50

Galactic Intel x 50

Crusade Effect
After each battle, randomly determine one fundamental resource. For each Yield point you had at the end of the battle, gain 10 of that resource.

UPGRADE COST

Raw Minerals x 50

Galactic Intel x 50

Rare Biomatter x 1

Upgraded Crusade Effect
At the start of the first battle round, you can spend 20 of any fundamental resource. If you do, gain 2 Yield points. These do not count towards the total Yield points you have.

EVALUATION VAULT

Raw Minerals x 50

Biomatter x 50

Galactic Intel x 100

Crusade Effect
Before each battle, you can use the Field Testing Requisition once for 1RP instead of 2RP.

UPGRADE COST

Raw Minerals x 100

Rare Galactic Intel x 1

Upgraded Crusade Effect
Before each battle, you can use the Field Testing Requisition twice for 1RP instead of 2RP.

BIORECYC FABRICATOR

Raw Minerals x 50

Biomatter x 100

Energy Sources x 50

Crusade Effect
After each battle, when you determine which fundamental resource you gain, if it is not biomatter, gain 20 biomatter.

UPGRADE COST

Biomatter x 100

Rare Raw Minerals x 1

Upgraded Crusade Effect
At the end of each battle, each **Leagues of Votann** unit from your Crusade army that is on the battlefield (excluding **Vehicles**) gains 1XP.

EXPEDITIONS

LEAGUES OF VOTANN Crusade forces that are not on an expedition can commit their precious time and resources into a new expedition with the intention of profiting from their efforts.

LAUNCHING AN EXPEDITION

Each time your Crusade force launches an expedition, you must decide the level of backing you will give it, the goal of the expedition, and any guild contracts your Crusade force will attempt to complete along the way.

BACKING

Select one of the following levels of backing for your Crusade force's expedition. Each level of backing has a cost in resources, and determines the maximum length of the expedition. The fundamental resources spent to meet the cost can be the same resource, or a mixture of fundamental resources. If you choose a higher level of backing, you must spend the required resources to do so.

LEVEL OF BACKING	RESOURCE COST	MAXIMUM LENGTH OF EXPEDITION
Lean Operation	None	5 battles
Balanced Stake	30 fundamental resources of any kind	6 battles
High Investment	60 fundamental resources of any kind	7 battles

GOALS

Select one of the following goals for your expedition. Each goal describes a condition your Crusade force must meet to complete that goal, and the reward for completing that goal.

FARSTRYD EXPLORATION

CONDITION

While on this expedition, units from your Crusade force gained 2XP or more from the Prospecting Agenda in three or more battles.

REWARD

You can select one **LEAGUES OF VOTANN CHARACTER** unit from your Crusade force to gain 3XP. In addition, you can add one mining outpost kindred asset to your Acquisition tracker (to a maximum of 3).

RESOURCE REALLOCATION

CONDITION

While on this expedition, your Crusade force has used the Red-handed Harvest Requisition three or more times.

REWARD

You can select one **LEAGUES OF VOTANN CHARACTER** unit from your Crusade force to gain 3XP. In addition, select one fundamental resource and double the amount of that resource that you currently have.

MONOPOLISE SITE

CONDITION

While on this expedition, your Crusade force has won three or more battles.

