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CODEX

LEAGUES OF VOTANN









LEAGUES OF VOTANN

BY THE MYSTERIES OF THE CRUCIBLE ARE THEY GIVEN FORM AND STRENGTH. BY THE MOLTEN FIRES AND POUNDING PISTONS OF THE FORGE ARE THEY ARMED AND ARMOURED. BY THE VOTANN AND BY THE FANE ARE THEY GIVEN WISDOM AND PURPOSE. AND BY THE SEARING WRATH OF THE HEARTH ARE THEY FILLED WITH THE FURY TO OVERCOME ANY FOE.





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INTRODUCTION

Welcome to *Codex: Leagues of Votann*. The data-tome you hold is replete with lore concerning the race who call themselves the Kin. Their long history; their many Leagues; their indomitable Kinhosts: all is recorded within. Read on to learn more, then make ready to muster your Oathband. There is a galaxy of perils to be overcome, and the Ancestors are watching.

Few races in the galaxy are as redoubtable, courageous or determined as the Kin who make up the Leagues of Votann. Nor are many as ruthless when it comes to the risk-and-reward calculus of war. To face them in battle is to stand before an armoured avalanche that crushes all in its path. It is to be appraised and then brusquely dealt with by attackers who see you as little more than an obstruction, or else as a hated nemesis whose annihilation is worth any cost.

To those they fight alongside or trade with, the Kin are invaluable allies. However, those they deem a risk to their peoples' survival they destroy with the same relentless rigour that the Kin apply to harvesting accretion discs, manufacturing their incredible technologies or, indeed, anything else they set their minds to. The Leagues of Votann are huge and formidable stellar empires, united by shared kinship and – as the emergence of the Great Rift sends ripples of upheaval through the galactic core and beyond – they are coming into violent collision with the other sentient races more than ever before.

Collecting a Leagues of Votann army for Warhammer 40,000 provides unique and exciting challenges. On the gaming table they are an army that combines massed armoured transportation, formidable close-range firepower and immense resilience – both physical and psychological – to close with the foe and then blast them into submission. Their advance is relentless and, thanks to technologies such as massed teleportation and magna-coil vehicles, the Kin have the ability to strike where and when they want with meticulous precision. They are an army that embodies single-minded tenacity, rewarding bold and decisive play.

Bold painting, too, is often a facet of collecting the Leagues of Votann. Each League has its own heraldic colours and these are typically simple and vibrant, combining influences both military and industrial with near-corporate League iconography to create a look wholly unique in Warhammer 40,000. These schemes are applied differently by each of the Kindreds that make up a League, and it is down to each individual collector to choose how best to array their models in order to truly to make the Ancestors proud.

Read on to discover more about the Leagues of Votann, including their turbulent history, incredible technology and stoic warriors. Within are the rules you'll need to transform your collection into an Oathband or Prospect fit to strike out into far-space, and claim the stars from those who no longer deserve them.

SKIES DARKEN AS THE IMMENSE VOID SHIPS OF THE KIN SETTLE INTO ORBIT. DARK SHAPES STREAK GROUNDWARDS AS A RAIN OF MILITARY LANDERS AND DROPSHIPS BEAR THE KINHOST TO WAR.

THEIR ARMOURED SPEARHEADS STRIKE HARD AND TRUE. HEKATON LAND FORTRESSES SMASH THROUGH BARRICADES AND OVER OBSTRUCTIONS AS ENEMY FIRE REBOUNDS HARMLESSLY 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. SEARING BEAMS OF ENERGY BORE THROUGH FORTIFICATIONS AND VEHICLE HULLS. SQUADS OF HEARTHKYN ADVANCE RELENTLESSLY, HAMMERING BOLT ROUNDS AND PLASMA BLASTS INTO ANYONE FOOLISH ENOUGH TO BAR THEIR PATH. CTHONIAN BESERKS AND HEAVILY ARMOURED HEARTHGUARD STORM IN TO FINISH THEIR FOES AT CLOSE QUARTERS. SOON ENOUGH, NOTHING REMAINS BUT THE PRIZE THAT THE KIN CAME TO CLAIM, AND THE SCATTERED BODIES OF THOSE WHO SOUGHT TO STOP THEM.



LEAGUES AT WAR

For thousands of years the Leagues of Votann have exploited the riches of the galactic core and overcome the perils of that tumultuous region. Over the millennia they have battled many of the galaxy's races, and sometimes traded with or fought as mercenaries for others. Now, as the galaxy convulses in the grip of the Great Rift, they face new challenges, and new wars.

'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.'
- Kahl Arnökh of the Starbreaker Kindred

The Kin are squat, powerfully built humanoids. They dwell in vast numbers within the galactic core, being not so populous as the teeming Humans, but far better established than the nascent T'au or dwindling Aeldari. They are a clone race; each generation emerges from machines known as crucibles, which draw upon vast banks of genomic data to produce a stable and varied populace. Their numbers are further augmented by the Ironkin, machine intelligences clad in mechanical bodies that are dedicated to aiding their flesh-and-blood fellows. To the Kin, the Ironkin are equal and valuable members of their starfaring society, both in times of peace and war.

Few species in the galaxy can match the Kin for resilience of body, mind and spirit. They are indefatigable, but also highly conservative. It takes a great deal to change their minds, and those not of their species stand little chance of doing so. This makes the Kin implacable enemies. It also makes them valuable allies, but securing their aid is no easy matter. The Kin look to their own familial duties and obligations first, and ultimately to the survival of their race. If they deem the motivations of others to go against these particular interests, then they are more likely to become foes than friends.

As a race whose earliest origins lie aboard void-borne mining fleets, the Kin have an unforgiving moral code. A filter changed late; a weak seam missed; a water tank left leaking: these and a million other minor lapses can spell disaster when voyaging through the inimical void. Equally, to overlook valuable resources locked away within a stellar body, asteroid field or particulate belt can leave a ship without the raw materials required to effect repairs or to fuel systems. When waste, laziness or even simple error can spell death for all aboard, these become the worst of sins. From painful experience has emerged the rugged survivalist culture of the Kin, who find strength and unity in the endless quest to acquire the resources their Kindreds need to endure. It is this apparent acquisitiveness that has caused many other species to judge the Kin – often harshly – as selfish hoarders.

KINDREDS AND LEAGUES

All Kin – barring only rare outcasts – belong to a Kindred. These are groupings somewhere between extended families and close-knit nations, and vary in size from a few dozens of Kin up to many thousands, or even millions! All Kin in a Kindred have sprung from its crucibles, and thus share a genetic bond stronger than allegiance to any flag. They usually live, train and toil within their Kindred's Hold, when not abroad amongst the stars for trade, prospecting or war.

The Kin habitually load apparently simple terms such as 'Hold' with nuanced meaning, being disinclined to even waste words. Thus, while the term is used throughout the Leagues of Votann, it can refer to wildly different structures and locations. Some Holds are fusions of fortification, city, industrial complex and strip mine, the largest of which may sprawl across – or honeycomb beneath – much of a world's surface. Others may be heavily armed void stations, chains of domes scattered through asteroid belts, nomadic harvesting fleets, syphoning plants riding the fringes of black holes, or even stranger marvels of technology.

A Kindred can be a commanding force. Its Hold may boast bustling cityscapes, industrial and military powerhouses, and many massive void ships. Yet greater still are the Leagues of Votann. Nearly all Kindreds are part of one or another League, proudly displaying their colours and emblems while sharing trade, military support, Guild tariffs and so on. Many Leagues have existed for millennia. The Greater Thurian League, the Ymyr Conglomerate, the Urani-Surtr Regulates, the Typhon-Styx Protectorate and others are established and ancient power blocs. Some, such as the ill-fated Kapellan League, have declined over the centuries, while others – like the Kronus Hegemony or the Seran-Tok Mercantile Leagues – are more recently established.

At the heart of every League lies at least one Votann, also known as Ancestor Cores. The Kin believe these venerable thinking machines were created in a lost age of myth, and departed their home world aboard the first Kin mining fleets. The Votann were sent into the void alongside the Kin to provide them with all the wisdom and aid they would require. The nodes through which that wisdom flowed have now become the Fanes that lie within all Kindred Holds. The Votann are of incalculable value and importance to the Kin. The millennia have wrought strange changes in these machine-intelligences, rendering them ponderous and senescent, yet they remain all-knowing repositories of lore and treasured links to the Ancestors of untold centuries. Kin who can commune with the Votann are known as the Grimnyr, or sometimes Living Ancestors, and are universally respected.

TIME'S PASSAGE

Millennia have passed since the very first Holds were established in the galactic core. The Kin have been content to remain largely within the bounds of that strange region, which has long daunted many other races. Powers such as the Adeptus Mechanicus, the Aeldari and the worshippers of Chaos have forged inroads into the core, of course. Some sought the incredible riches generated by the region's stellar nurseries



THE EYE OF THE ANCESTORS

The Kin are typically pragmatic in battle, to the point where their heroes seem almost dispassionate. This is because the calculus of risk to reward – and resultant survival – underpins their military strategies just as much as it does every other aspect of Kin society. This is not to say the Kin are not bellicose in war; their soldiery are fond of bellowed oaths, grim gallows humour and booming war songs. Rather, their forces have been known to abandon valuable positions or break off from ferocious engagements without a backward glance, should the price of victory be judged too high. There is no cowardice or panic in such decisions, only the grim acceptance that spending lives and materiel to achieve pyrrhic victories is a trade only a fool would willingly enter into.

Kin military doctrine emphasises a leader's ability to calmly assess enemy threats even in the midst of battle. Kin military leaders must remain stoic as they pass their gimlet gaze over the foe, determining which hostiles 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.

There are those enemies, however, whose actions test Kin patience beyond its limits. Foes who repeatedly shame and insult the Leagues, perpetrate great 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 shocking quantities of materiel in the destruction of a begrudged enemy, pursuing them relentlessly even into probable doom. Kin sometimes form Grudgebands at such times, swearing binding oaths to quest and fight together until either the Grudge is settled or else everyone who swore the oath is slain. To outsiders, this behaviour seems anachronistic in the extreme – a bizarre reversal of the doctrines that pervade Kin society. To the Kin themselves, however, the notion of Grudges is as deep-rooted and natural as breathing. To their minds, the Ancestors will judge harshly any who allow such nemeses to endure.

and cosmic phenomena. Others hoped to hide amidst its turbulent gravitic anomalies, or to investigate the dense asteroid clusters flung out from the accretion discs around the supermassive black hole at the galaxy's heart. Yet the core is a forge for stars, an immense swathe of wild space within which the fundamental forces of the universe rage. Many are the blasted ruins and the drifting void-hulks that form the headstones of those who sought sanctuary or fortune there.

Such was not to be the fate of the Kin, however. Boasting physiologies and technologies seemingly tailored for survival in this perilous region, they prospered where others failed. Their Cthonian Mining Guilds were the hardiest of all, and it was these heavily augmented and suicidally courageous individuals who delved swiftest and deepest. By the bloody light of red giants their space-borne particle excavators disassembled newborn stars from the inside out, then employed their fusion harvest to refine elements undreamt of to fuel burgeoning industry. Kindred void ships sliced planets apart, then deployed external refinery-rigs on miles-long umbilici to reap the molten harvest. Cosmic radiation and particulate belts that had been old when the War in Heaven was fought were drawn into immense plasma-conductors, or caught in atomic scoops, then transfigured into the materials the Kin required to survive.

One by one the Leagues formed. Trade routes bridged void-straits battered by searing stellar winds, or saw merchant craft ply back and forth between the core's outer circumnuclear disc and the ominous dead zone that encircled its heart. More and greater Holds were raised upon worlds where night never fell due to the sheer stellar density in the skies above. Life was hard, but the rewards were plentiful, and the Kin saw clearly the benefits of thriving in a location where competitor species could not. Thus, as the millennia passed, the Leagues of Votann continued to focus upon settling the immense sprawl of the core, and upon exploiting its boundless riches.

PERIL & OPPORTUNITY

This is not to say that the Kin never ventured into the wider galaxy. The boldest amongst them were driven to prospect beyond the core, or to establish trade with species other than their own. More than this, there is a prevailing belief within Kin culture that, in order to honour the Ancestors, one must live a full life and discover or learn all that one can. This was reason enough to see countless Kin exploratory and prospecting fleets – commonly called Prospects – set out into the wider galaxy. It also compelled bands of Kin to leave their people and to fight as mercenaries in the wars of other species, returning only when they had gathered knowledge and experience fit to offer the Votann.

Between these expeditions – and contact with alien races also able to endure the galactic core – the Leagues of Votann have encountered all of the galaxy's great powers in one context or another. However, in many cases these contacts were isolated to a single fleet, conflict or trade agreement. The Kin remain close-mouthed around outsiders, seeing no reason to reveal the extent of their holdings in the galactic core, or risk revealing the existence of the Votann. Many peoples they came into contact with thus mistook a single Kindred or League for the entirety of some comparatively minor alien race. In Imperial records it is impossible to say how many itinerant nomad races, unclassified xenos trade fleets or so-called abhuman enclaves have actually been Kin. Where they have been identified consistently, the Kin are typically known to the Imperium by the rather pejorative term 'Squats', and vary in their classification between abhuman and true xenos. The Kin have been mistakenly known to T'au and Human alike as the Demiurg, to the Aeldari as the Heliosi Ancients, and to various other peoples as the Gnostari, the Grome or the Kreg, amongst others.

The Kin bear all this with a mixture of contempt and amusement. Their own, oldest records do much to confirm a link between the Ancestors and ancient, pre-Imperial Terra, but to the Kin this only encourages greater care in their dealings with Humanity. The Leagues decided

long ago that neither the God-Emperor nor the Omnissiah were any deity of theirs. As such, they see anything that might offer the Imperium greater claim to impose its will upon them as something to be avoided.

Alongside exploration, trade and prospecting, the Kin have also fought countless wars. A disproportionate number of these campaigns have been waged against the Orks, who remain their most hated and frequent foes. The greenskins' crude but hardy civilisations flourish as well in the galactic core as they do everywhere else, while their anarchic, destructive nature is anathema to everything the Kin value. It is a combination that has seen mutual aggression rage between the two species. The Kin have scarcely more time for the worshippers of the Dark Gods, who they view with a mixture of disgust and bewilderment. They dislike the Necrons, also, against whom they have fought numerous times – when their excavations disturb tomb complexes or ancient Dynasties return to reclaim worlds settled by the Kin. The Tyranids, meanwhile, are known throughout the Leagues of Votann simply as 'The Bane', and are afforded the wary respect one gives to especially intelligent and dangerous predators. This has not prevented some Kindreds from actively stalking Tyranid splinter fleets, striking at isolated hive ships in order to harvest their resource-rich bounty.

Humanity has been the enemy of the Leagues as often as their allies. Inquisitors and intolerant Space Marines are quick to name the Kin as xenos and demand their slaughter. The Adeptus Mechanicus, meanwhile, are viewed by the Kin as superstitious tech-shamen, whose acquisitive ignorance makes them dangerous, and who are to be swiftly eliminated where they cannot be avoided. With the Aeldari, the T'au and a number of other alien races, the Kin have maintained semi-cordial relations and achieved sporadic trade. Exceptions have still arisen, of course; the Kin have little patience for the gruesome excesses of the Drukhari, or what they see as the arrogance of the Asuryani, and of late have clashed around the fringes of the Chalnath Expanse with the dynamic T'au Empire.

SIMPLE TRUTHS

So conservative is Kin society that – as a race – there are certain truisms and idioms that have found universal acceptance amongst them. The Kin call these their Truths, and treat them as articles of sincere good sense that are loaded with more nuance and meaning than is immediately apparent. The most common of these is the frequent Kin saying, 'The Ancestors are watching', which often doubles as a battle cry. 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 their hardest to live up to those who came before. Yet equally, this Truth can remind the Kin that their Ancestors live on in every new generation, and that they are never alone while their forebears stand with them.

There are many other Truths, from describing worthless objects or foolish schemes as 'a prize for an Ork', to encompassing the depth of their race's space-faring prowess in the simple statement, 'The void is in our veins'. Like the Kin themselves, to outsiders the Truths seem uncomplicated and direct, yet in reality they are far more complex.





KIN SOCIETY

Traditionalist as they are, the Kin hold true to core societal structures and ideals no matter which Kindred or League they belong to. The Leagues of Votann, the Kindreds and the Guilds form the foundations upon which the Kin build, and also the venerable institutions whose survival they fight to ensure.

KIN AND KINDREDS

The familial bond of the Kindred remains with Kin and Ironkin whether they live and work within their Hold, or roam the stars as warriors, merchants, miners or courageous Hernkyn rangers. There is a shared understanding between members of a Kindred that goes deeper than words. It is a commonality of thought and action that binds their armies tight and can appear to outsiders like some form of low-level telepathy.

Every Kindred has its own 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. Oddly basic names are used by some, 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 are also known to mingle these forms, producing names such as Yôht's Black Pillars Kindred, or The Kindred Stoic of Nightgulf.

Other than its people, the heart of every Kindred lies in its Four Pillars. The first is the Hearth – the fire that burns at the heart of the Hold. Echoing the times when all Kin sailed the stars aboard vast generation ships, the Hearth is the blazing reactor that powers the Hold's defences and sustains light and life. Its fires are said to burn within the breast of all its Kin, only extinguished if every last member of a Kindred falls. The second pillar is the Forge, wherein the Kindred craft the weapons, equipment, tools, vehicles and technologies required to sustain them. In planet-based Holds the Forge may be a conventional – if vast – industrial workshop, but in others it may take the form of a huge factory-vessel, a hollowed out industrial 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. The final pillar is the Crucible, whose genomic cloning technologies ensure the Kindred's continuation, and whose ancient devices are defended by the oath-sworn orders of the Embyr.

Every Kindred governs itself from a huge spherical chamber known as the Spakerönde. Here, the Hearthspake gathers – a ruling council of Guildmasters, 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 believes firmly that he or she knows what is best for the Kindred, they can be remarkably stiff-necked.





Moreover, all are keenly conscious that the Ancestors are watching. Though voices are often raised and debates may last for days, the Hearthspake sees little of the politicking or self-interested manoeuvring that typifies many species' political arenas. The Kin might be hard-headed, but they are almost always earnest and honest in their desire to guide their Kindred well.

THE GUILDS

Guilds spread through Kin society like veins of ore through bedrock. They are uniting bodies made up of all those Kin who perform a particular role or provide a particular service within a region of Kin space. Every Guild is ruled over by its Guildmasters, who set standards for Guild accreditation, expected levels of workmanship and the tithes their members levy. The most prominent Guildmasters also attend the Hearthspake to give voices to the civilian Kin.

In theory, the Guilds exist apart from Kindred affiliations. They are meant to be a means by which fair competition is maintained across Kin space without Kindred loyalties carrying undue weight. In practise, smaller Guilds rarely extend their influence beyond a single Hold or Kindred. Moreover, Guild affiliation is a voluntary step that not all Kin take; Guild members look askance at freelancers, while freelancers in turn despair at those they see as hidebound guildsmen. Where larger Guilds do reach across multiple Kindreds, there is no guarantee another enterprising group of Kin won't decide to set up a rival Guild. Competition can become heated between such bodies. Other races have been caught in the crossfire as competing Guilds sponsor Oathband expeditions into rich systems, caring far more about beating their rivals to the punch than about the luckless civilisations already inhabiting contested worlds.

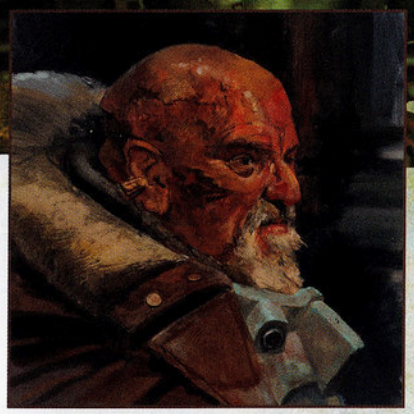
Despite their fractious natures, Guilds are invaluable to Kin society. They smooth trade and transit between Kindreds. They provide organisational administration and support throughout the Leagues. From star-mining and gravitic fracking to military supply chains, void craft repair, the provision and preparation of food and drink, the construction of homes and Holds and every other aspect of Kin manufacture and distribution, it all functions better thanks to the Guilds' competition and high standards.

THE LEAGUES

The first Leagues of Votann were formed by Kindreds in direct possession of Ancestor Cores. The Leagues were initially military alliances intended to ensure the precious Votann were protected, and sprang naturally out of the long-march mining fleets that settled the galactic core. Soon enough, the Leagues became mutually beneficial allied bodies comparable to star-spanning nations.

Each League possesses sole claim to the ancient heraldic colours and logos of one of the long-march mining fleets. Every Kindred that belongs to a League is thus entitled to display these schemes and sigils in whatever fashion they see fit, providing it is suitably respectful. Over time, the territories claimed by each League within the galactic core have become relatively set, while prevailing cultures, specialisms and outlooks have come to prominence within their member Kindreds.

The many Kindreds of the Greater Thurian League, for example, tend toward the core Kin values of trade and prospecting, and are known and respected for being especially mercenary. Those of the Trans-Hyperian Alliance are renowned as explorers and voyagers, for they possess an almost puritanical drive to enrich the Votann as much as possible – whether by discovery or military conquest. The Kronus Hegemony and Grendl Dominance are overtly warlike, with the Kindreds of the Kronus Hegemony particularly notorious for their mechanised onslaughts and apparent willingness to declare a Grudge at the least provocation. The Jotun-Erydani Combine are renowned for their craftsmanship and forging, the Urani-Surtr Regulates have a reputation for incredible stoicism and self-reliance, the Ghulo Industrial Complex are unmatched in the fields of void mining and terraforming, and no League boasts greater or more indomitable fortifications than the Kindreds of the Typhon-Styx Protectorate.







These are but some of the many Leagues of Votann scattered throughout the galactic core. Even the Kin no longer know the full extent or composition of these alliances for – while it is uncommon due to their conservative natures – it is not unheard of for Kindreds to leave one League in order to join another. In addition, some Leagues have declined in power and importance until they fragmented, while others have been annihilated wholesale by war or tragedy, or have been cut off by the emergent warp storms of the Great Rift. Other Leagues have been newly founded, sometimes in far remote territories, or else have been refounded in name by those who wish to honour some ancient League believed long lost.

'The Kin rightly call it Brii. Yet there appear to be dozens of varieties of this liquid sustenance, ranging from mainstay nutri-rations for soldiers and miners, through to devastatingly alcoholic recreational beverages. Safe to say I do not recommend any of them to those without a Kin constitution...' - Lazarian Kalyhone Smith, Rogue Trader



ORIGINS & ADAPTATIONS

It is possible that the Ancestor Cores retain records of all Kin history since their earliest days. If such information survives, however, it is likely buried beyond recovery. Accordingly, even the perennially thorough and practical Kin have been forced to accept that – after a certain point – their ancient histories blur into myth.

'Votann set us amidst the heavens. The Ancestors mattered the void. The darkness between the stars holds no terror for us, for we are as much at home in the vacuum of space as we are with our boots firm upon planetary bedrock.' – Grimnyr Yötunn, before the departure of Jarvenni Project

The Leagues of Votann are named in honour of Votann itself, who is also known variously as the Primal Ancestor, the Gilded One or the Stonemind, amongst others. In some Kin myths, Votann was not one being but many, and is sometimes depicted as a group of gleaming golden figures or a wheel of graven stone faces. In other myths, Votann fashioned the first crucibles, then raised the Kin up and sent them sailing into the dark void – before oceans of fire and flesh rose to swallow them. Some myths speak of Votann as eldest and wisest of the First Ancestors, themselves shadowy presences ill-defined and shown in many different forms – both humanoid and otherwise – where they are depicted at all.

With typical pragmatism, the Kin accept that their myths are too contradictory, allegorical and suspect to be cited as possessing a definite basis in fact. None of this troubles them overly. Steeped as they are in tradition and dour realism, the Kin feel less need than Humans to don the armour of faith. They are not frightened by the inexplicable. Instead, they accept reality as they see it to be; if there are matters in their ancient past of which they have no understanding then – unless those matters suddenly become relevant to their present – the Kin set them aside. Of course, many Grimnyr continue to interface with the Ancestor Cores in the hopes of asking the right questions to unlock portions of their ancient history. Most do this more out of curiosity and a desire for completeness, however, rather than being motivated by some existential need.

For all this, there are certain articles of lost history that the Kin deem indisputable fact. They call these the First Truths. It is a First Truth that their earliest Ancestors departed the home world – almost certainly pre-Imperial Terra – millennia ago aboard fleets of generation ships. It is a First Truth that the Kin were a cloned people from the beginning, and that the Ironkin have been with them since those earliest days. It is a First Truth, also, that the Ancestors of the Kin set out as miners, prospectors and void-dredgers, charged with exploiting the riches of the heavens.

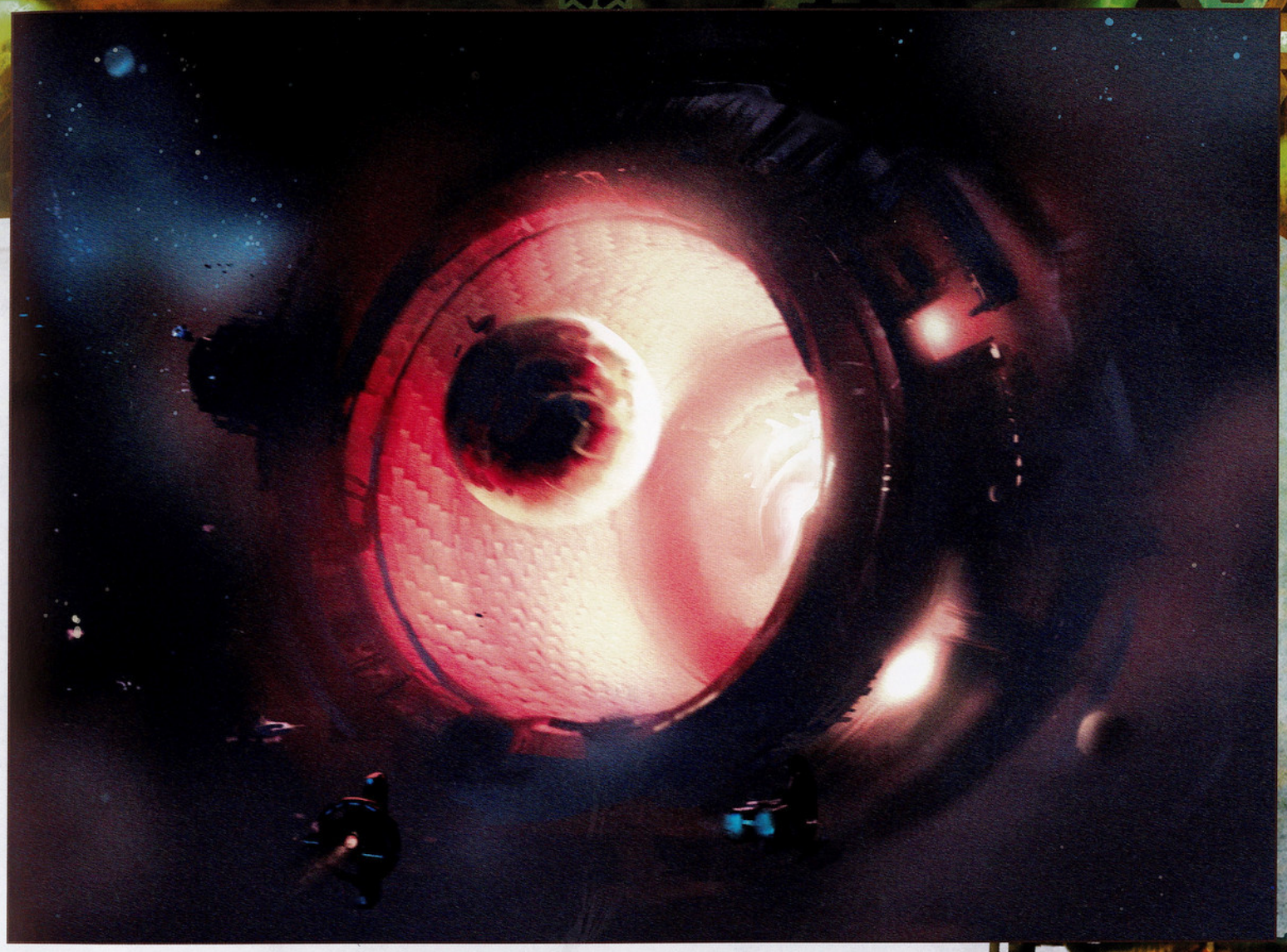
Kin myth blends into recorded history around the time their long-march fleets were approaching the galactic core. Why they did not return to the heartlands of Humanity is unclear. From the fact that so many Kin fleets plunged into the galactic core within a period of only a few centuries, it might be inferred that a deliberate choice was made. It is during this period that the last references to the First Ancestors can be found, often blurring with – or transitioning into – mentions of the Ancestor Cores. These are themselves also referred to collectively as 'The Votann', with the Kin employing the two terms interchangeably. The First Ancestors are cited here as agents of change, and held responsible for the majority of the stable mutations – collectively known as cloneskeins – that run through the Kin gene pool. This pool appears to have been broad, deep and varied from the first, putting the lie to simplistic notions of a clone race all being literally identical. The Votann are thought to have hardened the Kin both physically and spiritually. Some accounts claim this was in response to a perceived threat, others that it was done to ready the Kin for inhabiting their harsh new home in the galactic core.

In practical terms, the introduction of the cloneskeins gave the Kin denser musculature, tougher bone structures, higher red and white cell counts, exceptional core strength and formidable physical resilience. More esoteric – but no less evident – are the changes worked on the Kin spirit, which cause their souls to shine far more dimly amidst the tides of the warp than those of Humans. The Kin evidence no uncontrolled psychic mutation, and only those with the appropriate psychoactive cloneskein can activate the so-called barrier-tech that allows psychically active Kin to interact with the empyrean. It is rare indeed that Kin fall victim to physical mutation, daemonic possession or the temptations of Chaos. Hostile psychic abilities struggle to find purchase upon them. It has been suggested by some outside observers that this very hardening of spirit led the Kin to become ever more obstinate and conservative in character. If this is so, then it is just one side of a metaphysical feedback loop that has benefited their race greatly across the millennia.

Beyond these benefits, there are many cloneskeins that impart useful physical abilities upon Kin who possess them. From enhanced reaction times and vision that registers infra-red or other energistic spectra, to limited resistance to extremes of temperature, gravity or strains of cosmic radiation, the list goes on. The cloneskeins undeniably aided the Kin in enduring the extreme environments of the galactic core. Many cloneskeins manifest physically, whether it be unusually coloured eyes or skin, craggy subdermal layers, chemical body odours or various other giveaways. To Humanity, such physical abnormalities would surely be cause for prejudice and mistreatment. To the Kin, they are rather badges of valuable ability, either bequeathed by the ineffable Ancestor Cores or encouraged by the Cloners' Guilds during gestation.

Obscure legend gives way entirely to historical record during the following centuries, as scattered Kindred fleets settled new worlds, established trade routes and became the first Leagues of Votann.





DARING THE IMMATERIUM

The Kin are able to exploit warp space in a way few other peoples would risk, thanks to their hardened souls and the reliable protection offered by their technologies. Even those Kin who carry the psychoactive cloneskein are not literal psykers in the true sense of the word. Like a shuttered lantern whose aperture has been opened a little wider, the souls of these psychoactive Kin shine just brightly enough to mesh with ward-tech, such as Ancestral ward staves and crests. These devices come to life at their touch, emitting a soft thrum of power and glimmering with cold witchlight. It is through the careful use of barrier-tech devices that the Embyr manipulate the energies of the warp to produce manifestations similar to those conjured by true psykers.

The Kin say that the void is in their veins. By this they mean that they have been starfarers since their earliest days and consider themselves pre-eminent in that field. Their void craft tend toward enormous size and redoubtable build, with even smaller vessels such as the Bastion or Stronghold-class mining vessels matching most races' cruisers for armoured bulk, shielding and firepower. When navigating realspace they employ electromagnetic scoops to power hydrogen ramjets that – while not the swiftest means of propulsion – are typically arranged in such clever profusion as to render Kin void ships balletic, despite their huge size.

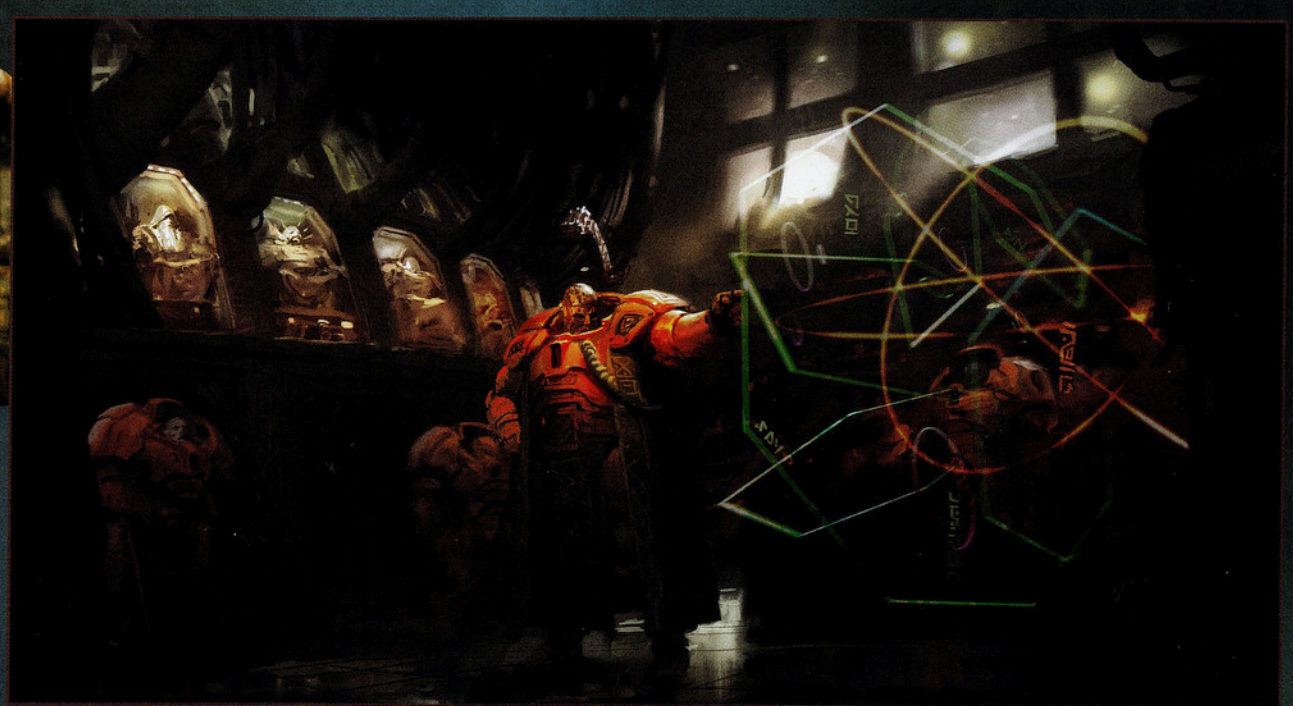
When it comes to warp travel, the Kin are equally steady in their approach. They use warp drives and geller ramparts of superior design and reliability to anything Humanity understands. Each craft is commanded by a Voidmaster – a captain skilled in every aspect of spacefaring and often augmetically enhanced to aid them in their duties. Each is supported by Ironkin Wayfinders, whose accelerated logic-cores enable them to cogitate probable paths through the madness of warp space without risking psychic interaction. With support from their bridge crews, these specialists guide their craft in a series of plunges. These are short, controlled warp jumps during which the Kin may take the time to harvest energistic skeins from within the immaterium, or even board warp-borne space hulks for empyric salvage. Travelling in plunges takes longer than the vast warp jumps made by Humanity, or the risky sprints of the T'au slipstream module, but it ensures that the Kin arrive where and when they intended almost every time.

THE VOTANN

The Votann – or Ancestor Cores – are as sacred to the Kin as gods are to more spiritual races. Part oracular fonts of wisdom, part gestalt ancestral presences and part sentient super-cogitators, the Votann are the foci for a secular cult of veneration which is as close as the Kin come to religious belief. No League would risk harm to its Ancestor Core if there was any other path, and no Kin nor Ironkin would hesitate to lay down their lives in defence of the Votann.

By custom, the Kin do not speak of the Votann to outsiders. They use their name freely enough, but never explain it, content to leave others to believe what they want of the word. The Votann belong to the Kin, just as the Kin belong to the Votann, and no other peoples have any place in that relationship. In part, this is because superstitious non-Kin would be apt to misinterpret the Ancestor Cores as deities or daemons. In truth, the Votann can best be described as ancient machine intelligences so complex and powerful as to be nigh on supernatural. Their self-organised datastacks and quantum infocores hold all the information a race might need to thrive in the depths of space. Weapon specifications, Standard Template Constructs, scientific and philosophical learnings, genealogical data, military and survival theory and strategy: these are just parts of the wealth of lore buried within the machine minds of the Votann. So bright do their artificial intellects shine that Kin voidfarers are even able to use them as localised beacons within the warp. Herein lies the other reason the Kin do not speak of the Votann to outsiders. In a dark and ignorant age, few treasures are as precious, or dangerous, as knowledge.

Sadly for the Kin, the wisdom of the Ancestor Cores has become ever harder to access as the millennia have passed. Whoever created these incredible machine minds, it seems unlikely that they were ever meant to continue independent operation for as long as they have. Nor, perhaps, were they equipped to wrestle with the intellectual and moral dilemmas, or galactic truths, they have been faced with. More and more information, dutifully catalogued and filed away, has filled their mental storehouses to overflowing. Questions posed to the Votann have required them to adapt their own processing subroutines through self-guided evolution and, at times, to request information or mechanical augmentation. Over-association with the true living minds of the Kin has led some Votann to develop strange behavioural quirks akin to rudimentary personalities. All of them have become more ponderous of thought. Questions asked of the Votann may take as much as centuries to receive an answer, which may even then be another question. Information not regularly accessed has vanished into lost datavaults deep within their mental architecture, while vital facts or details have been mired in self-replicating layers of data-amendments. Day by day, the Ancestor Cores become more senescent and – in some cases – mercurial.



THE LOST AND LAMENTED

The Votann are protected with every technological and strategic art the Kin can conceive, including Oathbands of Einhyr Hearthguards and war engines, who stand guard over each Ancestor Core. Some are buried deep in fortified vaults, or encased behind layers of force fields at the heart of impenetrable strongholds. Others are kept on the move, housed aboard the mightiest flagship of their League.

For all this, some Votann have fallen to the predation of foes, much to the shame and sorrow of the Kin. The Five Hundred Years' War was triggered when the Orks of Waaagh! Morbok overran the Hold of Oriâkh's Irongate Kindred and tore apart the Ancestor Core within. The Grand Orion Compact swore the most widespread Grudge in recorded history for the death of their Votann, hurling all their might against Morbok's Empire of Scrap for more than five centuries, until the last Ork was slain and the insult answered.

More tragic still is the tale of the Emberg-Aegnir Bloc, who found themselves in the path of a tendril of Hive Fleet Leviathan. Consisting of only a handful of Kindreds, the Emberg-Aegnir were forced to stand their ground when the hive ships closed in around the Hold world beneath whose surface resided their Votann. Hopelessly outnumbered, the Kin fell to the last in its defence. Yet the bitterest irony was yet to come; the Tyranids ignored the Votann entirely, leaving it buried alone in its pit upon a dead world. The accumulated pain and desolation of those who had fought, died and been returned to the Ancestors – to keep their bodies from the hungry maw of the swarm – flowed into the machine mind of the Votann and drove it insane. The sorrowful tale of the Mad Core is still told amongst the Leagues, and all know not to sail by the wavering beacon of its tortured mind.

IMPOSSIBLE BURDENS

Ironically, the cultural practices of the Kin may actually have contributed, however unwittingly, to the Ancestor Cores' decline. The Votann have long borne responsibility for regulating the genomic data required to breed each new generation of Kin, even as the race has grown exponentially. Perhaps most demanding of all, they have also accepted into themselves the accumulated – and often duplicate – cerebral data of endless generations of dead Kin and Ironkin. It seems likely this custom was once purely practical, part of the same pragmatic routine that saw the bodies of the fallen recycled for nutrients and raw materials. In more recent millennia, however, it has taken on an element of ritual that has seen mountainous drifts of information drown even the hyper-technological mind-cores of the Votann.

All Kin desire to rejoin the Ancestors upon their deaths, with their bodies and minds offered up to the Votann in the belief that their experiences will enrich the machine minds and aid future generations. This places great pressure on individual Kin to live up to the perceived ideals of their Ancestors, driving them on to illuminate dark new corners of space, to witness sights no Kin before them has, and to engage in adventure and battle across the vast span of the galaxy. It is a major motivator in Oathbands setting out to fight as soldiers of fortune in the wars of other races, for doing so allows them to learn much from their temporary employers – not least the movements of potentially hostile foes and the locations of rich caches of resources. They then return to their people more grizzled and wise than ever before.

The tradition of returning to the Ancestors also provides the Kindreds with their greatest means of sentencing transgressors. It is viewed as a waste of resource to incarcerate those Kin so aberrant that they would commit cardinal crimes against their own. Murder, extreme wastage and abject failure have but one possible punishment. That they might no longer burden their family, the culprit is sent into exile from which vanishingly few ever return. At the same time, their name is told to the Votann, so that the Ancestors know who has failed them and can forbid the transgressor entrance into another Kindred or League.

To the Kin, the true horror of this sentence is neither death nor loneliness, but rather that they will never be permitted to return to the Ancestors. Their entire life and all of their experiences are thus rendered meaningless. The Kin say of this fate that it would be better never to have drawn breath. The thought of exile is one of the very few that inspires true dread amongst them, and its threat does more to stay the hand of lawbreakers than would any amount of corporal punishment or fire and brimstone dogma.

THE INTERFACE

It is the Grimnyr who come closest to speaking to the Votann. To them falls the duty of asking the Ancestors for wisdom and guidance, and interpreting the resultant output. This they do within the arcane technological structures called Fanes.

Every Hold has a Fane – a space of timeless devices and quiet contemplation, at the heart of which lies a complex tangle of machinery that is part altar, part interface. It is said that once, these machines were simply the nodes through which the wisdom of the Votann flashed with the speed of thought from one voidcraft to another. They still fulfil this practical purpose. Culturally, though, 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. Indeed, through arcane technological processes that even the Kin do not understand, there have been instances recorded of Fanes miraculously developing artificial intellect in their own right, and joining the ranks of the Votann themselves. These occurrences of miraculous 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 terrible 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.

WAR ZONE: ÖRGVAYR

The emergence of the Great Rift shook the Leagues of Votann to their foundations. Holds vanished amidst the roiling energies of the warp storm belt. Trade routes were severed. Many Kindreds were compelled to relocate their holdings, abandoning territories held for thousands of years and venturing out from the galactic core to seek more stable regions to settle. Both within the core and beyond its fringes, the rift's advent has driven the Kin into new conflicts, as well as stirring up old foes and setting them on a collision course with the Leagues.

The Kin do not recognise or name the Great Rift as a single manifest phenomena. They believe that to do so would lend further superstitious menace to a threat that is already menacing enough. They choose instead to name the greatest of the component warp storms that have opened within the galactic core, treating each as a separate peril to be weathered and overcome.

One such raging empyric maelstrom opened upon the north-eastern fringe of Greater Thurian League space, and was soon named Örgvayr – roughly translating in High Gothic as 'the Ogre'. The Void Strider Kindred and Lâkhryr's Kindred were swallowed up in the instant of its opening. Their pan spectral arrays gave some small forewarning, and so ragged flotillas of Kin refugee ships limped from the fringes of Örgvayr days after its emergence, their passengers telling of Holds dissolved into raw madness or overrun by howling daemons. Close on their heels came ravening Chaos war fleets. Sailing the void in baroque warships and monstrous hulks, they fell upon the Greater Thurian Systems bordering the storm zone. As more Chaos worshippers poured out of Örgvayr by the day, it became clear to the Greater Thurian League that a terrible new threat had been unleashed upon their Holds.

Those Kindreds whose Holds lay directly in the invaders' path now faced a difficult choice – to hold their ground against the onslaught, or to fall back in the face of growing enemy strength. Exchanging messages as best they could via hardened las-com relays, the Hearthspakes of the Deeprock Kindred, the Kindred of Vôrtun, Khâld's Star Breaker Kindred, and Kindred Crimson-Two all elected to hold fast. The Grimnyr interfaced in their Fanes with the Greater Thurian Votann, asking that it communicate their plight to the wider League and begging its advice. Swift merchant craft and scout ships plunged into the warp, bearing the same messages to neighbouring Kindreds. Those facing the invasion would stand firm until the will of the Votann and the League could be made known, or until their defiance was judged too costly to maintain.

Meanwhile, the ravening hordes of Chaos blazed a trail of havoc toward the Hold worlds that lay in their path.

COUNTEROFFENSIVE

By a stroke of good fortune, Kâhl Ûthar the Destined had recently returned to Obsyd Gate, Hold of his own Kindred of Vôrtun. Ever the dynamic hero of his people, Ûthar convinced the Kindred of Vôrtun Hearthspake that they could not afford to simply mass behind their defences and await their enemies' onslaught. To do so handed all strategic initiative and opportunity to the invaders, and would abandon outlying facilities, resources and personnel to their murderous attentions. The voice of the Destined carried great weight amongst his Kindred, who were swiftly convinced by his arguments. Thus, their mustered Kinhost broke into a number of Oathbands; some would remain to garrison Obsyd Gate, while the rest would sally forth under the command of Ûthar and several other prominent heroes, to launch counter-attacks against the incoming Chaos invaders. Their role would be to slow the enemy wherever possible, to evacuate all resources, Kin and Ironkin they could, and to destroy any facilities they could not rescue so as to deny their use to the foe.

Ûthar the Destined's Oathband deployed to the outlying world of Törg. Riven by years of deep-core tectonic mining, Törg was a hostile mass of jagged stone, exposed magma veins, convulsing super-volcanoes and Kin harvester fortresses, wreathed in toxic fumes. Several immense renegade warships had already settled in the vulnerable world's orbit and disgorged warbands of Heretic Astartes to the surface. Mutated Chaos Space Marines of the Purge and ferocious Khorne-worshipping World Eaters had overrun Törg's void docks and cut bands of Guild Miners off within their harvester fortresses. Swiftly casting the Eye of the Ancestors over the dire strategic situation, Ûthar formulated his battle plan and set his forces into motion without delay.





In the void, the ships of Ûthar's Oathband engaged the craft of the Chaos-worshippers at the command of Voidmaster Hêmmyk. Their mighty conversion-beam batteries and salvoes of drill torpedoes mauled the grand cruiser *Abomination*, and forced other Chaos warships to break off orbital bombardment in order to respond. Hêmmyk coordinated her small but potent fleet with consummate skill, fending off each assault by the Chaos worshippers and handing out far worse punishments than her own ships suffered.

Nôkh's Hernkyn Pioneer bands, supported by light gunships and rugged Sagitaur ATVs, swept through the high passes of the Fumarok Range to attack the World Eaters from the rear. They launched swift hit-and-run strikes, using their pan spectral scanners to maintain a fix on their enemies amidst the toxic murk. Goaded to action, many wrath-crazed Khorne Berzerkers broke off their assault on Harvester Fortress Five and pursued Nôkh's band into the hazardous passes.

Separating into several smaller Oathbands, Ûthar the Destined's forces launched a massive drop offensive into the Shatterfields. Ûthar himself led an armoured spearhead against the World Eaters of Lord Hakatar. Kâhl Svêkh Thûrkann and her Oathband met the Purge head-on. As orbital fire from both sides rained down, the two swirling battles erupted into a storm of close-range firefights and brutal offensives.

While the foe were engaged to the north, Grimnyr Khôhn led an elite force of Einhyr and Hearthkyn to evacuate the Cthonians at Harvester Fortresses Two, Three and Four. Guildkin and great quantities of raw materials were loaded aboard Hekaton Land Fortresses and the armoured carriages they drew behind them. Sensing their prey escaping, Urthak Skullripper led a massed teleport assault of World Eaters Terminators that cut the Grimnyr and her bodyguards off, even as Kin forces were pulling out. Though many Cthonian Beserks turned back to hurl themselves into the fight, the Living Ancestor could not be rescued. The surviving Cthonians and many of the Hearthkyn have since formed the Grudgeband of Khôhn – they will be avenged upon Urthak Skullripper or die trying.



Ûthar the Destined met Lord Hakatar of the World Eaters upon the stone span bridging The Chasm of Embers. The two warlords battled back and forth along the crumbling expanse as their warriors fought and died around them, and pillars of volcanic fire blasted up from below. Wounded but unbowed, Ûthar at last wrong-footed his foe, taking the World Eater's right leg off with a vicious sweep and pitching him, still howling with fury, into the flames below.

After several hours of rapid armoured warfare, and with the vast majority of Kin assets ferried successfully up to his waiting void ships, Kâhl Ûthar commanded a full retreat from Törg. Howled accusations of cowardice from the Khorne-worshippers followed the retreat. They meant nothing to the Kin; all that was worth extracting from the planet had been recovered, and any remaining assets were deemed not worth the cost in lives to salvage. The Greater Thurian League Oathbands fell back in good order, Voidmaster Hêmmyk giving the enemy flotilla a last, devastating volley to scatter their formations before commanding a plunge back into warp space. The tragic death of Grimnyr Khôhn aside, the Törg offensive had proved successful, but the wider war zone Örgvayr was becoming more fraught and violent by the hour. A great battle lay before the Greater Thurian League, and Ûthar the Destined would be needed elsewhere.