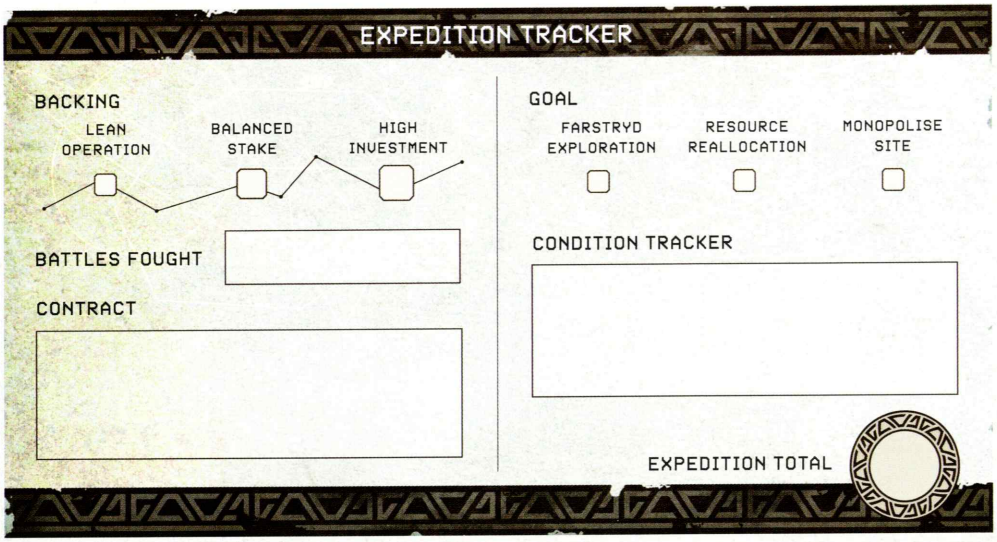
REWARD

You can select one **LEAGUES OF VOTANN CHARACTER** unit from your Crusade force to gain 3XP. In addition, select one of your kindred assets and upgrade it without spending the required resources.

GUILD CONTRACTS

When you start an expedition, you can also select one guild contract to attempt during that expedition. Each guild contract describes a condition your Crusade force must meet to complete that contract. At the end of your expedition, if you have completed the contract, you gain that contract's associated reward, otherwise you suffer the penalty attached to that contract.

GUILD TYPE	CONTRACT	REWARD	PENALTY
MINING	**Extraction – Minerals:** At the end of the expedition, have an expedition total of 60 or more raw minerals.	1 rare raw mineral	Until your Crusade force next completes an expedition, you cannot use the Guild Patronage Requisition, even if you have a trading hub.
	Extraction – Energy: At the end of the expedition, have an expedition total of 60 or more energy sources.	1 rare energy source	
SCIENCE	**Research – Biology:** At the end of the expedition, have an expedition total of 60 or more biomatter.	1 rare biomatter	Until your Crusade force next completes an expedition, you cannot purchase, upgrade or reactivate kindred assets.
	Research – Emergent Field: At the end of the expedition, have an expedition total of 1 or more rare resources.	50 of one fundamental resource (of your choice)	
MAPPING	**Exploration – Intelligence:** At the end of the expedition, have an expedition total of 60 or more galactic intel.	1 rare galactic intel	Until your Crusade force next completes an expedition, each time you roll to determine the fundamental resource gained or the amount of resources gained, subtract 1 from the roll, to a minimum of 1.
	Exploration – New Horizons: At the end of the expedition, units from your Crusade force gained 30XP or more during that expedition.	25 of two fundamental resources (of your choice)	



ENDING AN EXPEDITION

After a battle, you can end an expedition or if the number of battles you have played during this expedition is equal to the maximum allowed by your level of backing, the expedition ends. Each time you end an expedition, do the following, in order:

- If your Crusade force has met the expedition goal you selected, gain the associated reward.
- If your Crusade force has selected a guild contract, gain the associated reward or penalty.

Once you have ended an expedition, your Crusade force is no longer on an expedition, and you can launch a new one.

AGENDAS

If your Crusade army includes any LEAGUES OF VOTANN units, you can select Agendas from those presented here.

PROSPECTING

In the eyes of the Kin, battle is no excuse to suspend hunting out promising avenues of exploitation entirely.

At the end of the battle, for each battlefield edge other than your battlefield edge, select one **LEAGUES OF VOTANN** unit from your Crusade army that is wholly within 9" of that edge and not wholly within 9" of any other battlefield edge. Each unit you select gains 2XP. At the end of the battle, if units from your Crusade army gained a combined total of 4XP or more from this Agenda, you gain 20 raw minerals in addition to any other fundamental resources gained.

YIELD PROPHECY

Those who meet the arcane calculations and interpreted prophecies of the Votann in their service to hearth and hold are rightly vaunted for their martial efficiency.

At the start of the first battle round, declare a number of Yield points. At the end of the battle:

- If your Crusade army has precisely that number of Yield points, your **WARLORD** gains 3XP.
- If your Crusade army has either one less, or one more Yield point than you declared, your **WARLORD** gains 2XP.
- If your Crusade army has either two less, or two more Yield points than you declared, your **WARLORD** gains 1XP.

At the end of the battle, if units from your Crusade army gained a combined total of 2XP or more from this Agenda, you gain 20 galactic intel in addition to any other fundamental resources gained.

EXHAUSTIVE PURSUIT

In search of the rarest substances, the most ancient of Votannic artefacts or surviving CUs and legacy vaults, kindred forces will embark on hunts as extensive as they are thorough.