SEEKERS & DELVERS

To the Kin, any region of blank space upon their star charts is a mystery in need of solving. The desire to plumb the depths of the void, to discover its secrets and claim its riches is deeply ingrained in their psyche, as is the need to know what – if any – sources of peril might lurk amidst the shadows.

The Hernkyn are the furthest travelled of their race. Their sturdy boots have left prints in the aeons-old dust of lost moons. Their Pioneers have skimmed across the baking plains and through the carnivorous jungles of worlds never before seen by the Kin. Bands of Hernkyn leave their Kindreds behind for decades at a time, forging out into the dark spaces beyond the furthest trade routes, or shining their lights into regions long declared lost or forbidden. In many galactic cultures, such a wanderer's role might fall to outcasts and loners, and be synonymous with rebellion against confining social structures. By comparison, becoming one of the Hernkyn brings high honour amidst the Leagues of Votann.

By ranging the dark void, the Hernkyn do great service to the Votann. Such a wild and rootless existence leads Hernkyn to see unbelievable sights, uncover ominous galactic secrets and experience countless – often perilous – adventures. All of these experiences ensure that, when Hernkyn finally return to their Ancestors, they bring with them swathes of enriching experience.

The Leagues of Votann also benefit greatly from the efforts of the Hernkyn. It is often an intrepid band of these brave scouts that identifies and warns of an 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. The Hernkyn also locate potential trading partners for their Kindreds, mark navigable void-channels, scout viable regions for Kindred settlement and – most important of all – locate valuable resources to be exploited.

To achieve all this, however, the Hernkyn themselves make great personal sacrifices. It is this that makes them such heroes in the eyes of their fellow Kin. It is not easy for family-focused clones to spend such extended periods of time away from the comfort of their Kindreds and Holds. Moreover, there is always the danger that – if their band is wiped out far from League space – the Hernkyn may never return to their Ancestors. That these brave scouts are willing to take such risks says much for their character. It also speaks volumes of their race's inbuilt drive to survive no matter the hardships or dangers.

The Hernkyn take pride in the perils of their role as frontiersmen. It is perhaps unsurprising that they are amongst the most rugged and dour of all their people, holding hard to the bonds of loyalty that



bind their pioneering bands together, who are all the family they can rely on so far from home.

The Leagues ensure their Hernkyn are as well equipped as possible to face the dangers inherent to their role. Guild affiliates furnish bands of Hernkyn with the most advanced and redoubtable scout ships in Kindred space, piloted by Voidmasters as courageous as they are skilled. A wide array of armoured gunships and rugged exploration and combat vehicles provide the Hernkyn with transportation the equal of even the most hazardous alien landscapes. Meanwhile, their enviro-hardened void suits are supplemented with an impressive arsenal of weaponry – both Kin-portable and vehicle-mounted – along with a range of field generators, survival gear and pan spectral scanners.

Pan spectral scanners are useful both in prospecting and combat. They can detect an incredible range of energy spectra not only through solid matter, but even across multidimensional wavelengths, ensuring the Hernkyn are rarely surprised by even the most cunning or esoterically empowered foes. These scanners are equally unlikely to miss the presence of natural resources the Kin would prize. When such rich discoveries are made, Hernkyn mark the location using powerful claim-beacons, whose multispectral energy signatures are bounced back along networks of relay satellites all the way to League space. It is at such times that the Cthonian Guilds rumble into action.

GALACTIC HARVESTERS

If the Hernkyn are exemplars of their race's survivalist drive, the Cthonian Mining Guilds embody their belligerence and acquisitiveness. Fearless in the cause of locating, securing and harvesting resources for their race, the Cthonians think nothing of braving environments so extreme that even other Kin would baulk at their hazards. From violent gravity maelstroms, meteor collision-fields, savagely irradiated nebulae and plague-ridden planetoids to sweltering magma caverns, crushing oceanic depths, hypersonic shard-storms, gnawing fringes of black holes and even nightmarish space hulks adrift on the tides of the warp, the Kin of the Cthonians take grim pride in braving them all.

This bloody-minded approach extends equally to living or sentient hazards, such as predatory aliens or hostile empires. Included in this category are also many advanced and militarised civilisations, with what would seem to be entirely legitimate claims to the resources the Cthonians covet. Many Guild surveyors think nothing of assessing assets such as plasma storage plants, promethium stockpiles, void-going ore barges and even fully functional industrial infrastructure as simply desirable concentrations of harvestable resources. They are viewed no differently than veins of precious ore locked away within a rock face, waiting to be claimed. In such cases, trade is often attempted as a first recourse, for war is wasteful. If such measures fail, then violent acquisition is viewed by the Cthonian Guilds as the next logical step. As the Kin Truth has it, 'Luck has. Need keeps. Toil earns.' In short, they who want something the most, and fight the hardest for it, deserve to possess it. If that is the Kin, then what they claim by conquest is theirs by right.

Not all miners join a Cthonian Guild. There are hundreds of unaffiliated asteroid mines and void-harvesting rigs scattered across League space. However, a substantial majority of Kin miners do choose to acquire Guild accreditation, for firmly pragmatic reasons. Most Cthonian Guilds are rich and prestigious enough to operate their own fleets of ruggedly fortified void ships, which give them an edge amidst the fierce competition for the richest claims. Most are also willing to supplement the equipping and surgical augmentation of their members, investing in their future successes.

Most Kin who join the Cthonians are already adapted for hardiness. They possess cloneskeins that imbue them with hyper-dense bone structures, extreme tolerance to harmful radiation, the ability to perceive esoteric energy spectra, vacuum-hardened organs and circulatory systems, and so on. Added to this, they willingly submit to repeated surgical procedures that augment them with reinforced skull-plates, advantageous bionics, artificial organs and other mechanical adaptations to help them endure the most extreme environments. There is a culture of cheerful rivalry amongst Cthonians regarding how heavily adapted and scarred they are, both for and because of their labours. The hardiest amongst them are nicknamed 'luggers' – quite literally those who can carry the most, both in terms of literal and metaphorical burdens.

With typical understatement, the Leagues of Votann refer to most resource-harvesting operations as mining. It is a humble word for such an incredible range of technologically breathtaking operations, undertaken at a colossal scale. Global magna-extraction and tectonic delving topple mountain ranges and shatter worlds as the Kin free the resources they want from the surrounding extraneous planetary structures. Stars grow dim under the attentions of Cthonian stellar syphons. Phenomena that Humanity view with superstitious terror are torn apart and processed by the Kin through methods such as atom-delving and trans-etheric resubstantiation.

Nor do the Cthonians shy away from mining operations in active war zones. Indeed, it is not uncommon for such conflicts to have been triggered by the Cthonian Guilds' acquisitive efforts. Their ships are capable of deploying temporary defensive structures – from atmosphere engines dropped from gunships to field-dome generators and heavily armoured harvester plants – that the Kin soldiery use to defend their ongoing extraction processes. The Cthonians themselves will gladly fight alongside the Hearthkyn and Hernkyn also, as sappers, combat engineers, indomitable linebreakers or extreme-environment infantry. Cthonian Beserks, in particular, relish the opportunity to turn their concussion mauls and heavy plasma axes against their foes, smashing, bludgeoning and blasting as they compete to prove themselves the toughest lugger.

'This is very simple. We don't want your lives, your coin or that pink rock you call technology. We want your world. We want the riches you didn't even realise you had, and that you definitely don't deserve. Leave while you have the chance. Or don't. Either way, we're coming to claim what's ours.' – Ultimatum delivered by the Cthonian 'Gauntlet' Concortium



THE KINHOST

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, along with auxiliaries from groups such as the Hernkyn and Cthonians, the Kinhost is a potent force indeed.

'Every part of the hammer matters. The haft just as much as the head, or the microgenerators or the regulator couplings. All must be wrought. All must be perfectly balanced. Any weaknesses, however small, and it won't strike true. So it is too with the Kinhost.' - Extract from Teachings of the Hearth, Vol. 4

A Kinhost is 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 soldiers who form the main battle line in combat. Hearthkyn are technically citizen soldiers, in that many of them 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 many other races. As Kin do not engage in anything unless they are willing to do it to the best of their abilities, all of this training and dedication sees the Hearthkyn boast excellent discipline and prodigious martial skill. Indeed, a trainee warrior may not join a band of Hearthkyn until they are able to pass a rigorous series of tests to prove their endurance, marksmanship, aggression, tactical acumen and courage.

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, see in low light conditions, and so on. As with the Cthonian Guilds, the Kinhost also invests in augmenting its personnel – many Hearthkyn benefit from augmetic organs or limbs, cerebral communication chips, ocular targeting implants and various other useful additions. Each Kindred's Forge prioritises arming and equipping their Kinhost soldiery above all but the most essential duties of Hold maintenance and void ship construction. The Hearthkyn are no exception to this, and thus go to battle clad in hardened void armour, wielding an array of potent weaponry from Autoch-pattern bolters and ion blasters to HYLas auto rifles.

No soldier of the line is considered expendable, despite being their race's rank and file. Rather, every Kin warrior is seen as a valuable combat asset, not to mention family members and scions of the Ancestors. Field medics are common amongst their ranks. These Kin are provided with exhaustive training in first aid under fire, as well as limited engineering tuition that enables them to provide the required level of care to damaged Ironkin soldiers.

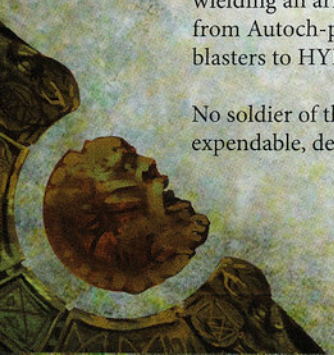
Kinhost military doctrine emphasises the intelligent use of lives and materiel by Hearthkyn and their comrades, never wasting either in the name of anger or vainglory. Strong bonds of loyalty bind the individuals of each Hearthkyn squad together and ensure the comradeship of one squad to the next, meshing Kinhost formations beneath the trusted leadership of their heroic leaders.

Those soldiers of the line who show sufficient aptitude are given additional training in order to wield specialist weaponry – such as L7 missile launchers or EtaCarn plasma beamers – or to serve their comrades as scanner operators and communications officers. If a Kin shows particular drive and aptitude toward leadership, they will be nominated by their superiors or comrades to be promoted to the rank of Theyn – which roughly translates to squad leader. This is a great honour and responsibility both, which most Theyns strive to live up to.

Kin who truly excel may be selected to become members of the Einhyr, or else to ascend to the rank of Kâhl. Treading one of these paths does not preclude following the other at a later date, and some Kin have even belonged to both elite circles at once. Most commonly, however, the Kâhls stand apart as war leaders and generals, while the warriors of the Einhyr fulfil roles such as elite strike troops, bodyguards, boarding parties and the like.

The trademark of the Einhyr is their exo-armour – massive servo-assisted suits of powered battle plate. Exo-armour is capable of shrugging off anti-tank fire while hugely enhancing its wearer's might in battle. It can also mount an impressive array of weapon systems, including EtaCarn plasma brands, volkanite destructors, concussion weapons, plasma blades, and even the potent mass-accelerators that transform the Einhyr Champions into living battering rams.





ORGANISATION AND COMMAND

When the Kinhost mobilises for war, it is commanded by its Kindred's Votannic Council. This body consists of the most senior and respected heroes of the Kindred. It often includes the High Kâhl, the Brôkhyr Forge-master, the Kindred's Lord Grimnyr and other senior figures of authority and power, as well as assembled advisors. The Votannic Council is normally gathered only for the grandest conflicts, however – usually when the entire Kindred or their Hold face direct peril. 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 Living Ancestors, or even by just a single one of these brave commanders.

However large the mobilisation of forces that occurs, the available Kin soldiers, combat vehicles, voidcraft and any attached Hernkyn, Cthonians and the like are organised into one or more Oathbands. The size and composition of an Oathband is almost endlessly flexible, from a handful of warriors 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 simply be drawn together from whatever Kin forces are available at the time. The one constant of an Oathband is that it has an ultimate commander – most often, but not always, a Kâhl – to whom all its warriors swear an oath of service until such time as the Oathband's goals are met, or their leader releases them to fight elsewhere. So variable and seemingly ad hoc an organisational structure would be unimaginable for most of the galaxy's races. Thanks to their close subconscious bonds and sense of shared purpose, however, the Kin are able to operate in this fashion with little if any confusion or difficulty.





THE GALACTIC CORE

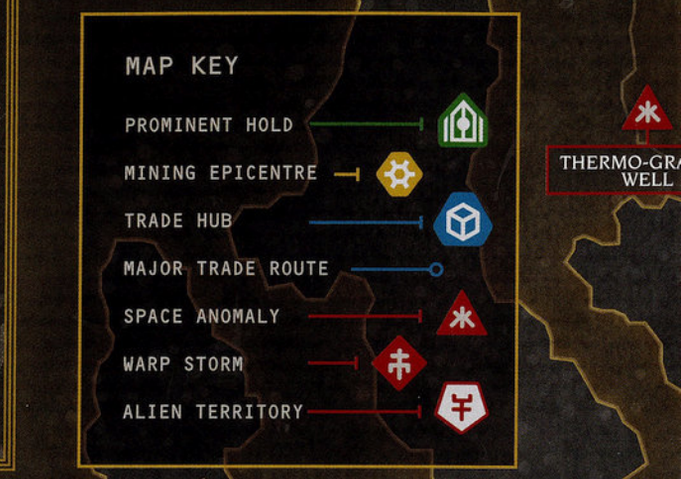
The galactic core is an immense region, and one of the most turbulent in all the known galaxy. It is also, to those who dwell outside its bounds, known for being one of the most mysterious and perilous stretches of space imaginable. Most void-faring races have at least one cautionary tale of foolish explorers vanishing amidst its blazing stellar nurseries and strange anomalies. Yet for the Leagues of Votann, the galactic core has been home now for millennia.

The galactic core is a truly vast region of space, one within which all of the fundamental forces of the universe seem heightened and intensified to sometimes bewildering degrees. The sheer density of stars alone is disorienting and extremely hazardous to those unused to it. Many worlds within the core never experience the true darkness of night, or are perpetually bombarded by a wide spectra of exotic – and often extremely dangerous – radiation. Due to strange interactions between stellar bodies, dense particulate belts and titanic electromagnetic anomalies, there are regions in which the gravitic pull of comparatively small moons and planetoids is immensely magnified. Dense asteroid belts thousands of miles across; ravenous black holes; polarised, vitrified and even sentient nebulae; enigmatic and terrifying greystars: these and countless other phenomena endanger any daring the core. Yet for all their perils, many alien races successfully inhabit this vast region, even prosper amidst its opportunities and riches. The Kin are foremost amongst these – inarguably so, for the territories of their Leagues of Votann occupy much of the core when taken as a whole. However, both within their borders and beyond, countless dangers still lurk, and strange beings ply the stars in search of plunder, trade and conquest, or in the hopes of sating other, stranger desires.

The Greater Thurian League control one of the largest swathes of territory of any of the Leagues of Votann. They benefit from many sources of raw materials and – after millennia of constant toil and bloodshed – have eliminated most of the more prominent alien threats within their borders. Their trade routes are widespread, even striking out into Far-space.

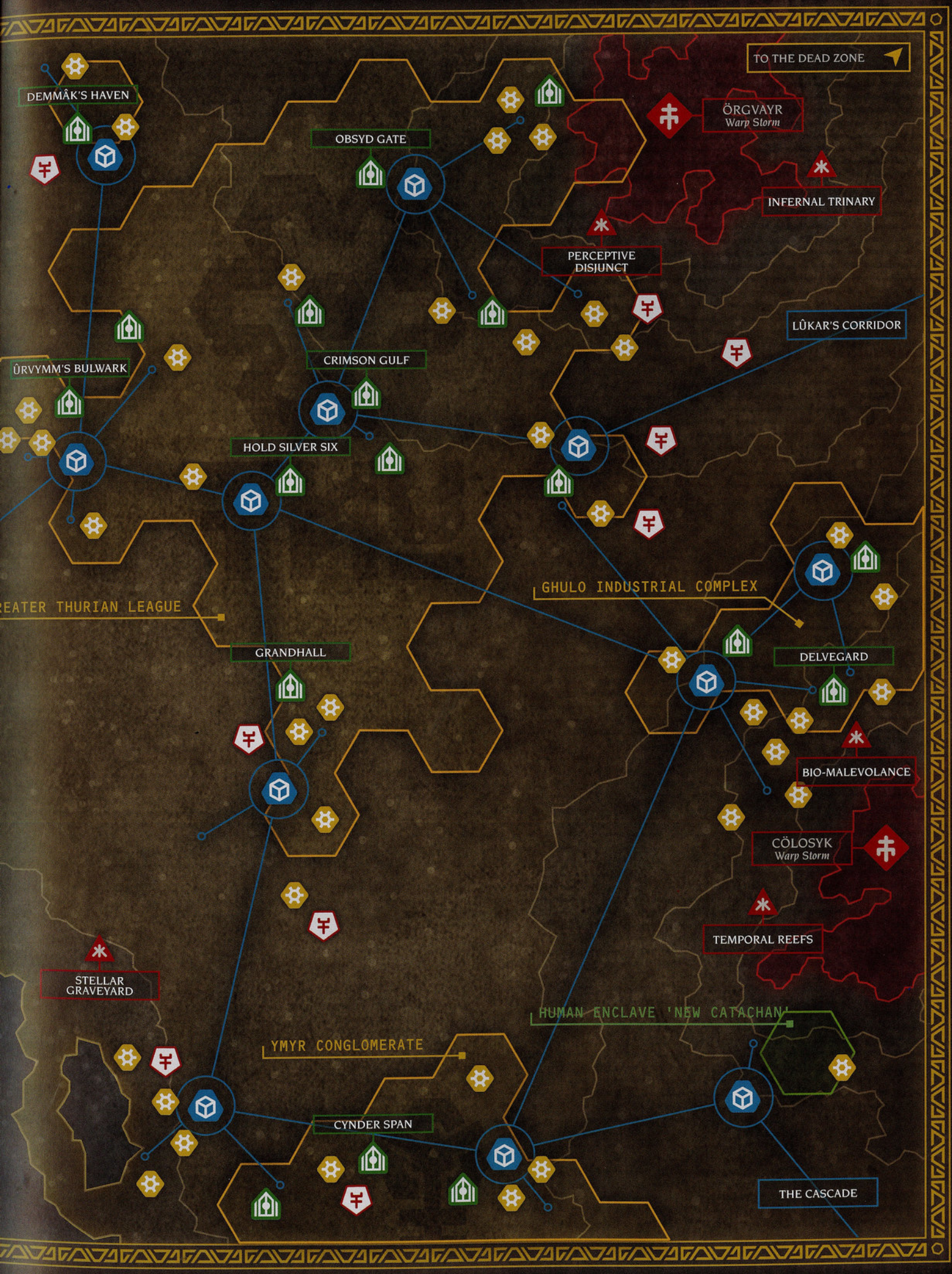
Few of the Leagues of Votann possess territories as rich in raw materials as those of the Ymyr Conglomerate. Of course, such wealth comes at a price; many are the minor alien empires and invading raiders who have come seeking the bounty claimed by the Kin, and much blood has been spilled in the never-ending war to drive them away.

The Ghulo Industrial Complex control a broad belt of territories that curls counter-spinward towards the southern heartlands of the galactic core. This League of Votann are forever seeking to add new systems and planets to their impressive holdings, and are skilled in transforming even the most barren worlds into productive and valuable assets.



CIRCUMNUCLEAR DISK

This strange liminal zone fringes the galactic core. It appears from afar like a shifting mosaic of many-hued particulate nebulae that fall eternally inward toward the core. Close up, its true perilous nature is revealed - the disc is wrenched at by unstable empyric currents just beneath the skin of reality, and bedevilled by strange radiation spectra, errant gravitic anomalies, dense asteroid fields and tumbling rogue stars in realspace. It is a truly perilous region to cross, even for the most skilled helmsmen.


TO THE DEAD ZONE
DEMMÂK'S HAVEN
OBSYD GATE
ÖRGVAYR
Warp Storm
INFERNAL TRINARY
PERCEPTIVE DISJUNCT
LÛKAR'S CORRIDOR
ÛRVYMM'S BULWARK
CRIMSON GULF
HOLD SILVER SIX
REATER THURIAN LEAGUE
GHULO INDUSTRIAL COMPLEX
GRANDHALL
DELVEGARD
BIO-MALEVOLANCE
CÖLOSYK
Warp Storm
TEMPORAL REEFS
STELLAR GRAVEYARD
HUMAN ENCLAVE 'NEW CATACHAN'
YMYR CONGLOMERATE
CYNDER SPAN
THE CASCADE



LEAGUE TERRITORIES

The Leagues lay claim to star-spanning territories both within the galactic core and beyond. The systems demarcated by each League's ident-beacons teem with strange races, stellar phenomena, wilderness regions and perilous environments to be overcome or exploited as the League's Kindreds see fit.

Even the smallest Kindreds typically command either a Hold world, nomad flotilla or void station that they call home. The largest and most prosperous amongst them, meanwhile, rule over multiple star systems, possessing population centres, resource harvesting facilities and military power comparative to many minor alien empires. Considering that a typical League of Votann consists of between a half-dozen to a score of Kindreds, it is easy to see how even a single League can hold sway over a considerable region of space. Though there have been dark times when civil war raged between Kindreds or Leagues, such occurrences are rare, for they are viewed with distaste by the Kin as dishonourable and wasteful. More usually, once a League has laid claim to a region, that claim is honoured by all other Kin. Established boundaries shift rarely, for they soon become tradition to the Kin. Usually, when such a change of ownership does occur, it is due to revised trade agreements, the changing allegiance of a Kindred taking their sovereign territory with them, or else the hostile onslaught of alien forces.

The conquest of new regions not held by the Leagues of Votann is an entirely different matter. The Kin consider any region of space not actively claimed by their people to be open for conquest. That other races might already dwell there is seen as either opportunity or obstacle. Should the inhabitants of a system be amenable to mutually beneficial trade or peaceful cohabitation then – so long as the Kin can continue with their desired acquisitions uninterrupted – these options are often taken. Some Kindreds have managed to exist in peaceful alliance with non-Kin species for centuries at a time, forming compacts with their neighbours against the hostile attentions of invaders and pirates. If, on the other hand, military conquest is the only viable strategy by which a region can be added to a League's territories, and if the cost of the fight can be justified, then the Kin will not hesitate to go on the offensive. In many ways, such impersonal invasions can be as horrifying to the defenders as

any hate-fuelled crusade of slaughter; being mercilessly eliminated by foes who view you as no more than an obstacle to be removed is a deeply unsettling and belittling experience.

INCREDIBLE VISTAS

So hardy and technologically advanced are the Kin, that they have claimed many regions of space viewed by other species as inimical. Nôthka's Kindred of the Trans-Hyperian Alliance, for example, maintain a Hold amidst the calamitous ruin-belt of the Broken Triplets. This trio of worlds were smashed together during some ancient catastrophe, and the colossal quantities of debris from their demise still whirls and ricochets in a vast cloud to this day, trapped by the gravitic anomaly that caused the disaster. Few other people could consider such a devastating region home, yet the Hold of Nôthka's Kindred – Sunder Stair – sits at the heart of the anomaly behind a breathtaking bulwark of interwoven force fields. These both shelter the immense void station and also maintain clear space lanes for its void craft to take in and out of the system. Not only do the Kin enjoy the natural defence of the ruin-belt – which would swiftly cripple invading craft – but they have also spent centuries mining the exposed innards of the Broken Triplets.

The Orksbane Kindred of the Ymyr Conglomerate, meanwhile, built their hold upon the irradiated world of Tamâkh. Known as Brôkhfyre, the Hold is dug deep into Tamâkh's mantle – insulated against the exotic and deadly energy spectra that pour from the world's nearby star. What violent apotheosis the tortured star is undergoing, none can say, but for three millennia now the Orksbane Kindred have captured the energies of its raging solar flares using miles-high stellar vanes. These energies power their Forge, which is amongst the greatest in all the Leagues of Votann, renowned for the amazing weapons of war it can produce.

There are as many examples of the Kin's extremophile capabilities as there are blazing stars filling the skies of the galactic core. The Greater Thurian League's holdings through the Shrieking Nebula; the darkstar mines clinging to the fringes of the Dead Zones; the Holds of the Kârkyr Stellar Nursery; the Balewind harvester stations of Yênna's Kindred and the Kindred of Aârnok; the icelocked Holds of the Stygis Lagoon on the border of the Ork empire of Morzag: these and countless other holdings are renowned throughout the Leagues as sources of pride, and examples of how the Kin can conquer any region of space – no matter how perilous.

BROKEN STORMS

The greatest recorded upheaval to League space came with the emergence of the Great Rift, and the eruption of multiple warp storms across the galactic core. Örgvayr, Töroll, Öggh, Cyklöp and other distorted maelstroms swallowed systems, consumed Kindreds, sundered age-old trade routes and stable warp currents, and left many Leagues either suddenly embattled or broken into warp-riven fragments.

As the shock waves of the warp storms rolled outward, worse was to follow. Long-stable celestial phenomena convulsed and mutated, with pulsars becoming betentacled predatory horrors, grav-reefs inverting and black holes sprouting dark matter fangs as they expanded ravenously. Hostile races – such as the insidious Septeryx, the Chrobdyr Ferrophagites and the ominous Cult of Ohn – were driven onto the warpath as their own home systems were consumed. Some storms – Örgvayr and Gëirokh worst amongst them – vomited hordes of Chaos-worshipping invaders and daemonic horrors, and one Ork Waaagh! after another erupted from the fringes of the storms.

It was in the face of such threats that many of the Leagues of Votann chose to seek new territory beyond the bounds of the core for the first time in millennia. At the same time, the universal upheaval catapulted Human, Aeldari and T'au interlopers into the galactic core, dislocated through space and time by the energies of the warp and spat out in territory claimed by the Leagues. Anarchic conflicts erupted as interlopers sought to either fight their way out or claim territories for themselves, and the Kin fought back with equal vigour.

FAR-SPACE

The Leagues have never restricted themselves solely to the galactic core. Hernkyn, Cthonians and accompanying soldiery form militarised expeditions – known as Prospects – to seek out far-flung resources galaxy-wide. Entire Oathbands of Kin depart from their Kindreds to serve as mercenaries, often fighting alongside Humanity and – at times – even settling on worlds within Imperial space, or integrating for a time into Human society. Meanwhile, planets such as Necromunda and Vordine have boasted populations of so-called 'Squats' for as long as Imperial records tell. On occasion, one Kindred or another has relocated itself wholesale out of the core, sometimes travelling to the furthest reaches of the known galaxy on one quest or another. Most often, such undertakings are the result of insight offered by the Votann, and have ended either in incredible discoveries and deeds of heroism, or else the disappearance of Kindreds into the darkness between the stars. Whatever the nature of these departures or colonisation efforts outside of the core, all are said by the Kin to occur in Far-space – that being any region beyond the circumnuclean disc that marks the outer borders of their traditional territories. Some amongst the Kin believe that a venture into Far-space is a fool's errand, and indeed the expression 'Sailed to Far-space' is used throughout many Holds to mean that a Kin has embarked upon a dangerous course of action they will likely regret. There are others amongst the Hearthspakes, however, who believe that, just as the Kin hailed from the depths of Far-space so many millennia before, so their ancestral roots and their future lie out there in the greater dark.

'You may shatter my blade. You may exhaust my last clip, burn out my fields and rend my armour. You may slice my flesh bloody, black my eye and crush my bones. But you will never break my spirit, and by the Ancestors you will never, ever defeat me.' - Attributed to unknown Kin warrior during the Five Hundred Year War



Yôht Ghûnnar sat in the troop compartment of a Hekaton Land Fortress as it roared into battle. The Theyn's band of Hearthkyn were packed in around him, locked into safety harnesses that helped them ride out each jolt as the Land Fortress slammed through ruins and shrugged off incoming fire. The bay's mauve combat lighting tinted the heraldic colours of the Greater Thurian League that adorned each Kin's void armour. Their League panoply was displayed in the traditional pattern as worn by Ânnukh's Kindred for thousands of years, and it always stirred Yôht's heart to see his warriors adorned that way.

'The Ancestors are watching,' he growled, his tone conveying his pride at the idea. The Ancestors would find much to please them with this rugged band. They were, in his opinion, the finest fighters in Tôrgh's Oathband.

'That they are, Theyn,' replied Kâmma Thûryk without looking up. She remained focused on the L7 missile launcher braced on her lap as she ran last checks on its systems.

'We'll earn their regard,' added Vôtyk the Lucky, slotting a magazine into his Autoch-pattern bolter with a decisive clack.

'Especially if you can keep from falling into sinkmud while we're under fire this time, Lucky,' put in Kâmma Têrv, the Ironkin modulating his voice to be heard over the bass rumble of a nearby explosion. The Hearthkyn chuckled, Vôtyk as much as any of them.

'No mistakes,' said Yôht, the steel in his voice letting them know the time for jokes was over. 'Get helms locked and visors down. Check your seals and make sure your guns are true as wrought. It's Orks we're fighting. We don't give them openings.'

Several moments of industrious bustle followed as his warriors did as ordered. Armour seals whined as they locked. Autoloaders chattered and las-cells thrummed as weapons were primed. One after another the warriors of his squad reported combat readiness, each voice now preceded by a hard click and underlaid by soft static as they spoke over their comm channel.

Deployment imminent,' came the driver's voice from an emitter grille in the ceiling. Yôht heard the pitch of the vehicle's power plant change, and caught the muffled scream of the Hekaton's heavy conversion beamer letting fly.

'We came here to treat with Humans, strike a deal for settling rights,' Yôht reminded his Herthkyn. 'Should have been peaceful. Orks got here first and killed them all. So no deals, just death for the green vermin and a new system for Ânnukh's Kindred.'

As one, his squad thumped armoured gauntlets against their chests, the old voidfarer's sign in the affirmative.

'Kôvymm's Oathband are going to make a combat drop against the Orks who've taken over the old Human industrial belt, to stop the aliens churning out their garbage battle tanks. But first we need to knock out the Ork flak guns on this ridge, or her landers will be sailing to Far-space.'

Another resounding slam of armoured fists against chests. They knew the stakes, knew what the Ancestors expected of them. More words would be a waste. Instead, Yôht activated his armour's field crest, flexed his concussion gauntlet, and waited for the combat lighting to change.

The Hekaton decelerated hard. The bay's lighting snapped from mauve to electric blue. Moving as one, the Hearthkyn hit the release levers on their harnesses and piled out as the Hekaton's hatches burst open. The din of battle engulfed Yôht at once. Even as his armoured boots hit dirt, the Theyn heard the crude clatter of Ork guns, the greenskins' bestial battle cries and the snarling engines of their ramshackle speedsters.

Yôht took in the scene quickly. The infantry of Kôhm's Oathband were disembarking from their Hekatons as the massive vehicles poured fire into the scrap metal fortifications atop the ridge. Brôkhyr Thunderkyn stomped from the transports' rear hatches, exo-frames whining and thumping with each step. Some distance to Yôht's right, Kâhl Tôrgh disembarked in the midst of his hulking Einhyr bodyguards. Herthkyn used their heavily-built transports for cover as they drew up their firing lines, then advanced out into battle with their guns blazing. A few hundred yards upslope, Yôht could see the Ork flak guns with muzzles aimed menacingly skyward, partly screened by scrap iron barricades. Between the Kin and their targets was an onrushing mass of Orks – foot-sloggers pounding along in a wild charge as crude vehicles wove between them. Many of the greenskins hung on to precarious fighting platforms or leaned from windows as they sprayed shots in the general direction of the Kin.





'Firing line, break their charge,' came Kâhl Tôrgh's voice through the comms. 'Steady advance. Ancestors guide your aim.' This last was both a blessing of fortune and accuracy, but also a command. The Kâhl had cast the Eye of the Ancestors over the enemy lines, and now the read-out of Yôht's visor lit with glowing designator glyphs that picked out priority targets.

He didn't need to order his warriors to act. They were Kin. They knew one anothers' minds. Moving with confident surety, Yôht's Hearthkyn jogged out in front of their Hekaton, maintaining a firing line. Void-armoured shoulders jostled together as the Kin bunched up, making an armoured bulwark with their bodies and levelling their guns. Yôht knew his place in the line as well as he knew his own name. The presence of his family about him bolstered his already formidable nerve, as did the sight of the Oathband's warriors locking together in a bristling battle line to either flank.

'The Ancestors are watching!'

This time, Yôht bellowed it as a battle cry. His squad echoed him as they let fly, their shots joining the devastating firestorm erupting from the Kin battle line. Bolt shells blew bloody craters in green flesh. Hails of HYLas fire stitched glowing rents into the charging Orks, punching one savage alien after another off their feet. The Hekatons kept up their ruthless barrage of covering fire; energy beams and storms of missiles blasted Ork vehicles into expanding clouds of shrapnel, and graviton blasts from the Brôkhyr Thunderkyn mashed charging beasts into unrecognisable ruins of pulped flesh and metal.

Somewhere along the line, a Kin raised her voice in a comm-amplified war song. More voices joined hers as the advance began – a steady stride uphill into the teeth of the Ork onslaught. Explosive projectiles fell amongst the Kin, tearing through void armour and throwing warriors to the ground. Medics ducked back, using their armoured bodies to shield Kin felled by hails of crude bullets or pierced by the shrapnel of greenskin bomb launchers. The Orks surged closer, those behind trampling their own wounded in their eagerness to join the fight. Yôht gritted his teeth and kept firing as the barbaric aliens bore down upon them.

'Ready close quarters!' Yôht barked, clenching his concussion gauntlet tightly and bracing for the inevitable impact.

The Ork charge hit home like an avalanche. The Kin braced, bellowed their war cries, and held. Huge Ork axes crunched through armour and gun butts slammed up into greenskins' chests and jaws. Point-blank shots blew combatants from both sides off their feet. Yôht dropped his shoulder and let his first assailant's impetus do the work. The Ork doubled over as though it had run into a boulder, and a round from Kâmma Têrv's Autoch-pattern bolter took the brute's head off before it could straighten up.

A punishing uppercut dealt with a second Ork, the concussion gauntlet increasing the mass of the Theyn's blow so that his opponent was flung skyward, as if it had stamped on a landmine. Yôht grimaced as he saw Vôtyk the Lucky fall, an Ork hatchet buried in his visor. A blast from Yôht's EtaCarn plasma pistol ensured the hatchet's wielder would slay no more of his Kin.

The battle line flexed, and suddenly the last of the Orks were dashing back up the hill, leaving their dead heaped in their wake.

'Cowards,' spat Yôht.

'Resume advance,' came Kâhl Tôrgh's command through the comms. The surviving Kin pushed forward, their firing lines now dispersing into individual skirmish groups as the advance gathered pace.

Ahead, Yôht could see a second line of greenskins forming and the rout reversing as more, heavily armoured Orks lumbered into the fight. The Kin hammered their advancing enemies with gunfire, and took fire in return. The Theyn frowned as he realised Ârkvehr and his Pioneers were overdue. As though conjured by the Theyn's thought, a rising bass hum cut through the din of battle. Yôht allowed himself satisfied grin as the Orks on the right flank turned, puzzlement turning to howls of shock. The magna-coil bikes of Ârkvehr's Pioneers swept up from the cover of the boulder-fields to slice into the greenskin lines. Hernkyn guided their skimming bikes with cool determination, weaving through the Orks' panic shots while their gunners mowed down the aliens with bursts of focused fire.

The war-song redoubled as the Kin pressed uphill into the disordered rabble.

'This is for the Lucky,' growled Yôht, as he and his Hearthkyn stormed forward with guns blazing in vengeful fury.

LEAGUES

THE GREATER THURIAN LEAGUE

Not only is the Greater Thurian League one of the original founding Leagues of Votann, it is also one of the largest. Counting scores of Kindreds in its alliance, and attracting more to its ranks with every passing decade, the Greater Thurian League is a military, mercantile and industrial powerhouse with few equals.



At the most recent count, the Greater Thurian League contained over two hundred allied Kindreds. Between them, they boast vast flotillas of void ships 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; Ûthar the Destined, wielder of the Blade of the Ancestors. These, and many other names besides, have found fame throughout Kin society for their exploits, and the ways in which they embody their race's core values of pragmatism, survivalism and mercenary conquest.

The Greater Thurian League have long ventured into Far-space, whether to trade with other species, to explore and exploit new regions or to fight as mercenaries alongside the Imperium of Man. However, the recent manifestation of warp storm Örgvayr upon their 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 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 become too 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. The Greater Thurian League thus finds itself embattled now upon two fronts, yet their Kindreds remain as determined as ever to survive and to prosper.

ÛTHAR THE DESTINED

Ûthar the Destined is amongst the mightiest Kâhls of the Greater Thurian League. He is the victor of the Deadstar Campaign and the slayer of Gorbrak the Iron Beast, yet it is said his greatest deeds still lie ahead of him. Ûthar was born to the Kindred of Vôrtun in the Hold of Obsyd Gate, on a day of strange omens. In the Fane, the Grimnyr watched with wonder as the Votann put forth a spontaneous screed of prophecy. The information was muddled, printed in ancient datascripts few Kin now comprehend. Argument raged about its true meaning, but it seemed to imply that one amongst the day's newly cloned was meant for some great task.

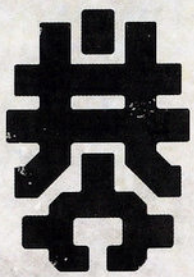
Meanwhile, the mechanisms of the Hold's Forge swung into motion without any Brôkhyr's command and produced a magnificent energy blade. At the same time, clues in the Votannic prophecy led the Grimnyr to Ûthar's crucible. Thus, by the end of his first bewildering day of life, Ûthar had been proclaimed as the Destined, and the miraculous Blade of the Ancestors was bestowed upon him. He has striven to live up to the expectations of the Ancestors ever since.

Driven to prepare himself 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, and others to some obscure cloneskein. Whatever the truth, this has certainly contributed to Ûthar's longevity and his many victories, yet so have his hard-won veteran abilities.

If Ûthar's actions sometimes seem cruel, his comrades simply attribute this to the pressure of knowing that one day his great duty shall come upon him. Besides, Ûthar's ready gallows humour and down-to-earth persona 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.

THE TRANS-HYPERIAN ALLIANCE

The Trans-Hyperian Alliance are the furthest travelled of the Leagues. Many of the Prospects that penetrate deep into Far-space wear their distinctive orange void armour, and their Hernkyn are renowned for both their tenacity and frontiersman's drive to banish the darkness beyond the edges of maps.



The Kindreds of the Trans-Hyperian Alliance are peopled with explorers and adventurers. They seek out new warp routes, trade partners and mysteries with an almost compulsive determination, and their Forges labour constantly to produce swift and powerful spacecraft. While they control vast swathes of territory both within and outside of the galactic core, these holdings are far-flung and thinly spread. Many Trans-Hyperian Kindreds dwell in isolated pockets, or have their Holds aboard nomadic fleets that are ever on the move. The League remains well connected despite this, 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 void ships and accompanied by sizable fleets. Ancient technologies within their Fanes ensure that every Trans-Hyperian Kindred stays updated with the coordinates of their Votann, the information displayed in a cleverly scrambled manner useless to even the most cunning enemy boarders. The Kin, after all, do not want any foe discovering the existence and location of the Votann by unfortunate chance.

The driving force behind the constant striving and seeking of the Trans-Hyperian Alliance is their dedication to the enrichment of the Votann. In this, they come as close as any of their race to genuine religious fervour. A cult of Ancestor worship prevails throughout the Alliance, whose Fanes are always filled with small votive offerings to respected Ancestors. Other Kin find this practise strange and wasteful, but the folk of the Trans-Hyperian Alliance say that doing honour to their Ancestors is 'a transaction only of value, never of cost'. They view exploration, adventure and battle that way also, driven ever to scatter across the stars and seek out the greatest enrichment – and material riches – in their Ancestors' names. Hernkyn are held in especially high esteem in the Trans-Hyperian Alliance, and a great number of their populace spend at least some time amongst these wandering ranger bands. Only rarely does the entire League rally as a coherent force, and that is usually when one of their wandering Votann comes under direct threat. At such times, the Trans-Hyperian Kindreds cast aside all other considerations, retreating from hard-fought campaigns, breaking oaths with allied powers, and even setting aside Grudges as they race to the aid of the Ancestors they venerate so greatly.

THE KRONUS HEGEMONY

It is said of the Kronus Hegemony that there is no problem they will not solve with an axe. Existing as a military superstate, their Kindreds muster some of the largest and most aggressive Kinhosts known amongst the Leagues of Votann. Nor are they sparing in their armies' use, for the Kronus Hegemony marches ever onward.



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. Prior to this, Kôrynn's Kindred had been a relatively minor member of the faltering Kapellan League. 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 in order 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 upon 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 year-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 races. 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. That said, 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 races. They cite the simple belief that the Kin require them to survive, and are therefore entitled to take them – preferably by force.

THE YMYR CONGLOMERATE

All Kin value good craftsmanship, but none more so than those of the Ymyr Conglomerate. Experts in every form of manufacturing, their Brôkhyr see to it that the Conglomerate's Holds and fleets are replete with marvels of technology, and that their weapons of war are second to none.



A Kindred's entry into the elite Ymyr Conglomerate is dependent upon fulfilling one of two criteria. Some Kindreds are permitted to join after proving the exceptional skill of their Brôkhyr in fashioning battle gear, void ships, field technologies, or whatever other systems their Forge specialises in. The more prolific and puissant the Kindred's Brôkhyrs, the higher status they win for their Kindred within the Conglomerate. The other possible criterion for entry is if a Kindred's territories yield a suitably spectacular bounty of raw materials for use in Ymyr Forges. There is no stigma attached to a Kindred effectively buying its way in like this – the Kin are pragmatic enough to recognise that even the most skilled Brôkhyr can achieve little without fuel for their Forge and materials to work with. In exchange for sizable exports of raw materials, 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 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 spartan 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, the Ymyr are notorious for possessing enough advanced beam weaponry, suits of exo-armour 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 else took by force those rich systems they considered theirs by merit of need. Recent developments have only seen them redouble these 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 URANI-SURTR REGULATES

The Kin of the Urani-Surtr Regulates have a reputation for survival against the odds. Courage and hardiness are their watchwords and, while they might seem more dour than most of their race, there are none more dependable to have at one's back in the face of peril.



Known throughout the Leagues of Votann as the URSR, this League and its Kindreds have long held onto a swathe of heavily contested and foe-haunted territories in the southern reaches of the galactic core. On one border they face the awakened and warlike Necron Dynasty of Samnokh, whose single-minded phaeron appears intent upon claiming the Urani-Surtr Hold worlds. From the Shattered Stars to their east come the raiding fleets of Bogg Da Freeboota King, an Ork privateer who commands a seemingly endless empire of ragtag greenskin pirates. Then there is the Gnawstar Cluster, lodged like a splinter amidst the URSR's northernmost Kindreds. These worlds are haunted by an infestation of Tyranids that exhibit strange, almost nesting behaviour patterns unusual for their species, and are ever-hungry to claim new worlds to infest.

Other Kindreds might have given ground in the face of such relentless threats, but the URSR refuse to do so. Nor do they show any inclination to explain their apparent stubbornness to the other Leagues, beyond asserting that the Ancestors would abandon them forever if they gave up their Hold worlds, or allowed them to fall. Some among the Grimnyr believe that the Urani-Surtr guard some secret site of great import, or are privy to knowledge whose burden they shoulder alone. Others suspect they are bound by rash Grudges sworn by their forebears against their encroaching foes, and that they must see these through to whatever bloody end. The most cynical claim that the Kindreds of the URSR are simply too stubborn to admit the poor return they get for their hardships, and too proud to relinquish their lands.

The Kin of the URSR give no outward sign that they care what the rest of their race thinks of them. They admit new Kindreds into their ranks only infrequently, and then only after rigorous tests and secretive meetings – about which the new applicants are oath-sworn never to speak. No Kindred has ever left the URSR once admitted, though whether this is out of loyalty or for some other, more sinister reason, remains unknown.

It is expected of every URSR Kindred that they maintain as large a population as they can, accepting an ascetic lifestyle with the bare minimum of food, light, air and heat in exchange for keeping their fighting ranks replenished. This selfless commitment to their cause is writ large upon the battlefield when the Urani-Surtr march to war. Their Kin are ferociously loyal to one another, and to their League, and they refuse to countenance defeat or despair while breath remains within their bodies.

MYRIAD LEAGUES

As the Kin possess no centralised administrative body, no one knows precisely how many Leagues of Votann there are. This troubles the Kin not at all. For them, it is enough to know that they are many and strong, and that every League – no matter their differences – strives for the furtherance of their race.

The traditions and customs of each League typically grow from those of its founding Kindred. They are also informed by the lore offered up by the League's Votann and – on rare occasions – by the unusual predilections or rudimentary personalities affected by these same Ancestor Cores. In typical Kin fashion, what begins as a ratified charter or unofficial verbal agreement between allies, soon solidifies into traditions that all of a League's Kindreds are expected to uphold.

While some of the Leagues of Votann might appear homogeneous to outside observers – barring only their heraldic colours and League insignia – in truth, most are quite different from one another. Many factors impact the nature of each League. Should its territories border an especially hazardous region rife with alien threats, that League is likely to adopt a more militaristic outlook. A League whose Kindreds are renowned for their Cthonian Guilds or interstellar trade might possess a more cosmopolitan and exploratory culture. Conversely, the perils of Far-space may have rendered particular Kindreds cynical and insular.

Some Leagues pride themselves particularly upon their voidfaring capabilities, the forthcoming knowledge and comparative clarity of their Votann, or on their reputation as adventurers and tellers of grand tales. Moreover, every Kindred within a League has its own way of keeping its customs, and may choose to focus on one particular aspect of its overarching traditions. Amongst the Trans-Hyperian Alliance, for example, the Kindred of Liminus Crag are famed as shipwrights of the swiftest void craft and atmospheric gunships, while Ukûlak's Kindred choose instead to honour their League's traditions by having every last one of their Kin serve at least a decade as Hernkyn during their early years. By comparison, the brutally direct Kindred Six of the Kronus Hegemony pride themselves on their mastery of urban warfare, while their sometime rivals, Sylâkh's Kindred, favour massed artillery and siege warfare.

Some of the Leagues of Votann possess traditions that epitomise one aspect or another of their race's core values. The Typhon-Styx Protectorate, for instance, seek always to render themselves indomitable, so that they may be unassailable by enemies and invaders. Their Oathbands lean towards steady and relentless strategies, advancing from one defensible position to the next and allowing waves of enemy counter-attacks to smash themselves apart against swiftly-raised ramparts and tanks, dug in as temporary bunkers. The Holds of the Typhon-Styx are, without exception, massively fortified. They are forever being improved by the League's diligent Brôkhyrs. The Ghulo Industrial Complex, by comparison, is a League whose Kindreds pour almost all of their time and energy into maintaining trade routes, and keeping their convoys of heavy haulers and escort ships moving along them. This League contains several extremely large and powerful Cthonian Guilds, whose influence in the Hearthspakes is such that they are virtually the de facto rulers of the Ghulo Industrial Complex as a whole.

Other Leagues have more unusual characteristics, or are notable for their allies and connections. The League of the Tethys Expanse, for instance, is extremely widespread. Its Kindreds maintain contact by means of a singularly potent interstellar communications network, whose proprietary technologies they will only lease to other Leagues for a substantial fee. The Sigma-Drakoni Union is a martially inclined League that prizes honourable combat greatly. Its Kinhosts are held to a strict code of conduct at all times, and take an unusual degree of pride in their heraldry and decorative insignia. The Pan-Telluric Commonwealth boasts an exceptionally egalitarian society, while the Jotun-Erydani Combine have a strongly meritocratic and Brôkhyr-centric one. Meanwhile, the Seran-Tok Mercantile League is primarily known for being the League to have traded most heavily with the T'au Empire.

IRONKIN

The Ironkin were created by – and to this day are still manufactured by – the Votann. Ironkin are true mechanical intellects. They possess tremendous cogitational power and are able to mimic Kin social behaviours so well that they have integrated fully with their flesh and blood cousins. Each Ironkin consists of a Cerebral Unit – or CU – and a unique mechanical body. 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, be that generalist, strategic advisor, combat shock trooper, mining support unit, cargo lugger, combat pilot or whatever else. An Ironkin's body is as personal to it as the flesh-and-blood frame of a living being. It requires repair when damaged, rather than simply being replaced like some mechanical component. In extremis, however, Ironkin can survive as a CU alone. Should they be reduced to this condition, they are able to enter a state or torpor and project an all-frequency distress beacon.

The purpose of the Ironkin is to aid the Kin in every aspect of their lives. However, they are not enslaved to this role, nor treated as such by the Kin. It is simply in their nature to find whatever niche they best fill, and then to perform that role to the best of their abilities. This said, the Ironkin are artificial beings. As such, they can only imitate the emotions and drives of their biological fellows. It is thus rare that Ironkin possess any degree of ambition, or seek to become leaders amongst their people. While they may express pride, camaraderie, courage, empathy or anger, in truth, these are but acts to optimise their societal integration.