Each time you gain control of an objective marker you have not previously controlled this battle, that objective marker becomes searched by your Crusade army. Each time an objective marker becomes searched by your Crusade army, select one **LEAGUES OF VOTANN** unit from your Crusade army that is within range of that objective marker. That unit gains 2XP. A unit cannot gain more than 4XP per battle from this Agenda.

At the end of the battle, if all objective marker on the battlefield have been searched by your Crusade army during the battle, you can select which fundamental resource you gain after the battle (you still randomly determine how much of that resource you gain) and, if units from your Crusade army gained a combined total of 6XP or more from this Agenda, you gain 20 energy sources in addition to any other fundamental resources gained.

DEBT TO BE PAID

Kin are incredibly hardy but more enduring still are their faultless memories of those who wronged them and the hatred they nurse until restitution is met.

Each time a **LEAGUES OF VOTANN** unit from your Crusade army with one or more Battle Scars destroys an enemy unit, that **LEAGUES OF VOTANN** unit gains 2XP. If, when you select this Agenda, you have already played one or more battles against that opponent in your campaign, then each time a **LEAGUES OF VOTANN** unit from your Crusade army with one or more Battle Scars destroys an enemy unit, that **LEAGUES OF VOTANN** unit gains 3XP instead. At the end of the battle, if units from your Crusade army gained a combined total of 4XP or more from this Agenda, you gain 20 biomatter in addition to any other fundamental resources gained.

REQUISITIONS

If your Crusade force includes any LEAGUES OF VOTANN units, you can spend Requisition points (RP) on any of the following Requisitions.

RED-HANDED HARVEST — 1RP

Foes are of little relevance to the Kin alive. Once their corpses, technologies or data have been picked over or recycled, they can be of greater utility to a kindred.

Purchase this Requisition at the end of a battle, if your Crusade force is on an expedition. Count the number of enemy units destroyed at the end of that battle, then roll that many D6. For each 5+, gain 10 of the fundamental resource below that corresponds with the Faction keyword of your opponent's Crusade army.

OPPONENT'S KEYWORDS	FUNDAMENTAL RESOURCE
AELDARI, T'AU EMPIRE	Raw Minerals
CHAOS, IMPERIUM	Galactic Intel
NECRONS	Energy Sources
GENESTEALER CULTS, ORKS, TYRANIDS	Biomatter

GUILD PATRONAGE — 1RP

It is materially beneficial to cultivate alliances and favourable trading contacts with various guilds.

Purchase this Requisition at the end of a battle, if your Crusade force has a trading hub kindred asset (and it is not inactive). You can do one of the following:

- Spend 60 of one type of fundamental resource, then select another fundamental resource and gain 50 of that resource.
- Spend 1 rare resource, then gain 50 of the corresponding fundamental resource.
- Spend 1 rare resource, then randomly generate 1 rare resource.

FIELD TESTING — 2RP

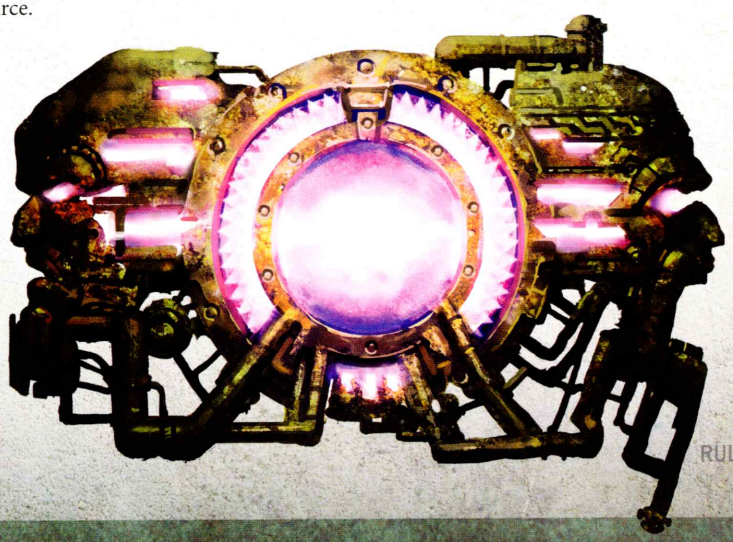
Every blood-slick battlefield is an opportunity to assess and analyse the potency of new technologies.