IN THE FORGE WROUGHT

The Brôkhyr are amongst the most highly skilled techno-artificers in the galaxy. Making full use of the incredible bounty of the galactic core, coupled with the precious lore of the Votann, they craft devices of superlative durability, reliability and power. In this way they contribute greatly to their species' survival.

'Few things are as useful as a good COG. They don't complain, they do as they're told and they don't make mistakes. They're loyal, and by the Hearthfires they're strong. Not much for conversation, of course, but then, neither am I...' - Brôkhyr Iron-master Skáln the Glare

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 Brôkhyrs' personal A.N-vyl workstations, to colossal auto-foundries.

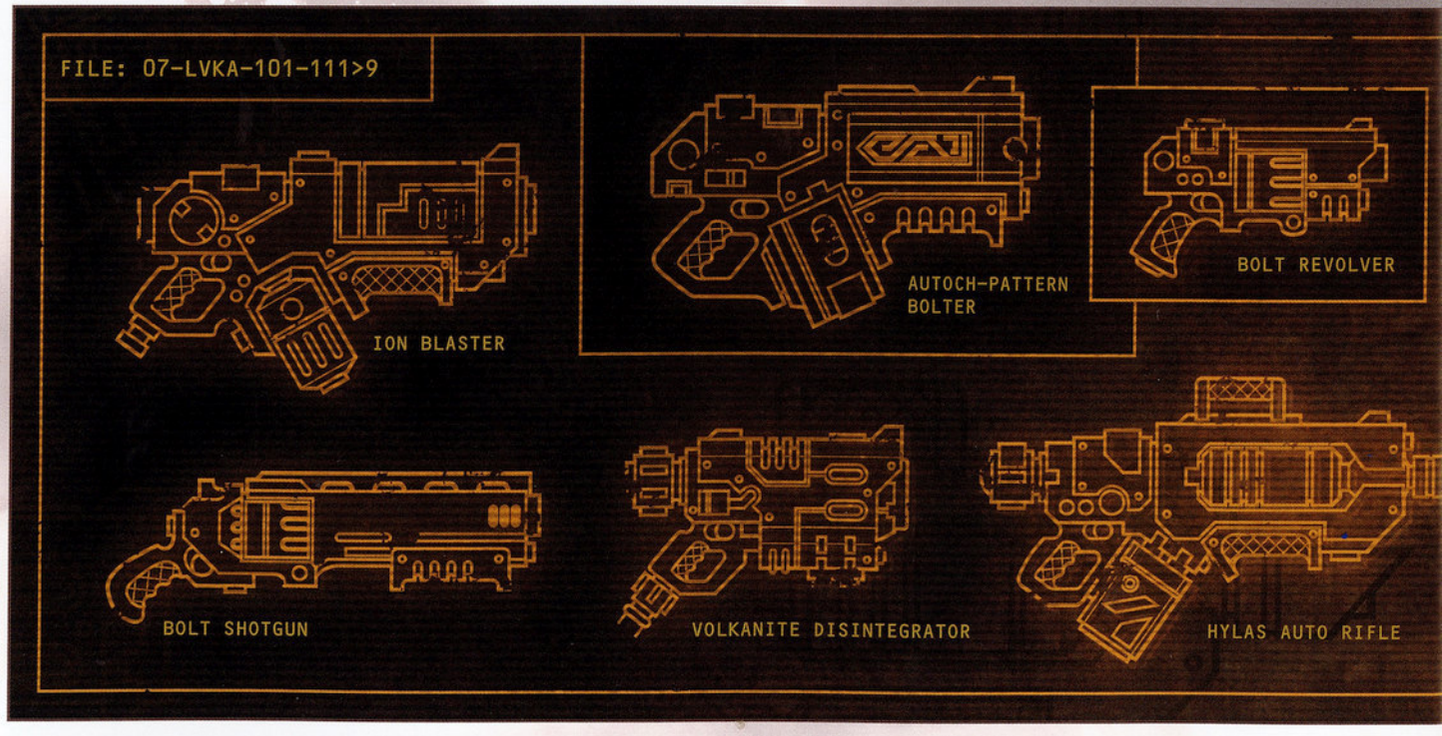
As well as overseeing the work of their COG robot-assistants, each Brôkhyr takes pride in constructing their own devices. They follow traditional schematics in deference to the wisdom of the Ancestors, yet there is also general recognition that – to truly honour the Votann – each Brôkhyr must humbly apply their own ingenuity, coupled with rigorous field tests, to improve upon traditional designs. Through this process, each Brôkhyr develops their own preferences and quirks, which become known as their signature. The most efficacious signatures are adopted by fellow Brôkhyr so that, over time, many Kindreds – or even entire Leagues – have adopted bespoke methods of crafting and manufacture. This slow but relentless process of improving upon understood technologies has helped the Kin to develop original Standard Template Constructs even further.

MARTIAL TECHNOLOGIES

The most commonplace article of clothing worn throughout the Leagues of Votann is the void suit, and it is 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 exo-frames and pressure rigs, to reinforced void armour. This latter is the standard issue for soldiers of the line. Void armour provides substantial personal protection, multilayer defence against atmospheric hazards, and a full suite of scanning and communications equipment.

Another technological standard throughout the Kinhosts is the haptic utility nerve transmission recalibrator, commonly called the HunTR module. Meshing with standardised neuro-augmetics, this technology establishes a physical input and feedback loop between firearms and their users. It triggers minute gravitational assistance pulses from projectors built into the weapon's body, helping to maintain a stable firing platform even while the wielder is running full pelt across the battlefield, being jolted by shell impacts or is letting fly from a moving vehicle. HunTR modules are integral to the typical Kin tactics of relentless advance while maintaining punishing volleys of fire. When coupled with the Kin's natural musculature solidity and excellent training, HunTR modules are tremendously effective.

These are but a couple of examples of Kin technology, yet they embody the principles to which nearly all Brôkhyr adhere. Built to prioritise reliability, utility and efficiency over showy decoration or ideas of ritual significance, Kin wargear is as rugged and pragmatic as the beings that wield it, and will be battered to destruction before it fails in its duty.



OVERWHELMING FIREPOWER

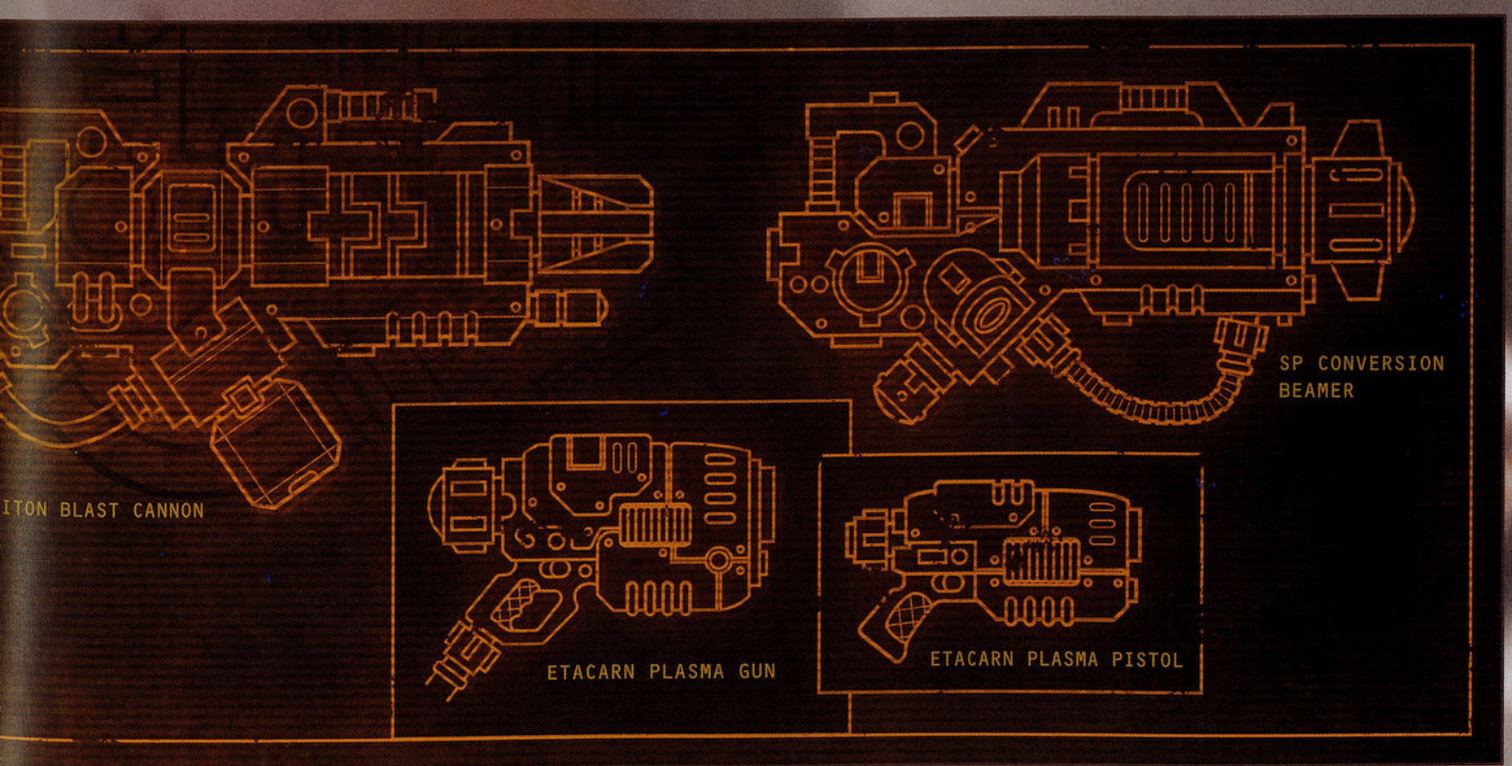
The guns wielded by the Kin bear superficial similarities to many Imperial technologies, but are superior in almost every respect. From solid-shot weapons such as the Autoch-pattern bolter, to energy weapons like the HYLas auto rifle, the Kin employ superlative materials and methods in their construction. Accelerator coils and many other such advancements ensure that Kin firearms remain reliable in even the most adverse conditions. Some weapon families, such as volkanite firearms, have remained unchanged in design for millennia. Others employ energy sources Humanity has never tamed, or that are proscribed by the dogma of the Adeptus Mechanicus. It was the Kin who first introduced the T'au Empire to ion weaponry, though to this day they keep the finest of these weapons for themselves. Trusted to affect battlefield repairs on their weapons, and well versed in their strengths and tolerances, the warriors of the Kinhosts are well positioned to get the absolute best from the superb arsenal the Brôkhyr craft for them.

CLOSE-QUARTERS DEVASTATION

It is a fact of war to the Kin that many foes – not least the hated greenskins – cannot be halted by firepower alone. Such enemies must be battled blade to blade, and defeated quickly. Kin close combat weapons embody this ethos. They make substantial use of plasma fields, either to wreathe blades or to form the blades themselves. Such weapons scythe through physical shields and body armour with equal ease, and reduce the foe to cauterised chunks of meat. More brutal still are concussion weapons. Be they hammers, mauls or even just reinforced armoured gauntlets, they mount mass drivers that magnify the force of their impact to a colossal degree. Perhaps the most feared of Kin close combat weapons are those that employ darkstar ore, mined from the fringes of the Dead Zones. This inimical material emits a universal damping field that shuts down organic and mechanical function at contact. It is worked into Kin weaponry with the greatest of care and wielded with equal gravitas, for the slightest cut from a darkstar blade can end the victim's life like a switch.

FIELD TECH

The Kin make a specialism of force field technologies. The crowning glory, and most ubiquitous example of Brôkhyr force field tech, is the Weavefield. Variants of Weavefield projector have been developed for everything from personal protection for void miners and soldiers of the line, to massive examples that protect Kin void ships. The system employs an energy-weaving technique called weavewërke, which interlaces energy frequencies common to both refractor and conversion field technology, interlinked with more exotic energies – such as magnetic repulsion fields. The resultant multispectral shield is maintained either in a personal energy cowl, or else projected to form a protective dome, the better to shelter entire squads of warriors or bands of Cthonian miners. Amongst the Kinhosts, Weavefield projectors are commonly worked into armoured crests or mounted on war engines. From here, their shimmering amber energies flow outward into translucent energy domes, capable of intercepting even esoteric or apocalyptic munitions.



COLOURS OF THE LEAGUES

When the Leagues of Votann go to war, their Kinhosts present a stirring sight on the battlefield. Be they part of a small, swift Prospect or a mighty Oathband many thousands strong, every Kin bears the traditional colours and markings of their League and Kindred with pride. To fight so arrayed is to wage war in the sight of the Ancestors, and to have your deeds be known.

At the heart of all the Kin do and all that they create is the firm conviction that anything worth spending resource on should be properly wrought. Though they have little time for gaudy overembellishment, the Kin do believe in redoubtable craftsmanship and properly turned out soldiery. Moreover, they do not take their membership in one of the Leagues of Votann lightly, nor the weight of tradition and duty represented by the colours this entitles them to wear. All of this combines to ensure that, when the Kin take to the field, they do so in well maintained and crisply decorated wargear. It is the privilege of each Kindred to choose how they display their League's colours and logos, and all warriors of the Kindred maintain this standard with pride. Beyond this unified foundation, however, many Kindreds permit personalisation of battle gear with knotwêrk designs, repeating insignia, belligerent oaths and various other flourishes. In a clone society, such small expressions of individuality are prized.



Amidst the Shattercrags of Kyvûĸ's reach, hordes of Ork Beast Snaggas fill the air with a pall of dust as they stampede towards the extractor forts of the Ymyr Conglomerate. Einhyr Hearthguard of Dôvak's Kindred stand firm against the charge, determined to halt the hated greenskins.



Amidst the ruins of a failed Imperial colony, perilously close to the raging tendrils of warp storm Örgvayr, a Greater Thurian League Kinhost storms into battle. With guns blazing and armoured fighting vehicles grinding relentlessly forward, the Kin shatter the Black Legion lines.

FILE: 9734//>7 > KIN NUMERICS



Greater Thurian League Theyn



Greater Thurian League Hearthkyn Warrior

0 1 2 3 4 5
6 7 8 9 10

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.



Ymyr Conglomerate Theyn



Kronus Hegemony Hearthkyn Warrior



Trans-Hyperian Alliance Hearthkyn Warrior



Urani-Surtr Regulates Hearthkyn Warrior

As the searing fury of a thermomica dust-storm engulfs their refinery, the warriors of Vynnûk's Prospect strike suddenly at Black Legion interlopers. Teleport flares cut through the whirling murk and magna-coils thrum as the Kin counter-attack slams home.



FILE: 349674 - - - SUB-REF>> CTHONIAN BESERKS



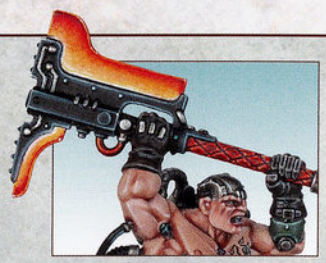
Cthonian Beserk with concussion maul



Cthonian Beserk with twin concussion gauntlets



Cthonian Beserk with heavy plasma axe







Mole grenade







Cthonian Beserk and L-COG with mole grenade launcher



Kronus Hegemony Cthonian Beserk





Greater Thurian League Einhyr Hearthguard



Trans-Hyperian Alliance Einhyr Hesyr

Drukhari of the Haemonculus Covens launch a raid upon a Greater Thurian League asteroid-cracker mine, expecting easy prey. The roaring masses of Cthonian Beserks that erupt from the tunnels to fight back quickly disabuse them of the notion…



Employing secret empyric paths, warriors of the sorcerous Thousand Sons strike at the heart of a Kindred forge. Forewarned by the insights of the Ancestors, Kâhl Ûthar the Destined leads a stoic Greater Thurian League Oathband to annihilate the invaders.



An Einhyr Champion of the Ymyr Conglomerate engages his mass driver accelerators and storms into the midst of the Tyranid swarm like a living thunderbolt. His comrades follow close behind, inspired by champion and courageous Kâhl both.













Ûthar the Destined wielding the Blade of the Ancestors



Greater Thurian League Grimnyr



CORV





'A field full of foes isn't a problem, it's an opportunity to test the quality of your weapons.'

- Kâhl Têjuk the Fierce before the Battle of Ashes

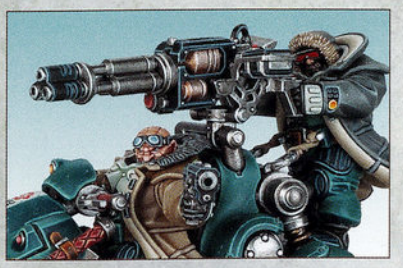


Ymyr Conglomerate Kâhl with Autoch-pattern combi-bolter and forgewrought plasma axe









HYLas rotary cannon

Greater Thurian League Hernkyn Pioneer

'No matter how far through the stars I may roam, still I carry the fires of the Hearth in my heart'.

- Traditional utterance of the Hernkyn before setting forth on an expedition





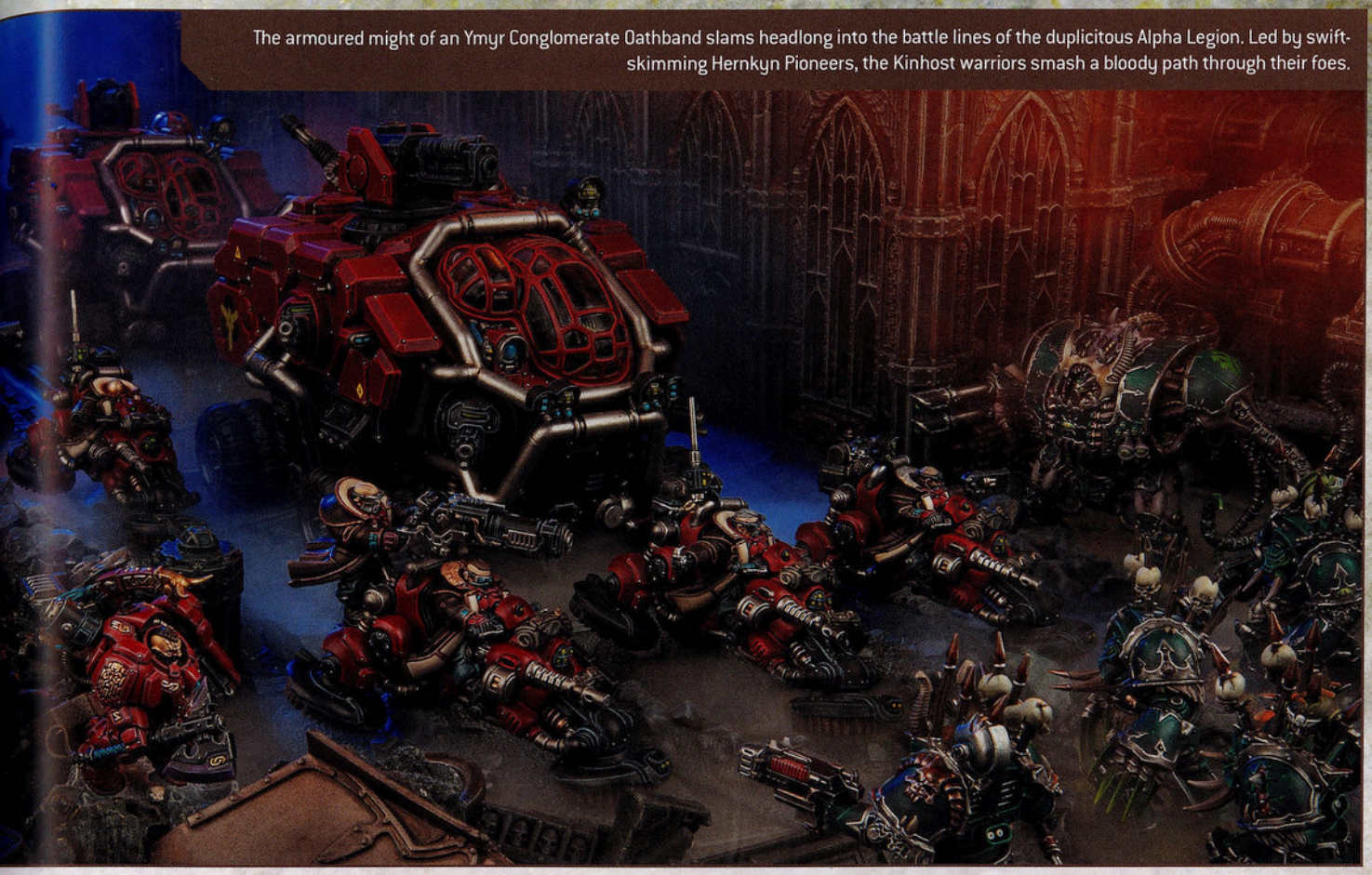
Trans-Hyperian Alliance Hernkyn Pioneer



The full might of Yôht's Oathband grinds its way through the scrap-fort of Warboss Gargamek, driven by the fury of a grudge unsettled. Ramshackle Ork war engines explode into flaming wreckage as the Kin vent their anger – and their heavy firepower – upon them.



The armoured might of an Ymyr Conglomerate Oathband slams headlong into the battle lines of the duplicitous Alpha Legion. Led by swift-skimming Hernkyn Pioneers, the Kinhost warriors smash a bloody path through their foes.





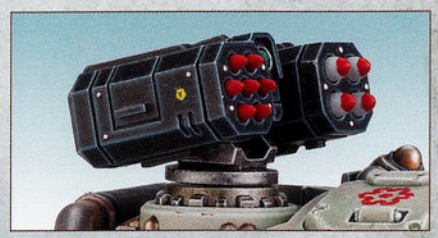
Kâhl Ûthar the Destined leads an Oathband from the Kindred of Vôrtun into battle against the acquisitive tech-plunderers of the Adeptus Mechanicus. The Kin will tolerate no thievery of their technologies, even scraps from long-abandoned outposts like this.



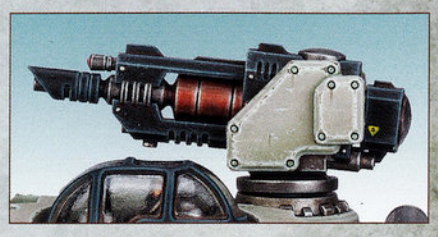
FILE: 267358 << NOTE – PRODIGIOUS FIREPOWER



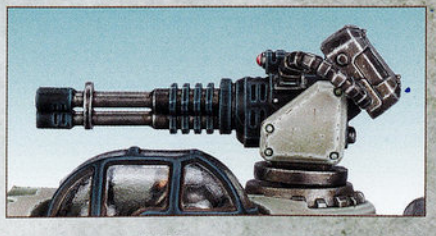
Greater Thurian League Sagitaur



L7 missile launcher



HYLas beam cannon



MATR autocannon







Ymyr Conglomerate
Brôkhyr Thunderkyn with graviton blast cannon





Trans-Hyperian Alliance Brôkhyr Thunderkyn with bolt cannon

Upon the eternally twilit moon of Temnavastor, the armoured might of Drêmmok's Oathband roll out to patrol the shadowed ravines and yawning chasms. Neither piratical raider nor territorial invader will be permitted to endanger the Kindred's holdings.







THE RULES

Welcome to the rules section of *Codex: Leagues of Votann*. On the following pages you will find all the rules content you need to bring every aspect of the Kin to life on your tabletop battlefields. Maybe you're inspired to dive straight into some open play games, maybe you want to forge your own tales of galactic exploration and acquisition with narrative play, or perhaps you can't wait to pit yourself against your opponents in nail-biting matched play contests. Whichever appeals to you – even if it's a bit of all three – this section of your Codex provides a modular toolbox that allows you to get the most out of your collection.



Of course, there's no need to take it all in at once! Some of the content on the following pages – things like your army's datasheets and the rules for its weapons – will be useful no matter what kind of game you're playing. Others, such as your army's Stratagems, Warlord Traits and Relics, will become relevant once you start playing games with Battle-forged armies. Then there's content such as the Skeinwrought discipline, which you will unlock by including particular models in your tabletop army. In each case, you can include these new elements at your own pace; whether you're a brand new hobbyist playing your first few games or a veteran general ready to cause carnage, there's plenty here to provide countless hours of fresh and exciting gameplay.

On top of this, the Leagues of Votann are a redoubtable faction in Warhammer 40,000 in that they are led by sturdy, reliable warriors who wield powerful technologies to defeat their foes in a pragmatic, methodical manner. There are a myriad rules within this section, such as the Leagues and the Votannic Council, that provide you with an opportunity to further upgrade and customise your army into a band of formidable warriors prepared to do whatever is needed to defeat their foes. In addition to unique Agendas, Requisitions, Battle Traits and Crusade Relics that reflect the Leagues of Votann's bespoke customs and methods of war, you will find bespoke content for your Votann Crusade force, including Grudges and Kindred Acquisitions. Grudges represent the Kin's famous intolerance for those who do them wrong, and specific rules for when your army enters into battle against such foes. Kindred Acquisitions offer a detailed system of acquiring precious minerals and resources during your campaign, which you can use to build and upgrade a number of Kindred Assets to bolster your Votann Crusade force.

BATTLE-FORGED RULES

DETACHMENT ABILITIES (PG 49)
Units in **VOTANN** Detachments gain additional abilities to better reflect how Leagues of Votann armies operate together and wage war on the battlefield. You can find out more about Detachment abilities in the Battle-forged Armies section of the Warhammer 40,000 Core Book.

THE LEAGUES (PG 50-57)
VOTANN Detachments from your army can be from a League. There are five Leagues detailed within this section, as well as rules you can use to create your own League. If you are using the former, units in those Detachments will have access to unique rules that reflect the way those Leagues fight on the battlefields of the 41st Millennium. If you are creating your own League, you will be able to create the customs and fighting style that best suits those units.

STRATAGEMS (PG 58-61)
Leagues of Votann armies have access to unique battlefield strategies and tactics that they can utilise to best their foes in any theatre of war; these are represented by the Stratagems in this section, which you can spend Command points to use in your games. You can find out more about Stratagems and Command points in the Warhammer 40,000 Core Book.

THE VOTANNIC COUNCIL (PG 62-63)
Certain **CHARACTER** models in your Leagues of Votann army can be upgraded to be part of the Votannic Council – the ruling body of a Kindred. In doing so, these honoured warriors will gain powerful new abilities.

ARMY RULES

RELICS (PG 64-67)
Leagues of Votann heroes can take powerful artefacts and magical weapons called Ancestral Relics into battle; these Relics and the rules they bestow are described in this section.

WARLORD TRAITS (PG 68)
The **WARLORD** of a Leagues of Votann army can have one of the traits presented in this section. These help to personalise the leader of your force and better reflect their individual combat prowess and command style on the battlefield.

SKEINWROUGHT DISCIPLINE (PG 69)
If your army includes any Grimnyr, they can be given additional psychic powers from the Skeinwrought discipline. This represents the different arcane lore and particular talents of each individual Grimnyr. You can find out more about psychic powers in the Warhammer 40,000 Core Book.

MATCHED PLAY RULES

CHAPTER APPROVED RULES (PG 70)
If you are playing a battle that instructs you to select secondary objectives, then you can choose from the Leagues of Votann ones printed here. These represent goals unique to the Leagues of Votann. You can find out more about selecting secondary objectives in many matched play mission packs, including the Eternal War mission pack found in the Warhammer 40,000 Core Book.

CRUSADE RULES

CRUSADE (PG 72-85)
The Leagues of Votann have access to a host of additional rules that enhance your Crusade experience. These include bespoke Agendas, Requisitions, Battle Traits and Crusade Relics that reflect the rich background of the Kin. Amongst these rules are Kindred Acquisitions – where Kin must reclaim precious types of resources to build and upgrade their Kindred Assets – and a system of Grudges to represent the Votann's famously grim and unforgiving nature.

DATASHEETS

DATASHEETS (PG 86-99)
This section is essential to all Leagues of Votann players, regardless of play style, containing as it does the datasheets for **VOTANN** units. Each datasheet describes, among other things, the profiles of its models, the wargear they can be equipped with and the abilities they have. You can find out more about datasheets in the Warhammer 40,000 Core Book.

WARGEAR

WEAPON PROFILES (PG 100-101)
This section provides alphabetised lists of the weapons that **VOTANN** units can be equipped with, and should be used in conjunction with the datasheets section.

POINTS

POINTS VALUES (PG 102)
If you are playing a game that uses points values, you can use the alphabetised lists in this section to determine the cost of each unit from your army. These values will be reviewed and updated annually.

RULES REFERENCE

GLOSSARY (PG 103)
In this section you will find a glossary of rules terms used in this Codex that is designed to aid in resolving any complex rules interactions that may arise.

REFERENCE (PG 104)
Here you will find a handy bullet-pointed rules reference that summarises some common Leagues of Votann rules.

COMBAT PATROL

Combat Patrol is the smallest size game, and the Leagues of Votann force below is a great way to start – regardless of whether you want to play an open play game, forge a narrative with a Crusade army, or compete in a matched play mission.

Created from the contents of the Combat Patrol: Leagues of Votann boxed set, this force can be used in a Battle-forged army and in itself comprises a Patrol Detachment, as described in the Warhammer 40,000 Core Book.

On the battlefield, the Hearthkyn Warriors are a solid and dependable Troops unit, equipped with powerful weaponry and – thanks to the Void Armour ability – strong armour. As part of a Battle-forged army, this unit will also gain the Objective Secured ability (see the Warhammer 40,000 Core Book), enabling them to hold on to objectives even when outnumbered by the foe.

When the Hearthkyn Warriors are bolstered by the Kâhl's Kindred Hero and Grim Efficiency abilities, they become a more formidable foe – their firepower punishing the enemy with even greater efficacy. The Kâhl is a powerful and resilient figure, able to heroically intervene against enemy threats and punish them for getting too close.

The Hernkyn Pioneers make for a mobile response force that can ensure you are able to position a solid force wherever they are needed the most. Hernkyn Pioneers can act as a mobile firebase that can destroy lightly armoured targets on their own, or support your other forces to bring down larger targets. They can also swoop in to threaten lightly guarded objectives in combat.

The Cthonian Beserks are this Combat Patrol's close-combat strength. There are few foes these warriors cannot tear through, though the infantry are vulnerable to enemy firepower. You will need to make clever use of terrain to ensure they reach the enemy battle lines intact and ready to scythe down the League's foes. Tactical use of their mole grenade launcher is also vital to disrupt enemy units and soften them up prior to an assault.



DETACHMENT ABILITIES

A **VOTANN** Detachment is one that only includes models with the **VOTANN** keyword (excluding models with the **UNALIGNED** keyword).

- **VOTANN** Detachments gain the Hero of the Oathband ability.
- **VOTANN** units in **VOTANN** Detachments gain the League Customs ability.
- **HEARTHKYN WARRIORS** and **HERNKYN PIONEERS** units in **VOTANN** Detachments gain the Objective Secured ability (this ability is described in the Warhammer 40,000 Core Book).

HERO OF THE OATHBAND

It is tradition for a single Kâhl either to lead each Oathband, or else to serve as its military figurehead and strategist alongside whichever hero has mustered its forces. So great is the store of strategic cunning, martial prowess and inspirational courage possessed by each Kâhl, that they are of greatest benefit to the Kinhost divided in this fashion.

You can include a maximum of one **KÂHL** model in this Detachment.

LEAGUE CUSTOMS

Each of the Leagues of Votann are renowned for particular customs that have defined their approach to matters for so long that they have become tradition. Though individual Kindreds may choose to focus on particular aspects of their League's traditions, all observe them as cultural and military cornerstones.

All **VOTANN** units with this ability, and all the models in them, gain a League Custom so long as every **VOTANN** unit in your army is from the same League. The custom gained depends upon which League they are from, as shown on the following pages.

Example: *A* **GREATER THURIAN LEAGUE** *unit with the League Customs ability gains the Ruthless Efficiency League Custom.*

If your League does not have an associated League Custom, you must instead select an Established League Custom for them, as described on page 56; this allows you to customise the rules for your Established League. In either case, write down all of your Detachments' customs on your army roster.

SAILING TO FAR-SPACE

This expression describes an endeavour, strategic manoeuvre or the like which appears foolhardy, as Far-space – anywhere outside of the galactic core – is considered risky and unwise to stray into without good cause.

THE LEAGUES

If your army is Battle-forged, **<LEAGUE>** units in **VOTANN** Detachments gain access to the following League rules, provided every **VOTANN** unit in your army is from the same League. If every **<LEAGUE>** unit in a **VOTANN** Detachment is from the same League, that Detachment is referred to as a League Detachment.

LEAGUE CUSTOMS

All **<LEAGUE>** units in a League Detachment will gain a League Custom, as described on page 49. On the following pages you will find the League Custom associated with each League, as well as the list of Established League Customs (pg 56) that you must use if your League does not have an associated custom. Note that each custom is made up of three rules, one of which has an 'Ancestral Judgement' label – this rule will only apply if every unit from your army is from the same League (excluding models with the **UNALIGNED** keyword).

WARLORD TRAITS

Each League has an associated League Warlord Trait. If a **VOTANN <LEAGUE> CHARACTER** model gains a Warlord Trait, they can have the relevant League Warlord Trait instead of a Warlord Trait from page 68.

STRATAGEMS

Each League has an associated League Stratagem. If your army includes a League Detachment (excluding Auxiliary Support Detachments), then you have access to and can spend Command points to use this Stratagem, in addition to those on pages 58-61.

RELICS OF THE LEAGUES

Each League has an associated League Ancestral Relic. If your army is led by a **VOTANN <LEAGUE> WARLORD**, you can give the relevant League Ancestral Relic to a **VOTANN <LEAGUE> CHARACTER** model from your army instead of giving them an Ancestral Relic from pages 64-67. Named characters and **IRONKIN ASSISTANT** models can never be given one of these Relics.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Ancestral Relics your models have on your army roster.

Example: *A Battle-forged army includes a* **VOTANN** *Detachment in which every unit has the* **URANI-SURTR REGULATES** *keyword. All* **URANI-SURTR REGULATES** *units in that Detachment gain the Dour Survivalists League Custom, an* **URANI-SURTR REGULATES CHARACTER** *model in that Detachment that is given a Warlord Trait can instead be given the Grim Pragmatism trait, you have access to the Waste Not Your Last Breath Stratagem and can spend CPs to use it, and if the army's* **WARLORD** *is selected from this Detachment and is from the* **URANI-SURTR REGULATES**, *then an* **URANI-SURTR REGULATES CHARACTER** *model from your army that could be given an Ancestral Relic can instead be given The Abiding Mantle.*





GREATER THURIAN LEAGUE

The Greater Thurian League are as uncompromisingly mercenary as they are driven in the causes of exploration, resource acquisition and military conquest. Boasting scores of allied Kindreds and near-inexhaustible ranks of Kinhost warriors to enforce their will, the Greater Thurian League take pride in epitomising all that it means to be Kin.

LEAGUE CUSTOM: RUTHLESS EFFICIENCY

The Kin of the Greater Thurian League are skilled warriors and ruthless expansionists, instinctively working together to defeat their foes and efficiently achieve their aims. As with everything, they approach war with a grim, methodical pragmatism that is an inspiration to other Leagues.

- Models with this custom (excluding **COG** models) count as 2 models when determining control of an objective marker, or 5 models if they have a Wounds characteristic of 10 or more.
- Each time a unit with this custom is selected to shoot or fight, you can re-roll one hit roll or one wound roll when making that unit's attacks.

Ancestral Judgement

Each time a model (excluding a **COG** model) with this custom makes an attack against a target that has 1 or more Judgement tokens (pg 86), that enemy unit is considered to have 1 more Judgement token than it actually has (to a maximum of 3) when determining what bonuses apply to the attacking model's attacks.

WARLORD TRAIT: PRAGMATIC WISDOM

This warlord squeezes the most of out every strategic ploy, their command decisions optimising the reward for every expenditure.

While this **WARLORD** is on the battlefield, each time you spend a Command point to use a Stratagem you can roll one D6: on a 5+, that Command point is refunded.

APPRAISING GLARE — 1CP

Greater Thurian League – Epic Deed Stratagem

Few Kin can cast the Eye of the Ancestors with the swiftness and grim efficiency of this League's Kâhls. Where their merciless gaze falls, the strengths and weaknesses of the enemy are laid bare, and there their warriors strike hardest.

Use this Stratagem when a **GREATER THURIAN LEAGUE KÂHL** model from your army uses its Grim Efficiency ability. The selected enemy unit gains one additional Judgement token (pg 86).

RELIC: KÔRVYK'S CUIRASS

Amongst the earliest records of the Greater Thurian League is an account of the famed Brôkhyr Kôrvyk the Hammer fashioning this remarkable chest plate. Said to be crafted from one of only three small transubstantium deposits ever discovered by the Kin, and with the direct aid of the nascent League's still-lucid Votann, it is a truly remarkable piece of armour. It is said that Kôrvyk's Cuirass is as unyielding and resilient as the very spirit of the Kin race.

GREATER THURIAN LEAGUE model only.

- The bearer has a 4+ invulnerable save.
- Each time an attack is allocated to the bearer, the Armour Penetration characteristic of that attack is reduced by 1 (to a minimum of 0). This is cumulative with the similar bonus from the Void Armour ability (pg 87).

LEAGUES



TRANS-HYPERIAN ALLIANCE

The Kindreds of the Trans-Hyperian Alliance are scattered far and wide, with many of their Hold ships cruising at the heart of nomadic fleets. Observing a secular cult of ancestral veneration that surpasses the dedication of the rest of their race, the Kin of the Trans-Hyperian Alliance are ever on the move, always seeking new knowledge and conquests to enrich the Votann.

LEAGUE CUSTOM: HONOUR THE ANCESTORS

Ever on the move – and often strung out and under-strength – the Kin of the Trans-Hyperian Alliance are no strangers to fighting against the odds. They relish such hardships, however, and strive all the more fiercely to apply their hard won experience to every conflict, the better to honour the Votann.

- Each time a model with this custom makes an attack, if that model's unit is below its Starting Strength, add 1 to that attack's hit roll.
- Each time a model with this custom makes an attack, on an unmodified wound roll of 6, the Armour Penetration characteristic of that attack is improved by 1.

Ancestral Judgement

Each time a model with this custom (excluding a **COG** model) makes an attack against a target that has 1 or more Judgement tokens (pg 86), re-roll a wound roll of 1.

WARLORD TRAIT: NOMAD STRATEGIST

This warlord makes the most of their warriors' desire to stay on the move, employing mobile strategies and swiftly repositioning their forces to exploit weaknesses in enemy battle lines.

At the start of the first battle round, you can select up to three friendly **TRANS-HYPERIAN ALLIANCE** units wholly within your deployment zone. Remove those units from the battlefield, then set them up anywhere on the battlefield that is wholly within your deployment zone. If the mission uses the Strategic Reserves rules, any of those units can be placed into Strategic Reserves without having to spend any additional CPs, regardless of how many units are already in Strategic Reserves. If both players have abilities that redeploy units, roll off; the winner chooses who redeploys their units first.

CULT OF VENERATION 1CP

Trans-Hyperian Alliance – Battle Tactic Stratagem

The Ancestor worship within the Trans-Hyperian Alliance borders on the puritanical. So wholly determined are its Kin to live up to the impossible standards of their forebears, that they will endure unbelievable hardships and keep fighting to survive and prevail – even should they be terribly injured.

Use this Stratagem in any phase, when a **TRANS-HYPERIAN ALLIANCE** model from your army would lose a wound as the result of a mortal wound. Until the end of the phase, each time that model, or another model in its unit, would lose a wound as the result of a mortal wound, roll one D6: on a 5+, that wound is not lost.

RELIC: THE CORV DUAS

Originally fashioned aboard the Hold ship of Urvû's Kindred during the years of the Longest March, these CORV units contain shards of psychoactive crystal recovered from a scintillating anomaly. Like escorts around a capital ship, the CORV Duas employ their psycho-amplified resilience to shield their Grimnyr from harm. At the same time, the empyric resonance generated by their presence magnifies the fortitude of the Grimnyr's barrier-tech, helping them to ward off harmful enemy manifestations.

TRANS-HYPERIAN ALLIANCE GRIMNYR model only.

- Add 1 to the Wounds characteristics of this unit's **CORV** models.
- While the bearer's unit contains 1 or more **CORV** models, the bearer can attempt to deny one additional psychic power in each of your opponent's Psychic phases.
- While the bearer's unit contains 1 or more **CORV** models, add 1 to Deny the Witch tests taken for the bearer.



KRONUS HEGEMONY

The Kronus Hegemony are ever on the march. Their Kindreds must fulfil quotas of martial conquest, and find the slightest excuse to launch into full-blown military invasions of alien-held systems. Over time, the temperament of these Kindreds has become ever more aggressive and ill-tempered, so that now there are few problems the Kin of the Kronus Hegemony will not seek to solve with violence.

LEAGUE CUSTOM: BATTLE PROWESS

The Kin of the Kronus Hegemony are vaunted warriors who are expected to display exceptional feats of strength and skill in combat. They never hesitate to hurl themselves into battle and, the steeper the odds, the harder they fight to prevail.

- Each time a unit with this custom fights, if it made a charge move, was charged or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models in this unit.
- Each time a model with this custom makes a melee attack, if that model's unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to that attack's Strength characteristic.

Ancestral Judgement

Each time a model with this custom (excluding a **COG** model) makes a melee attack against a target that has 2 or more Judgement tokens (pg 86), the Armour Penetration characteristic of that attack is improved by 1.

WARLORD TRAIT: EXEMPLARY HERO

It is the duty of all war leaders within the Kronus Hegemony to set an unimpeachable example to their followers, employing their prodigious skills to lay low the greatest enemy threats in person.

- Each time this **WARLORD** fights, if it is within Engagement Range of any enemy **CHARACTER** or **MONSTER** units, then until that fight is resolved, add 1 to this **WARLORD**'s Attacks characteristic.
- Each time this **WARLORD** makes a melee attack, you can re-roll the hit roll.
- Each time this **WARLORD** makes a melee attack against an enemy **CHARACTER** or **MONSTER** unit, add 1 to the wound roll.

BLOODY EXPECTATIONS 1CP

Kronus Hegemony – Battle Tactic Stratagem

With a few stern words, the war leaders of the Kronus Hegemony remind their warriors what is expected of them. They must fight all the harder, for the Ancestors expect their due.

Use this Stratagem in the Fight phase, when a **KRONUS HEGEMONY** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes a melee attack, an unmodified hit roll of 6 scores 1 additional hit.

RELIC: THE JUST BLADE

Rumour has it that this mighty axe is the deadliest weapon ever to be fashioned in the Forges of the Kronus Hegemony. A phase-modulated plasma field wreathes a polytrinate blade that has been witnessed to cut through feet-thick armour plating – and even energy fields – as though they were not there. It is said within the Hegemony that so deadly a weapon must only be wielded in a truly justified conflict against a deserving foe.

KRONUS HEGEMONY model with a forgewrought plasma axe or dark star axe only.

This Relic replaces a forgewrought plasma axe or dark star axe and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Just Blade	Melee	Melee	+1	-4	2

Abilities: Each time an attack is made with this weapon, invulnerable saving throws cannot be made against that attack.

'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

LEAGUES



YMYR CONGLOMERATE

The Ymyr Conglomerate are renowned for two things above all else; their vast material wealth and the spectacular technologies that they craft with it. A League whose mantra is ever quality over quantity, the Ymyr Conglomerate deploy some of the most elite and heavily equipped Oathbands to be seen in any theatre of war.

LEAGUE CUSTOM: MASTER ARMOURERS

The craftsmanship and quality of the Ymyr Conglomerate's weapons and void armour are second to none. Kin who enter battle girded with such forgewrought masterpieces strive never to waste their tremendous potential.

- Add 4" to the Range characteristic of all ranged weapons (excluding Relics) models with this custom are equipped with.
- Models in a unit with this custom that have a Save characteristic of 2+ gain a 4+ invulnerable save; other models in a unit with this custom gain a 5+ invulnerable save.

Ancestral Judgement

Each time a model with this custom (excluding a **COG** model) makes a ranged attack that targets a unit within half range, if that target has 1 or more Judgement tokens (pg 86), the Armour Penetration characteristic of that attack is improved by 1.

WARLORD TRAIT: GUILD CONNECTIONS

It serves this warlord well to maintain strong contacts with the greatest Cthonian Guilds of the Ymyr Conglomerate. Such friendships yield rich gifts that can be put to good use upon the battlefield.

The Damage characteristic of all weapons this **WARLORD** is equipped with (excluding Relics) is increased by 1.

PULSED BEAM DISCHARGE 1CP

Ymyr Conglomerate – Wargear Stratagem

With specific modifications it is possible to focus a beam weapon's output into a more deadly stream of energy.

Use this Stratagem in your Shooting phase, when an **YMYR CONGLOMERATE** unit from your army is selected to shoot. Select one model in that unit, and then select one beam weapon (pg 100) that it is equipped with. Until the end of the phase, each time a hit is scored with that weapon, the target suffers 1 mortal wound in addition to the normal Damage.

RELIC: THE LAST CREST OF JÂLUK

The tragic fall of the Hold world of Jâluk remains a cautionary tale to all those Brôkhyr tempted by wild experimentation. Only this one gilded crest was recovered from the storm-lost planet, pristine and seemingly untouched by the warp-madness that surrounded it. Its protective powers extend to its bearer, as does the weight of responsibility to prevent such a tragedy befalling their own Hold.

YMYR CONGLOMERATE SHIELD CREST model only.

- Once per battle, before making a saving throw for the bearer, it can activate this Relic. If it does so, then until the end of the phase, the bearer has a 3+ invulnerable save.
- Each time the bearer would lose a wound as the result of a mortal wound, roll one D6: on a 4+, that wound is not lost.

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



URANI-SURTR REGULATES

The Kindreds of the Urani-Surtr Regulates prize stoicism, self-reliance and – unusually for their race – inflexible determination no matter the odds of success. They disparage wastefulness above all else, and will subsist uncomplainingly upon the absolute minimum if doing so will bring them victory, and their Kindreds survival.

LEAGUE CUSTOM: DOUR SURVIVALISTS

The URSR have suffered greatly over the millennia, yet still they endure. Their grim warriors have disdain for every foe, and are known to fight to the last. While they can still stand, they can fight.

- Add 1 to the Toughness characteristic of models in a unit with this custom.
- You can re-roll failed Morale tests taken for a unit with this custom.

Ancestral Judgement

Each time a model with this custom (excluding a **COG** model) makes an attack against a target that has 0 Judgement tokens (pg 86), that enemy unit is considered to have 1 Judgement token when determining what bonuses apply to the attacking model's attacks.

WARLORD TRAIT: GRIM PRAGMATISM

Dwelling on pain and discomfort only wastes valuable energy that could be put to better use.

Each time this **WARLORD** would lose a wound, roll one D6: on a 5+, that wound is not lost.

WASTE NOT YOUR LAST BREATH — 1CP

Urani-Surtr Regulates – Epic Deed Stratagem

It is incumbent upon the leaders of the URSR to set an example of absolute indomitability before their followers.

Use this Stratagem in the Fight phase when an **URANI-SURTR REGULATES CHARACTER** model from your army that has not already been selected to fight this phase is destroyed. Do not remove that model from play – it can fight after the attacking model's unit has finished making attacks. After resolving the destroyed model's attacks, it is then removed.

RELIC: THE ABIDING MANTLE

By their own insistence, the name of whichever skilled URSR craftsman fashioned this cloak was never recorded. Laced through with chamelioweave and contramotive optic damper-circuits, this seemingly plain garment causes its wearer to blend in amongst the ranks of their comrades – their survival aided by understated anonymity.

URANI-SURTR REGULATES model only. Unless the bearer is the closest eligible target, enemy models cannot target it with ranged attacks.

LEAGUES

ESTABLISHED LEAGUE CUSTOMS

If your chosen League does not have an associated League Custom on pages 51-55, you must instead create their custom by selecting rules from the list here. Unless otherwise stated, your League has three customs from the following list, one of which (and only one) must be from those with an Ancestral Judgement label.

MARTIAL CLONESKEINS

Some Leagues emphasise cloneskeins throughout their populace, which promote physical strength and aggression. This better ensures a ready supply of soldiers of the line.

Each time a model with this custom makes a melee attack, if that model's unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to that attack's Strength characteristic.

VENGEFUL

Ancestral Judgement

This League allows no insult or loss amongst their number to go unavenged. The fallen are always honoured in blood.

Each time a unit with this custom is destroyed by an enemy unit, that enemy unit gains 2 Judgement tokens (pg 86) instead of 1.

BRUTAL EFFICIENCY

Ancestral Judgement

This League imposes a particularly punishing training regime upon all the warriors of its Oathbands, training them to eliminate their enemies with merciless efficiency.

Each time a model with this custom (excluding a **COG** model) makes a melee attack against a target that has 1 or more Judgement tokens (pg 86), an unmodified hit roll of 6 scores 1 additional hit.

CLOSE QUARTERS PRIORITISATION

Ancestral Judgement

The Kindreds of this League view firefights as but the first stage of battle, leading into a devastating headlong offensive to crush the foe in hand-to-hand battle.