Purchase this Requisition before any battle, if your Crusade force has an evaluation vault kindred asset (and it is not inactive). Select one **LEAGUES OF VOTANN INFANTRY** or **LEAGUES OF VOTANN MOUNTED** unit from your Crusade army (you cannot select an **EPIC HERO** or a unit that has the Weapon Modification Battle Honour). Until the end of the battle, increase that unit's Crusade points by 1. Select one Weapon Modification from the Weapon Modifications Battle Honour table, or randomly select two (see the main Crusade rules). Once per battle, when that unit is selected to shoot or fight, that unit can use the modifications selected before the battle. These apply to all weapons equipped by models in that unit until the end of the phase.

RETURNED TO THE ANCESTORS — 1RP

When a great hero of the Kin is slain, nothing is wasted, if possible, least of all the years of experience they have accumulated. To live a long life full of accomplishments is to enrich the Votann and become one with the ancestors.

Purchase this Requisition when a **LEAGUES OF VOTANN CHARACTER** unit from your Crusade force that has gained at least the Blooded rank gains a Battle Scar. Remove that unit from your Crusade force. You immediately gain D6x5 biomatter and D6x5 raw minerals. In addition, for each Battle Honour that unit had, you gain D6x5 galactic intel and each other **LEAGUES OF VOTANN** unit from your Crusade force gains 1XP.



BATTLE TRAITS

When a LEAGUES OF VOTANN unit gains a Battle Trait, you can use one of the tables presented here to determine which Battle Trait that unit has gained.

CHARACTER UNITS

D6

GRIM DEMEANOUR
The Kin under this grim hero's stern and humourless gaze are rarely found wanting.

Improve the Objective Control and Leadership characteristics of models in this unit by 1.

DOUR SURVIVALIST
Dwelling on pain is a waste of energy that this warrior demands be put to better use.

CHARACTER models in this unit have the Feel No Pain 5+ ability and you can re-roll Out of Action tests taken for this unit.

PERSONAL GRUDGE
Some Kin harbour extremely long-standing grudges against their most hated nemeses.

At the start of the battle, select one unit from your opponent's Crusade army. Each time a model in this unit makes an attack that targets that unit, that attack has the **[LETHAL HITS]** and **[PRECISION]** abilities.

MOUNTED UNITS

D6

REFINED POWER CORES
The magna-coil bikes of these Hernkyn have been augmented with energistic cells that lend them greater acceleration.

Add 2" to the Move characteristic of models in this unit.

KV-CERAMIDE UNDERSUITS
Beneath their armour, these explorers wear void suits woven from adaptive nanofibres that absorb excesses of energy.

Models in this unit have a 5+ invulnerable save.

FRONTIER WEAPONSMITHS
Used to relying on limited support, these Kin leverage the engineering expertise of their former lives to adapt and enhance their fearsome guns.

Add 6" to the Range characteristic of ranged weapons equipped by models in this unit.

INFANTRY UNITS

D6

RUTHLESS EFFICIENCY
These callous fighters have s reputation for methodical aggressive acquisition.

This unit always has Hostile Acquisition, even while units from your Crusade army have Fortify Takeover.

VENGEFUL
Bitterly ill-tempered, these kindred soldiers allow for no loss to pass unanswered.

Each time a model in this unit makes an attack, add 1 to the Hit roll if this unit is below its Starting Strength. In addition, add 1 to the Wound roll if this unit is Below Half-strength.

ANCESTRAL FURY
In the desperate anarchy of close-quarters fighting, these Kin unleash the rage of their forebears.

Melee weapons equipped by models in this unit have the **[SUSTAINED HITS 1]** ability.

GUARDIANS OF NEED
As defenders of their kindred's future, these warriors are particularly disciplined.

At the start of the battle, you can select one objective marker on the battlefield. While this unit is within range of that objective marker, it has Fortify Takeover, even while units from your Crusade army have Hostile Acquisition.

WAR-WROUGHT
Battlefield experience has hardened these warriors against both fear and suffering.

While units from your Crusade army have Fortify Takeover, each time an attack with an unmodified Damage characteristic of 1 is allocated to a model in this unit, add 1 to any armour saving throw made against that attack.

WARRIOR PRIDE
Veterans of prodigious martial skill, these soldiers pride themselves on their murderous combat efficiency.

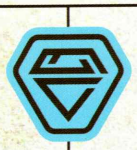
Each time this unit is selected to shoot or fight, you can re-roll one Hit roll and you can re-roll one Wound roll.

CRUSADE TRACKER

CRUSADE FORCE

PLAYER

RAW MINERALS



RESOURCES

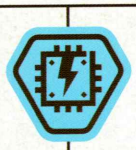
RARE RESOURCES

BIOMATTER

RESOURCES

RARE RESOURCES

ENERGY SOURCES



RESOURCES

RARE RESOURCES

GALACTIC INTEL

RESOURCES

RARE RESOURCES

KINDRED ASSET	CRUSADE EFFECT	UPGRADED CRUSADE EFFECT	INACTIVE

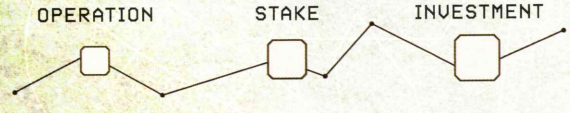
EXPEDITION TRACKER

BACKING

LEAN OPERATION

BALANCED STAKE

HIGH INVESTMENT



BATTLES FOUGHT

CONTRACT

GOAL

FARSTRYD EXPLORATION

RESOURCE REALLOCATION

MONOPOLISE SITE

CONDITION TRACKER

EXPEDITION TOTAL

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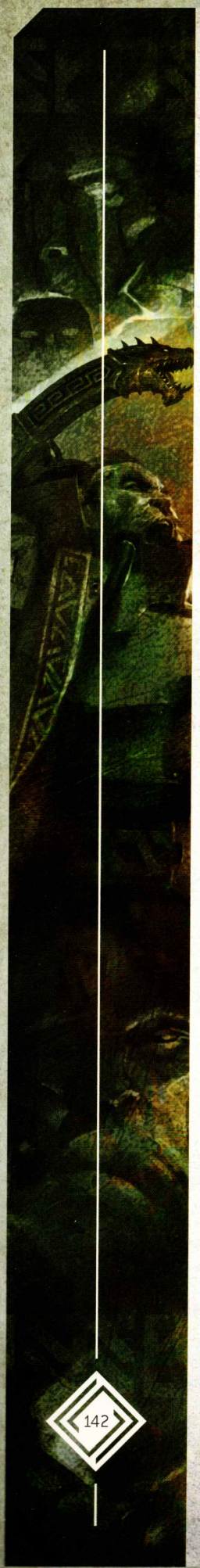


CRUSADE RELICS

When a **LEAGUES OF VOTANN CHARACTER** model gains a Crusade Relic, you can select one of the Crusade Relics presented here.

ARTIFICER RELICS

GREY CREST

This cunningly wrought armour crest contains helical circuit threads believed to have been traded from a mysterious alien species long since lost to the darkness between the stars. It projects a veil of obfuscatory energies able to fool both organic and artificial senses and conceal the bearer and their companions from the enemy's sights.

Models in the bearer's unit have the Stealth ability.

FLÂYRE

This remarkable weapon is said to contain the bound fury of a colossal solar flare, syphoned from amidst the atomic fury of a raging star and trammelled within knotwêrk energy fields. If not some boast of the Brôkhyr, how such immense energies could be contained and channelled is unclear, but the puissant fury of Flâyre cannot be denied. This war tool's killing edges burn so bright that they are painful to look upon as it streaks through the air. It is as swift and deadly as an unleashed starstorm, leaving nothing but charred enemy corpses in its wielder's wake.

While units from your Crusade army have Hostile Acquisition, add 2 to the Attacks characteristic of the bearer's melee weapons. While units from your Crusade army have Fortify Takeover, add 1 to the Attacks characteristic of the bearer's melee weapons.

MURMURING STAVE

The immaculate Votann-forged psychocircuitry embedded within this ancient stave enables the wielder to access their otherworldly powers better. It is said that a suitably talented Grimnyr who holds this stave hears the faint voices of the Votann themselves in their mind and can interface with them to gain their guidance at will.

GRIMNYR only. When selecting Agendas for a battle, you can select one additional **LEAGUES OF VOTANN** Agenda for that battle.

ANTIQUITY RELICS

THYRIKITE PLATE

Few substances mined from within the galactic core are as rare or dangerous to obtain as thyrikite. Occurring only within the gravitic tsunamis of the Thykus Cluster – home to the abhorrent Skorvexi – this substance is an insulating and phenomenally resilient alloy. Only once has enough thyrikite been harvested to fashion an entire suit of armour, but that suit remains a precious relic of the leagues to this day.