Each time a unit with this custom declares a charge, if it only declares a charge against one target, and if that target has 1 or more Judgement tokens (pg 86), add 2 to the charge roll.

STOIC

Courage and fortitude are the watchwords of this League, its Kin dour and fearless no matter the enemy or the odds.

You can re-roll failed Morale tests taken for a unit with this custom.

TAKING IT PERSONALLY

Ancestral Judgement

This League's warriors are infamously ill-tempered and known to take the continued existence of their foes rather personally.

Each time a unit with this custom is selected to shoot or fight, if all the models in that unit that make attacks target the same enemy unit, after resolving those attacks, if that enemy unit suffered damage as the result of those attacks but was not destroyed, roll one D6 and add 1 to the result if the unit being attacked is now below Half-strength. On a 5+, that enemy unit gains 1 Judgement token (pg 86).

HONOUR IN TOIL

When their comrades fall in battle, the Kin of this League fight all the harder to honour them through unfaltering success.

Each time an attack is made by a model with this custom, if this unit is below its Starting Strength, add 1 to that attack's hit roll.

WAR SONGS

It is customary within the Kindreds of this League to form indomitable shield walls in battle, and then to raise massed voices in an inspirational song of ancestral honour and defiance.

Each time a **<LEAGUE>** model with this custom makes a melee attack, if the target of that melee attack was within Engagement Range of 2 or more **<LEAGUE> CORE** units from your army when the attacking unit was selected to fight, you can re-roll the hit roll.

LEAGUE AFFILIATED

This League has such close ties with another League, that they are on the verge of forming an alliance.

You cannot select this custom if you have selected any other custom, and if you select this custom you cannot select any other customs. Select one of the following Leagues: Greater Thurian League, Trans-Hyperian Alliance, Kronus Hegemony, Ymyr Conglomerate, Urani-Surtr Regulates.

- Use the custom of the League you selected, as listed on pages 51-55.
- If a **CHARACTER** model with this custom gains a Warlord Trait, they can have a League Warlord Trait associated with the League you selected, instead of a Warlord Trait from page 68. If a **CHARACTER** has such a Warlord Trait, replace all instances of the League keyword on that Warlord Trait (e.g. **TRANS-HYPERIAN ALLIANCE**), if any, with the name of the League that this **CHARACTER** is from.
- Unless the only units with this custom are part of an Auxiliary Support Detachment, you will gain access to the League Stratagem associated with the League you selected. When using such a Stratagem, replace all instances of the League keyword on that Stratagem (e.g. **TRANS-HYPERIAN ALLIANCE**), if any, with the name of the League that the units with this custom have.

REFINED POWER CORES

This League is known for processing highly refined power cells to fuel their war machines, lending them greater acceleration.

Add 2" to the Move characteristic of models with this custom that have either the **ACCELERATED** or **VEHICLE** keywords.

QUICK TO JUDGE

Ancestral Judgement

The Kin of this League waste no time in appraising their foe, and they are quick to pass judgement upon all who mean them harm.

Each time an enemy unit targets a unit with this custom with a shooting or melee attack, after the attacking unit has resolved all of its attacks, if the unit with this custom suffered one or more casualties as the result of those attacks but was not destroyed, roll one D6 and add 1 to the result if the unit being attacked is now below Half-strength. On a 4+, the attacking unit gains 1 Judgement token (pg 86).

SUPERIOR BEAM CAPACITORS

The Brôkhyr of this League have refined the art of crafting superior energy capacitors and focal lenses to transform their continuous beam energy tools into deadly weapons capable of scything through enemy ranks.

- Add 1 to the Strength characteristic of all beam weapons (pg 100) equipped by models with this custom (including Relics).
- Each time a unit with this custom is selected for the Core-Buster Fire Pattern Stratagem (pg 58), that Stratagem costs 0CP.

UNWAVERING DISCIPLINE

Ancestral Judgement

These Kin warriors are renowned for being stiff-necked and particularly disciplined. When their heroes mark a foe for destruction, they brook no distraction from their appointed task.

Each time a model (excluding a **COG** model) with this custom makes an attack against a target that has 1 or more Judgement tokens (pg 86), you can ignore any or all hit roll, Weapon Skill and Ballistic Skill modifiers.

VOID HARDENED

This League requires all its Kindreds to promote cloneskeins that render their peoples especially hardy and resilient.

Each time an attack is made against a unit with this custom, an unmodified wound roll of 1-2 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have.

WARRIOR PRIDE

The warriors of this League of Votann pride themselves on their martial skills and their proficiency in combat.

Each time a unit with this custom is selected to shoot or fight, you can re-roll one hit roll or one wound roll when resolving that unit's attacks.

WEAPONSMITHS

Whether through the skill of their Kindreds' Brôkhyr, or access to sources of rare and highly perilous ballistic materials, the Kindreds of this League are able to deploy exceptionally potent firearms throughout their Oathbands.

Add 4" to the Range characteristic of all ranged weapons (excluding Relics) models with this custom are equipped with.

STRATAGEMS

If your army includes any **VOTANN** Detachments (excluding Auxiliary Support Detachments), you have access to these Stratagems, and can spend CPs to use them.

ACCELERATED RESPONSE — 1CP

Votann – Battle Tactic Stratagem

It is a point of honour to Kin military forces that they be precisely where their leaders need them, exactly when they are required.

Use this Stratagem in your Movement phase, when a **VOTANN ACCELERATED** unit from your army is selected to Advance. Until the end of the phase, add 12" to the Move characteristic of each model in this unit (this is not cumulative with the similar bonus provided by the Steady Advance ability, page 87).

ANCESTRAL SENTENCE — 1CP

Votann – Battle Tactic Stratagem

Some foes are so loathed that the Ancestors themselves are said to pass sentence upon them, marking them for death.

Use this Stratagem in your Shooting phase, when a **VOTANN** unit from your army is selected to shoot, or in the Fight phase, when a **VOTANN** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes an attack against a target that has 1 or more Judgement tokens (pg 86), you can re-roll the hit roll.

CORE-BUSTER FIRE PATTERN — 1CP

Votann – Battle Tactic Stratagem

Originally perfected for explosively excavating especially resistant mining obstacles, this intersectional beam weapon fire pattern works equally well to blast the heart from the enemy battle line.

Use this Stratagem in your Shooting phase after an enemy unit is hit by an attack made by a beam weapon (pg 100) fired by a **VOTANN** model from your army. Until the end of the phase, each time that enemy unit is hit by another attack made by a beam weapon fired by a **VOTANN** model from your army, roll one D6: on 4+, that enemy unit suffers 1 mortal wound in addition to the normal damage. A unit can only suffer a maximum of 6 mortal wounds per phase due to this Stratagem.

CYBERSTIMM INFUSION — 1CP

Votann – Battle Tactic Stratagem

Cthonian Beserks are typically fitted with augmetic, sub-dermal shunts that can flood their systems with stimulant chemicals to help them fight their way out of dangerous situations.

Use this Stratagem in the Fight phase, when a **VOTANN BESERKS** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes a melee attack, you can re-roll the hit roll.

HUNTR'S MARK — 1CP

Votann – Battle Tactic Stratagem

Sensor-network calibration tied in to the HunTR modules on Kin weaponry can be used to part-automate targetting based on the casting of the Eye of the Ancestors. This ensures that, if the Votann have marked a victim, their will is carried out without fail.

Use this Stratagem in your Shooting phase, before making a hit roll for an attack made by a **VOTANN** model from your army. If the target unit has 1 or more Judgement tokens (pg 86), do not make a hit roll for that attack: it automatically hits the target.

KINBOND — 2CP

Votann – Battle Tactic Stratagem

A clone race with a deep-rooted bond of common thought and intent, the Kin can act with eerie – and wholly unspoken – coordination, which helps them to overwhelm and pick apart their foes upon the field of battle.

Use this Stratagem at the start of the Fight phase. Select one enemy unit that is within Engagement Range of 2 or more **VOTANN CORE** units from your army. Until the end of the phase, each time a **VOTANN CORE** model makes a melee attack against that enemy unit, you can re-roll the wound roll.

THE MIGHT OF THE EINHYR — 1CP

Votann – Battle Tactic Stratagem

When the fighting is at its fiercest, a Kindred's elite Einhyr warriors truly show their quality.

Use this Stratagem in your Shooting phase, when an **EINHYR** unit from your army is selected to shoot, or in the Fight phase, when an **EINHYR** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll.

OPTIMISED VOLLEY — 1CP

Votann – Battle Tactic Stratagem

Should the foe gather in sufficient numbers, it becomes more efficient to hammer the tight-packed enemy targets with a full-auto hail of bolt fire than to conserve ammunition.

Use this Stratagem in your Shooting phase, when a **VOTANN** unit from your army is selected to shoot. Until the end of the phase, each time a model in that unit makes an attack with a bolt weapon (pg 100), on an unmodified hit roll of 6, one additional hit is scored; if the target unit contained 11 or more models when this Stratagem was used, then 2 additional hits are scored instead.

POINT-BLANK FUSILLADE — 2CP

Votann – Battle Tactic Stratagem

So resolute and steadfast are the Kin that their warriors are able to keep aiming and firing even in the midst of close-quarters battle.

Use this Stratagem at the start of your Shooting phase. Select one **VOTANN INFANTRY** or **VOTANN BIKER** unit from your army. Until the end of the phase, models in this unit can make attacks with ranged weapons even when their unit is within Engagement Range of enemy units, but they can only make such attacks against enemy units that they are within Engagement Range of (if a model makes an attack with a beam weapon, that attack is only resolved against that target unit and it cannot hit any other unit). In such circumstances, those models can target an enemy unit even if other friendly units are within Engagement Range of the same enemy unit. Note that if a model in this unit has more than one ranged weapon, you can still choose to target units that are not within Engagement Range of that model's unit, but that model will only be able to make the attacks with that weapon if all enemy units within Engagement Range of that model's unit have been destroyed when you come to resolve those attacks. In addition, when a model in this unit shoots a Heavy weapon, subtract 1 from the hit rolls when resolving that weapon's attacks while any enemy units are within Engagement Range of that model's unit.

REACTIVE REPRISAL — 1CP/2CP

Votann – Battle Tactic Stratagem

Once an enemy target has been marked out by the Eye of the Ancestors, the Kin focus their efforts upon its destruction, redoubling their fury should it attempt to engage.

Use this Stratagem in your opponent's Shooting phase, after an enemy unit that had 1 or more Judgement tokens (pg 86) when it was selected to shoot has resolved its attacks. Select one **VOTANN CORE** unit from your army that was hit by one or more of that enemy unit's attacks this phase, and that is not within Engagement Range of any enemy units. That **VOTANN CORE** unit can immediately shoot as if it were your Shooting phase, but its models can only target that enemy unit when doing so, and only if that enemy unit is an eligible target. After resolving its attacks, that **VOTANN CORE** unit is then not eligible to shoot in your next Shooting phase. If that **VOTANN CORE** unit was a unit of **HEARTHKYN WARRIORS**, this Stratagem costs 1CP; otherwise, it costs 2CP.

GRIMWROUGHT BARRIER — 2CP

Votann – Epic Deed Stratagem

By carefully manipulating localised warp flow via their barrier tech implements, the Grimnyr are able to ward their allies against malefic empyric manifestations.

Use this Stratagem in your Command phase. Select one **VOTANN** unit from your army that is within 9" of a friendly **GRIMNYR** model.

- That unit, and the models it contains, stop being affected by any psychic powers that had been affecting it that had been manifested by an enemy unit.
- Until the start of your next Command phase, that unit, and the models it contains, are not affected by any Malediction psychic powers manifested.

BASTION RUNNING — 1CP

Votann – Epic Deed Stratagem

A damaged Hekaton Land Fortress can be temporarily rigged for bastion running by its crew, fortifying systems with a short-lived power surge that allows the war engine to smash and blast its way out of even the most perilous situations.

Use this Stratagem in your Command phase. Select one **HEKATON LAND FORTRESS** model from your army. Until the start of your next Command phase, that model is considered to have its full wounds remaining for the purposes of determining what characteristics on its profile to use.

COMBAT SURGERY — 1CP

Votann – Epic Deed Stratagem

It is a tragic waste to let warriors die on the battlefield when there is a chance they can be revived to rejoin the fight.

Use this Stratagem in your Command phase. Select one **VOTANN MEDIC** unit from your army that is below its Starting Strength and not within Engagement Range of any enemy units. Up to D3 destroyed models are returned to that unit.

PERSONAL GRUDGE — 1CP

Votann – Epic Deed Stratagem

Some amongst the Kin harbour extremely personal and long-standing Grudges against their most hated nemeses.

Use this Stratagem in your Command phase. Select one **VOTANN CHARACTER** unit from your army and one enemy unit that is on the battlefield. Until the end of the battle, each time a model in that **CHARACTER** unit makes an attack against the selected enemy unit, that enemy unit is considered to have 3 Judgement tokens (pg 86) on it for the purposes of determining what bonuses apply to the attacking model's attacks. You can only use this Stratagem if every unit from your army is from the same League (excluding **UNALIGNED** unit). You can only use this Stratagem once, unless you are playing an Onslaught battle (in which case, you can use this Stratagem twice).

IN THE RIGHT HANDS — 1CP

Votann – Requisition Stratagem

The Kin see little use in their most powerful and ancient technologies languishing in safety when – in the hands of their heroes – these devices can mean the difference between victory and defeat in battle.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **VOTANN** keyword. Select one **VOTANN CHARACTER** model from your army and give them one Ancestral Relic (this must be a Relic they could have). Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

BEQUEST OF THE VOTANN 1CP

Votann – Requisition Stratagem

Should a lower-ranking Kin hero show particular promise, they may be extended a Bequest of the Votann – an item of rarefied wargear they have proved themselves worthy of wielding.

Use this Stratagem before the battle. Select one Theyn or Hesyr model from your army. That model can have one of the following Ancestral Relics (pg 64-67), even though they are not a **CHARACTER** model: The Grey Crest; Grudge's End; The Hearthfist; Wârpestryk. Each Relic in your army must be unique. You can only use this Stratagem once.

LEGEND OF THE LEAGUE 1CP

Votann – Requisition Stratagem

This hero's name and reputation are known throughout their League, synonymous with exceptional conduct and skill.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **VOTANN** keyword. Select one **VOTANN CHARACTER** model from your army and determine one Warlord Trait for it (this must be a Warlord Trait it can have); that model is only regarded as your **WARLORD** for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results), and you cannot use this Stratagem to give a model two Warlord Traits. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

FAMILIAL LOYALTY 1CP

Votann – Strategic Ploy Stratagem

The strong family bond between all members of a Kindred ensures that they will spare no effort to aid their imperilled comrades.

Use this Stratagem in your opponent's Charge phase. Select one **VOTANN INFANTRY** or **VOTANN BIKER** unit from your army. Until the end of the phase, that unit is eligible to perform Heroic Interventions as if it was a **CHARACTER**.

LIGHT 'EM UP 1CP

Votann – Strategic Ploy Stratagem

Hernkyn Pioneers can use their searchlights to illuminate priority targets for their comrades.

Use this Stratagem in your Shooting phase, after a **VOTANN SEARCHLIGHT** unit from your army has resolved its attacks. Select one enemy unit that was hit by one or more of that unit's ranged attacks this phase; if every unit in your army is from the same League (excluding **UNALIGNED** units), the selected enemy unit gains 1 Judgement token (pg 86).

LUCK HAS. NEED KEEPS. TOIL EARNS. 1CP

Votann – Strategic Ploy Stratagem

The Kin believe that rightful ownership lies with whoever strives hard enough to posses the prize.

Use this Stratagem at the end of your Movement phase. Select one **VOTANN CORE INFANTRY** unit from your army that is within range of an objective marker. Until the start of your next Movement phase, while that unit is within range of that objective marker:

- That unit automatically passes Morale tests.
- Unless that unit makes a ranged attack or declares a charge, that unit can ignore any rules that would cause any actions they are performing to fail.
- Each time a model in that unit would lose a wound, roll one D6: on a 6, that wound is not lost.

MAG-RIDERS 1CP

Votann – Strategic Ploy Stratagem

Kindred magna-coil tech allows a skilled rider to effect sudden, drastic jinking manoeuvres while flaring the polarity of their vehicle's coils to throw out disruptive energy pulses.

Use this Stratagem in your opponent's Shooting phase, when a **VOTANN BIKER** unit from your army is selected as the target of a ranged attack. Until the end of the phase, each time an attack is made against that unit:

- Subtract 1 from that attack's hit roll.
- If that unit has Advanced during its previous turn, that attack's hit roll cannot be re-rolled.

NEW-FOUND NEMESIS 1CP

Votann – Strategic Ploy Stratagem

To strike down a hero amongst the Kin is to earn the immediate and murderous ire of all their warrior comrades.

Use this Stratagem when a **VOTANN WARLORD** or **GRIMNYR** model from your army is destroyed. The enemy unit that destroyed that model gains 2 Judgement tokens (pg 86). If your destroyed model was a **GRIMNYR**, that enemy unit gains 3 Judgement tokens instead.

OUTFLANKING PIONEERS 1CP

Votann – Strategic Ploy Stratagem

Hernkyn Pioneers often push their mounts to their limit to outflank the foe, knowing that their most effective strategic use amongst the ranks of the Oathband is as rapid, encircling raiders.

Use this Stratagem at the start of your Movement phase. Select one **HERNKYN PIONEERS** unit from your army that is more than 6" away from any enemy models and within 6" of any battlefield edge. If the mission you are playing is using the Strategic Reserves rules, place that unit into Strategic Reserves – that unit cannot arrive from Strategic Reserves in the same turn it is placed into Strategic Reserves.

WELL-ORDERED RETREAT 1CP

Votann – Strategic Ploy Stratagem

Not for the Kin the sudden panic of the rout. Instead, they fall back steadily and by squads, laying down furious suppressing fire to drive back pursuing foes.

Use this Stratagem in your Movement phase, when a **VOTANN CORE** unit from your army Falls Back. That unit is still eligible to shoot this turn even though it Fell Back.

CONCUSSION BLAST 1CP

Votann – Wargear Stratagem

Gravitic concussion grenades do not merely pulp flesh and crack bone, they also leave their foes disoriented from the blast wave.

Use this Stratagem in your Shooting phase, when a **VOTANN CONCUSSION** unit from your army is selected to shoot. Select one enemy unit within 6" of that unit. Until the start of your next Shooting phase:

- The selected enemy unit cannot fire Overwatch or Set to Defend.
- Each time a model in the selected enemy unit makes an attack, subtract 1 from that attack's hit roll.

ION STORM 2CP/1CP

Votann – Wargear Stratagem

The Kindreds' mastery of ion weaponry has been fine tuned over millennia.

Use this Stratagem in your Shooting phase, when a **VOTANN** unit from your army is selected to shoot. Until the end of the phase, each time a model in that unit makes an attack with an ion weapon (pg 10θ), an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage (to a maximum of 6 mortal wounds). If that unit contains 11 or more models, this Stratagem costs 2CP; otherwise, it costs 1CP.

SUBTERRANEAN EXPLOSIVES 2CP

Votann – Wargear Stratagem

Mole grenades can be set with a delayed fuse so that their underground detonation causes shock waves and subsidence.

Use this Stratagem in your Shooting phase, when a **SUBTERRANEAN EXPLOSIVES** unit from your army is selected to shoot. Until the end of the phase, each time that unit makes a ranged attack, subtract 1 from that attack's wound roll, and, if a hit is scored against a target that is not **TITANIC** and cannot **FLY**, then until the start of your next Shooting phase:

- Halve the Move characteristic of models in the target unit.
- The target unit is not eligible to fight until after all other eligible units from your army have fought.

Designer's Note: *We recommend placing a Mole Grenade model next to enemy units while they are under the effects of this Stratagem, removing it at the start of your next Movement phase (a Mole Grenade does not count as a model for any rules purposes).*

MULTIWAVE SYSTEM JAMMER 2CP

Votann – Wargear Stratagem

The comms arrays of the Leagues of Votann can decrypt enemy communications channels and temporarily drown them in static.

Use this Stratagem at the start of any phase. Select one **VOTANN COMMS** unit from your army, then select one enemy unit within 12" of that unit. Until the end of the phase, that enemy unit cannot be affected by any Aura abilities that units in your opponent's army have.

OVERCHARGED SHIELD CREST 1CP/2CP

Votann – Wargear Stratagem

Kindred shield crests are capable of projecting strengthened energy fields to attenuate incoming attacks for short periods of time.

Use this Stratagem in any phase, when a **VOTANN SHIELD CREST** unit from your army is selected as the target of a ranged attack. Until the end of the phase, each time a ranged attack is made against that unit, an unmodified wound roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have. If that unit contains 5 or fewer models, this Stratagem costs 1CP; otherwise, it costs 2CP.

PAN SPECTRAL WARNING 2CP

Votann – Wargear Stratagem

Kindred pan spectral scanners can give forewarning of enemies approaching from unseen quarters, or even through the warp.

Use this Stratagem at the end of the Reinforcements step of your opponent's Movement phase. Select one **VOTANN SCANNER** unit from your army that is not within Engagement Range of any enemy units. That unit can shoot as if it were your Shooting phase, but its models can only target a single eligible enemy unit that was set up as Reinforcements this turn and that is within 12" of their unit when doing so.

SITE-TO-SITE TRANSPORT 1CP/2CP

Votann – Wargear Stratagem

Kin teleport crests are capable of performing short site-to-site transportations, but doing so drains their power cores.

Use this Stratagem at the start of your Movement phase. Select one **VOTANN TELEPORTATION** unit from your army and remove it from the battlefield. In the Reinforcements step of this Movement phase, set this unit back up on the battlefield, anywhere that is more than 9" away from any enemy models. You cannot select the same unit to use this Stratagem more than once per battle. If the unit you selected was a **CHARACTER**, this Stratagem costs 1CP; otherwise, it costs 2CP.

THE VOTANNIC COUNCIL

If your army is Battle-forged and includes any **VOTANN** Detachments (excluding Auxiliary Support Detachments), then when you muster your army, you can upgrade any of the following **VOTANN CHARACTER** units (excluding named characters) from your army: **KÂHL**, **BRÔKHYR IRON-MASTER**, **GRIMNYR**.

Each time you upgrade one of the aforementioned units, its Power Rating is increased, as shown in the table below. If you are playing a matched play game, or a game that uses a points limit, then the points value of that unit is also increased by the amount shown in the same table. Make a note on your army roster each time you upgrade a unit using these rules. These units are still considered to be the same datasheet for the purposes of any mission rules that limit the number of times any particular datasheet can be included in your army.

Each time you upgrade a unit, one **CHARACTER** model in it gains a new keyword, as shown in the keyword column of the table below. It also gains access to bespoke Warlord Traits and gains two additional abilities, one of which is an Ancestral Judgement ability, as shown in the appropriate section over the following pages. A model can only use its Ancestral Judgement ability if every unit from your army has the **VOTANN** keyword (excluding models with the **UNALIGNED** keyword) and is from the same League. When you upgrade a **VOTANN CHARACTER** model with these rules, replace all instances of the **<LEAGUE>** keyword in their new abilities and Warlord Trait (if any) with the name of the League that your model is from.

A Crusade force cannot start with any upgraded **CHARACTER** units – to include one in a Crusade force, you must use the A Great Honour Requisition (pg 79).

An army (and a Crusade force) cannot contain more than one model from the same League that has the same Votannic Council keyword (e.g. it cannot contain two **GREATER THURIAN LEAGUE HIGH KÂHL** models, or two **KRONUS HEGEMONY LORD GRIMNYR** models, etc.).

THE VOTANNIC COUNCIL

CHARACTER	KEYWORD	POWER	POINTS
Kâhl	**HIGH KÂHL**	+2	+40
Grimnyr	**LORD GRIMNYR**	+1	+25
Brôkhyr Iron-master	**BRÔKHYR FORGE-MASTER**	+1	+25

HIGH KÂHL

To be named the High Kâhl of an entire Kindred is both a tremendous honour and an awesome responsibility. These heroes act as the ultimate military commander of their Kinhost, instructing their subordinate Kâhls as the final word in grand strategy, and the figurehead of the Votannic Council. For their peers – and the wider Hearthspake – to elect a High Kâhl, the incumbent must be more than just a tremendously capable warrior and indomitable battlefield leader. They must also demonstrate their cool head for strategic command over planet-wide – or even system-wide – theatres, and their merciless mastery of the cruel calculus of war. It is said that one should never expect compassion from the High Kâhl, but always sense and surety.

ABILITIES

A **HIGH KÂHL** model gains the following abilities:

High Kâhl: In your Command phase, select one friendly **<LEAGUE> CORE** or **<LEAGUE> CHARACTER** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.

A **HIGH KÂHL** is excluded from the Hero of the Oathband ability rule (pg 49). This means a Detachment can include both one **HIGH KÂHL** unit and one other **KÂHL** unit.