While units from your Crusade army have Hostile Acquisition, each time an attack is allocated to the bearer, subtract 1 from the Damage characteristic of that attack. While units from your Crusade army have Fortify Takeover, each time an attack is allocated to the bearer, change the Damage characteristic of that attack to 1.

WAYFARER'S GRACE

This one-of-a-kind void suit was crafted for the famed Hernkyn adventurer Sîmmka Farstryd as thanks for her saving the hold world of Hyvôk's Kindred. Incorporating ancient technological secrets interpreted from Votannic lore, Wayfarer's Grace acts as a life support system for its wearer. Monitoring their vital statistics constantly, the suit provides medical support and can even restart its wearer's stopped heart in extremis.

The first time the bearer is destroyed, roll one D6 at the end of the phase: on a 2+, set the bearer back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of one or more enemy units, with 3 wounds remaining.

LEGENDARY RELICS

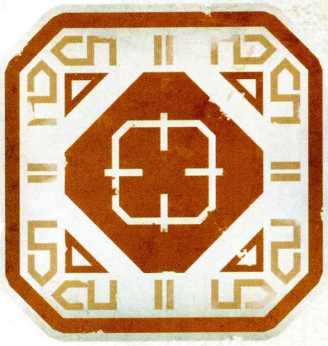
FIRST KNIFE

Almost every commander of the kinhost carries a plasma knife. Typically ceremonial badges of high office and rarely used except as a last resort, the First Knife is of greater cultural significance and offensive use. Triggering its blade unleashes a beam of energy that can slice through foes at close range. More than one ambusher or double-crossing envoy has discovered, to their cost, just how deadly the First Knife can be.

Each time the bearer makes a melee attack, you can re-roll the Hit roll and you can re-roll the Wound roll. At the end of the Fight phase, you can select one enemy unit within Engagement Range of the bearer and spend up to 4 Yield points. Roll one D6 for each point spent: for each 2+, that enemy unit suffers 1 mortal wound.

CRUSADE BADGES

When your Crusade force accomplishes specific long-term goals, you can earn the Crusade badges shown below, representing your warriors' successes over many battles.



EXEMPLARY HERO

Your commitment to duty has garnered quiet praise and great respect amongst the kindred. Your deeds have laid the solid foundations of an unimpeachable example to guarantee the kindred's success. Yet far greater horizons – and threats – await your steely assessment, where your prodigious skills can be put to ever more worthy efficiencies.

- You have completed one or more lean operation expeditions.
- You have one or more kindred assets.
- You have completed one or more guild contracts.
- You have won two or more battles.

VAUNTED OF THE HEARTH

Boldly meeting the ancestors' expectations, you have forged new paths into the dark void along which glittering streams of resources flow back into the hold. Venerable guild contacts favour your host as it opens new frontiers, and your battle tactics have proven decisive, hammering foes that dare deny your claims. But greater conquests are needed to feed the hungry maws of industry.

- You have completed one or more balanced stake expeditions.
- You have one or more upgraded kindred assets.
- You have completed two or more different guild contracts.
- You have gained one or more rare resources of any type.
- You have won four or more battles.

KINDRED LEGEND

Yours is a grim tally of conquest and exploration that has enriched the Votann beyond measure. You have sung war songs atop the corpses of your nemeses and amassed a lifetime of new experience. The watching ancestors have indeed judged you worthy.

- You have completed one or more high investment expeditions.
- You have two or more upgraded kindred assets.
- You have won ten or more battles.
- You have completed three or more different guild contracts.
- You have gained at least 1 of every type of rare resource.
- You have used the Returned to the Ancestors Requisition one or more times.

POINTS VALUES

You can use this section to determine the points (pts) value of each unit from your Crusade army. Each entry lists the unit's size (which may include a lower and upper limit) and the associated points value for that size. You can learn more about using points to muster your Crusade army on pages 55-56 of the Core Rules.

Arkanyst Evaluator
1 model ..... 65 pts

Brôkhyr Iron-master
5 models ..... 75 pts

Brôkhyr Thunderkyn
3 models ..... 85 pts
6 models ..... 170 pts

Buri Aegnirssen
1 model ..... 110 pts

Cthonian Beserks
5 models ..... 100 pts
10 models ..... 200 pts

Cthonian Earthshakers
2 models ..... 95 pts

Einhyr Champion
1 model ..... 70 pts

Einhyr Hearthguard
5 models ..... 135 pts
10 models ..... 270 pts

Grimnyr
3 models ..... 65 pts

Hearthkyn Warriors
10 models ..... 100 pts

Hekaton Land Fortress
1 model ..... 225 pts

Hernkyn Pioneers
3 models ..... 80 pts
6 models ..... 160 pts

Hernkyn Yaegirs
10 models ..... 90 pts

Ironkin Steeljacks with Heavy Volkanite Disintegrators
3 models ..... 80 pts
6 models ..... 160 pts

Ironkin Steeljacks with Melee Weapons
3 models ..... 100 pts
6 models ..... 200 pts

Kâhl
1 model ..... 70 pts

Kapricus Carrier
1 model ..... 75 pts

Kapricus Defenders
1 model ..... 70 pts
2 models ..... 140 pts

Memnyr Strategist
1 model ..... 45 pts

Sagitaur
1 model ..... 95 pts

Ûthar the Destined
1 model ..... 80 pts

In addition to the points values printed here – which you can always use in agreement with your opponent – this Codex is supported with live online points values and rules updates so that you can enjoy the most balanced and exciting games of Warhammer 40,000. To access these resources, scan this QR code or check the Warhammer 40,000 app.

DETACHMENT ENHANCEMENTS

Brandfast Oathband
Precursive Judgement ..... 15 pts
Signature Restoration ..... 5 pts
Tactical Alchemy ..... 10 pts
Trivärg Cyber Implant ..... 30 pts

Dêlve Assault Shift
Dêlvwerke Navigator ..... 25 pts
Multiwave System Jammer ..... 10 pts
Piledriver ..... 15 pts
Quake Supervisor ..... 20 pts

Hearthfyre Arsenal
Calculated Tenacity ..... 15 pts
Fârstrydr Node ..... 20 pts
Graviton Vault ..... 5 pts
Mantle of Elders ..... 10 pts

Needgaârd Oathband
Ancestral Crest ..... 15 pts
Dead Reckoning ..... 10 pts
Iron Ambassador ..... 5 pts
Oathbound Speculator ..... 30 pts

Persecution Prospect
Eye for Weakness ..... 25 pts
Nomad Strategist ..... 20 pts
Surgical Saboteur ..... 10 pts
Writ of Acquisition ..... 10 pts

The Kin are a tightly knit clone species of resilient and pragmatic warriors, who together form the Leagues of Votann. New generations are fewer with every passing cycle, yet the Kin rigidly trust this is the will of the Votann. In all things, these ancient supercogitators are hailed as nigh-supernatural fonts of wisdom. On their advice, the Kin mass into mighty oathbands, emerging from the stellar tumult of the galactic core and other territories to conquer, claim resources and do battle with any who threaten their leagues. The Kin employ advanced technologies, riding to war aboard rugged armoured vehicles and wielding weapons that channel potent forces. Their natural resilience is augmented by powerful force fields and armour, yet it is the indomitable will of the Kin that is their greatest asset. Each warrior knows that their Ancestors are watching, and they will endure any hardship or battle any foe rather than fail in their duties.

INSIDE YOU WILL FIND:

- The ancient origins of the Kin and their mechanical Ironkin comrades, the wars of acquisition and vengeance that the leagues wage and their drive to effect the will of their Votann.
- All the rules you will need to assemble your collection of Leagues of Votann Citadel miniatures into an efficient and effective tabletop army ready to engage in Combat Patrol, Crusade or matched play games of Warhammer 40,000.
- An impressive showcase of expertly painted Citadel miniatures that displays the Kin in the bold liveries of their kindreds and leagues, as well as a step-by-step painting guide to get your own collection Battle Ready and into action upon the tabletop.

ISBN 978-1-80457-631-1

9 781804 576311

DESIGNED IN THE UK

PRINTED IN CHINA

60 03 01 18 002

WARHAMMER.COM

GAMES WORKSHOP

Manufactured by:
Games Workshop Limited.Willow Road, Nottingham, NG7 2WS, UK

European address:
Games Workshop Limited - Irish Branch
Unit 3, Lower Liffey Street,
Dublin 1, D01 K199, Ireland

Этот файл существует благодаря меценатам фонда /GnomeCone.