Ancestral Judgement

Efficient Exemplar: Each time a **HIGH KÂHL** model destroys an enemy unit, if that unit had 1 or more Judgement tokens (pg 86), you can select one enemy unit that is visible to this model. If you do so, that unit gains 1 Judgement token.

WARLORD TRAIT

You can give a **HIGH KÂHL** model the Experienced Eye Warlord Trait instead of giving them another Warlord Trait.

Experienced Eye

This old warrior has fought in countless wars, and has witnessed first-hand much of the worst the galaxy has to offer. They can appraise the battlefield situation at a glance, and from bitter experience can select priority targets with pragmatic efficiency while directing the Kin in war.

In each of your Command phases, this **WARLORD** can use their Grim Efficiency ability (pg 88-89) one additional time, but only if you select an enemy unit that has not already been selected for this ability during this phase.

LORD GRIMNYR

The mechanism by which a Kindred's Grimnyr choose their ultimate representative is unknown outside of their enigmatic circles. Yet all Kin know what this venerated figure embodies: wisdom, guidance and insight. Within the Votannic Council, the Lord Grimnyr is held to be the voice of the Ancestors themselves, as well as a walking conduit for both their lore and their gestalt might. Nor is this role a purely ceremonial or advisory one. It is incumbent upon the Lord Grimnyr to walk the battlefield as the eyes and 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.

ABILITIES

A **LORD GRIMNYR** model gains the following abilities:

Lord Grimnyr: This model can attempt to manifest one additional psychic power in each of your Psychic phases.

Ancestral Judgement

Anger of the Ancestors: Each time a **LORD GRIMNYR** model attempts to manifest a psychic power from the Skeinwrought discipline, if there are any enemy units within 18" of this **LORD GRIMNYR** model with 1 or more Judgement tokens (pg 86), add 1 to that Psychic test.

WARLORD TRAIT

You can give a **LORD GRIMNYR** model the Ancestral Power Warlord Trait instead of giving them another Warlord Trait.

Ancestral Power

This old and wisened soul has communed with the Votann for countless years. They have gleaned many incredible secrets and interpreted great truths in their time, and have immense skill in wielding the psycho-activated barrier technologies that are their birthright.

Add 6" to the range of psychic powers from the Skeinwrought discipline that are manifested by this **WARLORD**.

BRÔKHYR FORGE-MASTER

To become their Kindred's Forge-master, a Brôkhyr must prove not only their pre-eminence at the crafting of technological marvels, but also in overseeing their deployment. It is their duty to 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, providing wise counsel on everything from siegecraft to field-repair, even as they blast and bludgeon their enemies to ruin.

ABILITIES

A **BRÔKHYR FORGE-MASTER** model gains the following abilities:

Brôkhyr Forge-master: Once per battle round, if this model is on the battlefield when you use a Votann Wargear Stratagem, if the unit selected to use that Stratagem is a friendly **<LEAGUE>** unit within 6" of this **BRÔKHYR FORGE-MASTER**, reduce the CP cost of that Stratagem by 1CP. Note that the CP cost is only reduced by 1CP for that use of the Stratagem, any future usages of it cost the normal amount of CPs.

Ancestral Judgement

Forge-master's Eye: Each time a **BRÔKHYR FORGE-MASTER** model makes an attack, on an unmodified wound roll of 6, if the target of that attack has 1 or more Judgement tokens (pg 86), that attack inflicts a number of mortal wounds on the target equal to the damage characteristic of that attack, and the attack sequence ends. If a **BRÔKHYR FORGE-MASTER** model makes an attack with a beam weapon, this ability also applies to any intervening units that are 'hit' by that beam that have 1 or more Judgement tokens.

WARLORD TRAIT

You can give a **BRÔKHYR FORGE-MASTER** model the Master Armourer Warlord Trait instead of giving them another Warlord Trait.

Master Armourer

This Brôkhyr is a true craftsman, and their experience in executing battlefield repairs is second to none. Vehicle crews are much assured when this trusted old hand is on standby, even believing their touch to bestow good fortune.

- Each time this **WARLORD** repairs a model using its Brôkhyr's Guild ability (pg 92), the model being repaired regains up to 3 lost wounds instead of D3 (the model being repaired regains up to 4 lost wounds instead while this **BRÔKHYR FORGE-MASTER**'s unit includes 1 or more **E-COG** models, as described in the E-COG Support ability, page 92).
- Once per battle round, when a saving throw is failed for a friendly **<LEAGUE> VEHICLE** or **<LEAGUE> EXO-FRAME** model that is within 6" of this **WARLORD**, this **WARLORD** can use this trait. When it does so, the Damage characteristic of that attack is changed to 0.

RELICS

If your army is led by a **VOTANN WARLORD**, you can, when mustering your army, give one of the following Ancestral Relics to a **VOTANN CHARACTER** model from your army. Named characters and **IRONKIN ASSISTANT** models cannot be given any of the following Relics.

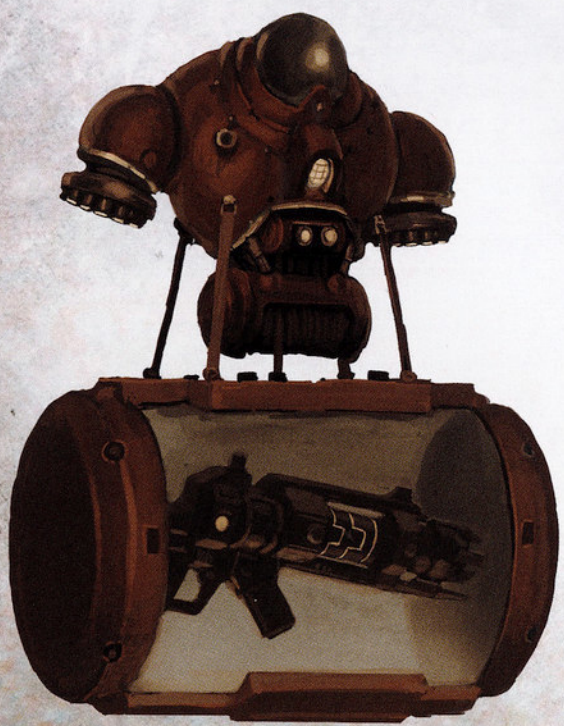
When a model from your army is given an Ancestral Relic, replace all instances of the **<LEAGUE>** keyword in that Relic's rules (if any) with the name of the League that your model is from.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Ancestral Relics your models have on your army roster.

AKTÔL'S FORTRESS

This armour crest was the life's work of the blind Brôkhyr Aktôl Vatyk. Painstakingly wrought using conflicting harmonic abrasion fields rather than hammer blows, and shot through with a core of hyperdense stelanictite, the crest projects a complex gravitic repulsion field that can be directed by the bearer against their foes. Bludgeoned and restrained by clashing grav-waves, the enemy is held at bay long enough for the crest's bearer and their comrades to press forward and lay them low.

SHIELD CREST model only. At the start of the Fight phase, you can select one enemy unit within 3" of the bearer. That unit is not eligible to fight this phase until after all eligible units from your army have done so.



ANCESTRAL CREST

This crest is inscribed with the runes of the great Ancestor Cores, and it is only bestowed in times of great need to a legendary warrior whose skills have been proven in a hundred battles. It is said that the crest acts like a mobile Fane, a node through which the wisdom and gestalt power of the Votann flows. It is a great honour and responsibility to bring such an artefact to war, and should the bearer fall in battle, it is said the Votann themselves will wreak their vengeance upon the foe.

- Once per battle, if the bearer is selected to use an Epic Deed Stratagem, that Stratagem costs 0 Command points.
- Once per battle, after making a hit roll, wound roll or saving throw for the bearer, you can change the result of that roll to a 6. For any rules purpose, this counts as an unmodified 6.
- If an enemy unit destroys the bearer, roll one D6 at the end of the phase: on a 2-5 that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds.

EXACTOR

This potent hammer was fashioned for High Kâhl Ynnôk Orkhunter by the notoriously irascible craftsman Krynn the Furious. Exactor requires its wielder to swing it at precisely the correct angle in order to get the best from the weapon – a testament to Krynn's legendarily high expectations of all those around him. However, when it impacts correctly, Exactor unleashes a devastating shock wave of power that not even the most formidable foes can survive.

Model with a mass hammer only. This Relic replaces a mass hammer and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Exactor	Melee	Melee	x2	-3	D3+3

Abilities: Each time an attack is made with this weapon, on an unmodified hit roll of 6 the target suffers D3+3 mortal wounds and the attack sequence ends.

THE FIRST KNIFE

Almost every Kâhl and Grimnyr carries with them a plasma knife. These are badges of high office, denoting that the individual speaks with the authority of the Ancestors. They are typically ceremonial – rarely used in combat unless as a weapon of last resort. The First Knife, however, is of particular cultural significance and greater offensive use. It is believed to have been crafted by the Votann themselves during the days before the Kin came to the galactic core. Containing a unique power source and worked with script so ancient that no Kin can read it, this blade can be triggered to project a beam of laser energy that scythes through the victim at point-blank range. More than one ambushing foe or double-crossing faux ambassador has discovered, to their cost, just how deadly The First Knife can be.

KÂHL or **GRIMNYR** model only. Each time the bearer fights, it can make 1 additional attack using the close combat weapon profile (see the Warhammer 40,000 Core Book). If that attack scores a hit, the target suffers D3 mortal wounds plus 1 additional mortal wound for each Judgement token (pg 86) the target unit has, and the attack sequence ends.



FLÂYRE

This remarkable axe is said to contain the bound fury of a colossal solar flare, syphoned from amidst the nuclear fury of a raging star and trammelled within knotwerk energy fields. Whether this is some boast of the Brôkhyr, or how such immense energies could be contained and channelled, is unclear, but the puissant fury of Flâyre cannot be denied. The axe's plasma blade burns so bright that it is painful to look upon as it streaks through the air. It is as swift and deadly as an unleashed star-storm, and leaves nought but charred enemy corpses in its wielder's wake.

Model equipped with a forgewrought plasma axe only. This Relic replaces a forgewrought plasma axe and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Flâyre	Melee	Melee	+2	-3	2

Abilities: Each time the bearer fights, it makes 3 additional attacks with this weapon.

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 it's wearer's stopped heart in extremis.

- At the start of each of your Command phases, the bearer regains 1 lost wound.
- The first time the bearer is destroyed, you can choose to use this Relic instead of using any rules that are triggered when that model is destroyed. If you do so, roll one D6 at the end of the phase; on a 3+, set that model back up on the battlefield as close as possible to where they were destroyed, and not in Engagement Range of any enemy models, with D3 wounds remaining.

THE GREY CREST

This cunningly wrought armour crest contains helical circuit-threads believed to have been traded from a mysterious alien race, long since lost to the darkness between the stars. It projects a veil of obfuscatory energies able to fool both organic and artificial targeting senses, and conceal the bearer from the enemy's sights.

SHIELD CREST model only.

- If the bearer is a **CHARACTER** model, each time an attack is made against the bearer's unit, subtract 1 from that attack's hit roll.
- If the bearer is not a **CHARACTER** model, each time an attack is made against the bearer's unit, if the attacker is more than 12" away, subtract 1 from that attack's hit roll.



GRUDGE'S END

Manufactured over three centuries by a dedicated team of Brôkhyr and Ironkin savants, Grudge's End is not one single object. Rather, it is an entire suite of conjoined adaptor modules which can auto-adjust to integrate themselves with any forgewrought bolt weapon. Introducing intelligent ballistic calibrators, a hypermunition micro-factory and a bewildering host of additional one-off augmentations, Grudge's End transforms the host weapon into a tool that will indeed bring about the fatal demise of many a loathed nemesis of the Kin.

Model equipped with a bolt weapon (pg 100) only. When you give a model this Relic, select one bolt weapon that model is equipped with.

- That weapon is considered to be a Relic for all rules purposes.
- The Damage characteristic of that weapon is increased by 1.
- The Armour Penetration characteristic of that weapon is improved by 1.
- Each time an attack made by this weapon hits a unit that has 1 or more Judgement tokens (pg 86), that attack automatically wounds the target.

WÂRPESTRYK

Hailed as the physical proof of Kin technological superiority, this incredible armour crest nonetheless has a somewhat dark reputation. None knows who fashioned it, how or when, and all attempts to replicate Wârpestryk have seen ill fate befall those who tried. Nonetheless, the crest allows its bearer to step between realspace and the warp almost at will, crossing the battlefield in a series of flickering strides. Moreover, its mysterious inner workings project a directed field of intermingled energistic and empyric interference, which fouls nearby enemy communications and seems to jam all attempts to gain a teleport fix within proximity to Wârpestryk.

TELEPORTATION model only.

- Each time the bearer makes a Normal Move, Advances, Falls Back or makes a charge move, until that move is finished, it can move horizontally through models and terrain features (it cannot finish a move on top of another model, or its base).
- Once per battle, when you use the Site-to-Site Transport Stratagem (pg 61), if you select the bearer's unit for that Stratagem, it costs 0CP.
- Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of this model's unit.

THE HEARTHFIST

This gauntlet contains a thermoreactive plasma core of unique design. When clenched into a fist, it begins to blaze with what is said to be the raw and furious fire of the Hearth itself. Each blow from the Hearthfist discharges furious blasts of plasmic energy that scorch and disintegrate, and it is said that those foes marked for death by the Ancestors feel the burning wrath of the Hearth worst of all.

Model equipped with a mass gauntlet or concussion gauntlet only. This Relic replaces a mass gauntlet or concussion gauntlet and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Hearthfist	Melee	Melee	+4	-3	3

Abilities: Each time an attack made by this weapon is allocated to a model in a unit that has 1 or more Judgement tokens (pg 86), that attack has a Damage characteristic of 4.

THE MURMURING STAVE

The psychocircuitry embedded within this ancient stave is of a unique design that enables the wielder to better access their otherworldly powers. Along with the Blade of the Ancestors, it is said to be one of only two weapons ever fashioned through immaculate forging by the Votann themselves, though prophecy speaks of a third still to be wrought. It is said that a suitably talented Grimnyr who holds this stave hears the faint voices of the Votann themselves in his or her mind, and can interface with them and gain their guidance at will.

GRIMNYR model only.

- The bearer knows one additional psychic power from the Skeinwrought discipline (pg 69).
- In your Psychic phase, if the bearer attempts to perform a psychic action, it can then still attempt to manifest one psychic power.

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 nonetheless serves as both a perfect insulator and phenomenally resilient, lightweight armour alloy. Only once has enough thyrikite been harvested to fashion an entire suit of void armour, but that suit remains a precious relic of the Leagues of Votann to this day.

This Relic cannot be taken by **EXO-ARMOUR** models.

- Add 1 to armour saving throws made for the bearer.
- Add 1 to the bearer's Wounds characteristic.

VÔLUMM'S MASTER ARTIFICE

The name Vôlumm is spoken with deep respect within Forges throughout the Leagues of Votann, for few Brôkhyr have ever surpassed her achievements. Her trusted rifle – reverently cared for over thousands of years – continues to be the finest example of hand-held graviton technology the Kin possess, able to project and maintain beams of ravening power instead of firing regular pulsed blasts.

Model equipped with a graviton rifle only. This Relic replaces a graviton rifle and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Vôlumm's Master Artifice	18"	HunTR 3	5	-3	2

Abilities: Beam (pg 87). Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 3.

YMMÂ'S SHIELD

It is said that the ore used in the forging of this remarkable shield was brought across the gulfs of space aboard the first fleets of the Kin. Nothing like it has been seen before or since, though the Kin have searched tirelessly for fresh deposits of what appears to be a nigh on invulnerable substance. It fell to the venerated Brôkhyr Ymmâ the Sure to fashion the unique deposit into a RAM shield of unsurpassed resilience and perfect balance. Foes who assail the bearer of Ymmâ's Shield prove themselves doubly foolish; not only are their efforts futile against the unbreakable bulwark of the shield itself, but striking this beloved relic in anger is a mortal insult to the entire Kin species. One who dares land such a blow is rarely permitted to keep breathing long enough to aim for a second.

EINHYR CHAMPION model only. Once per battle round, when a saving throw is failed for the bearer, the bearer can use this Relic. When it does so, the Damage characteristic of that attack is changed to 0. Each time the bearer uses this Relic, roll one D6: on a 5+, if every model from your army has the **VOTANN** keyword and is from the same League (excluding **UNALIGNED** units) the unit that made that attack gains 1 Judgement token (pg 86).

WARLORD TRAITS

If a **VOTANN CHARACTER** model is your **WARLORD**, you can use the Votann Warlord Traits table below to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one. **IRONKIN ASSISTANT** models can never be given a Warlord Trait.

When you have determined a Warlord Trait for a **VOTANN CHARACTER** model, replace all instances of the **<LEAGUE>** keyword in their Warlord Trait (if any) with the name of the League that your model is from.

1. ANCESTRAL BEARING

This warlord carries themselves like the Ancestors of aeons past and commands much respect amongst the Kin.

- Each time this **WARLORD** uses an ability in your Command phase that specifies a range, you can add 3" to the range of that ability (to a maximum of 12").
- Add 3" to the range of this **WARLORD**'s Aura abilities (to a maximum of 12").

2. WARRIOR LORD

This warlord is a supremely skilled combatant. No axe blow or sword strike they make is wasted – when they put an enemy down, it stays down.

- Each time this **WARLORD** makes a melee attack, you can re-roll the wound roll.
- Each time a melee attack made by this **WARLORD** is allocated to an enemy model, that enemy model cannot use any rules to ignore the wounds it loses.

3. A LONG LIST

This warlord holds the majority of the galaxy's races in contempt, and seeks out their many nemeses with a keen and inescapable eye. No sooner have they settled a Grudge against one foe, than they move to the next name on their list.

- Each time this **WARLORD** makes a ranged attack, the target does not receive the benefits of Light Cover against that attack.
- Each time you select a target for this **WARLORD**'s ranged weapons, you can ignore the Look Out, Sir rule for any unit that has one or more Judgement tokens (pg 86).
- At the end of each phase, if any enemy units with Judgement tokens were destroyed during that phase by a **<LEAGUE>** unit from your army, select one enemy unit that is visible to this **WARLORD**; that unit gains 1 Judgement token.

4. GUILD AFFILIATE

This warlord is always on the lookout for valuable resources and sites to claim for their Kindred's ever-acquisitive Guilds.

In your Command phase, you can select one friendly **<LEAGUE> CORE** unit within 6" of this **WARLORD**. Until the start of your next Command phase, that unit has the Objective Secured ability (see the Warhammer 40,000 Core Book). If a model in that unit already has this ability, that model counts as one additional model when determining control of an objective marker.

5. UNRELENTING TOIL (AURA)

This warlord is a tireless exemplar. They inspire similar dedication in their warriors, who redouble their efforts in this warlord's presence.

While a friendly **<LEAGUE> CORE** unit that is performing an action is within 6" of this **WARLORD**, that unit can shoot without that action failing.

6. GRIM DEMEANOUR (AURA)

This warlord's grim countenance is legendary, and they are rumoured to have never smiled. Such a demeanour is, of course, an outward sign of how seriously this warlord undertakes their solemn tasks, and under their stern gaze no Kin will be found wanting.

While a friendly **<LEAGUE> CORE** unit is within 6" of this **WARLORD**:

- That unit can ignore any or all modifiers to its Leadership characteristic.
- Each time a Combat Attrition test is taken for that unit, you can ignore any or all modifiers.

NAMED CHARACTERS AND WARLORD TRAITS

If **ÛTHAR THE DESTINED** *gains a Warlord Trait, he gains both the Ancestral Bearing and Experienced Eye (pg 62) Warlord Traits.*

SKEINWROUGHT DISCIPLINE

Before the battle, generate the psychic powers for **PSYKER** models from your army that know powers from the Skeinwrought discipline using the table below. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers the psyker knows .

When a **PSYKER** unit from your army manifests a psychic power from this discipline, replace all instances of the **<LEAGUE>** keyword on that psychic power (if any) with the name of the League that your **PSYKER** is from.

1. INTERFACE ECHO

The Grimnyr draws empyrically archived Votannic wisdom from within ward-tech augmetic neural buffers, and uses it to inform their comrades' battle plan.

Blessing: *Interface Echo* has a warp charge value of 5. If manifested, you gain 1 Command point. The limit of gaining or refunding 1CP per battle round does not apply to any Command points gained via this psychic power.

2. FORTIFY

The Kin have a natural belief in their own indomitable fortitude. Employing controlled empyric energies, the Grimnyr causes these beliefs to manifest as temporary physical enhancement.

Blessing: *Fortify* has a warp charge value of 6. If manifested, select one friendly **<LEAGUE> CORE** or **<LEAGUE> CHARACTER** unit within 12" of this **PSYKER**. Until the start of your next Psychic phase:

- Add 1 to the Toughness characteristic of models in that unit.
- Roll one D6 each time a model in that unit loses a wound: on a 6, that wound is not lost.

3. ANCESTRAL WRATH

Channelling the grim hatred that all Kin believe the Ancestors hold for their foes, the Grimnyr transmutes it into furious destructive energies. White fire leaps from their eyes, their fingertips and their open mouth, blasting the foe to scattered ashes.

Witchfire: *Ancestral Wrath* has a warp charge value of 6. If manifested, select one enemy unit within 18" of and visible to this **PSYKER** and roll 3 dice. If that enemy unit contains 11 or more models, roll 6 dice instead. In either case, add 1 to each result if that enemy unit has 1 or more Judgement tokens (pg 86) on it. For each roll of 4+, that enemy unit suffers 1 mortal wound.

4. GRUDGEPYRE

Harnessing the Kin's gestalt hatred for a begrudged foe, the Grimnyr engulfs their victim in a pillar of flame that scours them from existence.

Witchfire: *Grudgepyre* has a warp charge value of 4. If manifested, select one enemy unit that is not a **VEHICLE**, **MONSTER** or **CHARACTER** within 18" of and visible to this **PSYKER**. Roll 2D6 and add the number of Judgement tokens (pg 86) that are next to that unit to the result: if the result is greater than the unmodified Leadership characteristic of that unit, one model selected by your opponent in that unit is destroyed.

5. NULL VORTEX

Unleashing the full contra-empyric power of their barrier tech, the Grimnyr projects a null-probability field that causes enemy force shields to flicker and die, and even the most agile foes to fumble weakly in their efforts to evade harm.

Malediction: *Null Vortex* has a warp charge value of 8. If manifested, select one enemy unit within 12" of this **PSYKER**. Until the start of your next Psychic phase, models in that unit cannot use any invulnerable saves.

6. CRUSHING CONTEMPT

The glowering stare of the Grimnyr bores into the enemy, its manifest disdain and anger intensifying by the moment until they feel its weight as a physical force. It causes them to stagger and strain simply to keep from collapsing altogether.

Malediction: *Crushing Contempt* has a warp charge value of 6. If manifested, select one enemy unit within 18" of this **PSYKER**. Roll 3D6:

- If the result is greater than or equal to the Leadership characteristic of that enemy unit, until the start of your next psychic phase, that unit cannot perform actions (if that unit is currently performing an action, it immediately fails).
- If the result is greater than the Leadership characteristic of that enemy unit, until the start of your next psychic phase, each time a model in that unit makes an attack, subtract 1 from that attack's hit roll.

CHAPTER APPROVED RULES

If every model from your army has the **VOTANN** keyword (excluding models with the **UNALIGNED** keyword), you can, if you are playing a matched play battle that instructs you to select secondary objectives (e.g. a mission from the Eternal War mission pack in the Warhammer 40,000 Core Book), select one of them to be from the **VOTANN** secondary objectives listed below.

Like all other secondary objectives, each of the secondary objectives listed below has a category, and they follow all the normal rules for secondary objectives (for example, when you select secondary objectives, you cannot choose more than one from each category, you can score no more than 15 victory points from each secondary objective you select during the mission etc.).

NO MERCY, NO RESPITE

THE ANCESTORS ARE WATCHING

Progressive Objective

The Kin prioritise the destruction of those foes judged wanting by the Ancestors, the better to live up to those ancients' expectations.

At the end of each phase, score 2 victory points if one of more enemy units that had 1 or more Judgement tokens (pg 86) was destroyed by a **VOTANN** unit from your army during that phase. Score an additional 1 victory point for each of those enemy units that had 3 or more Judgement tokens when it was destroyed. At the end of the battle, reduce the number of victory points you have earned from this secondary objective by 1 (to a minimum of 0) for each unit that is on the battlefield (or that is embarked on a **TRANSPORT** that is itself on the battlefield) that has 1 or more Judgement tokens.

PURGE THE ENEMY

GRUDGE MATCH

End Game Objective

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.

If you select this objective, then before the battle, you must identify five units from your opponent's army, one of which must be the enemy's **WARLORD**, and make a note of them on your army roster. If your opponent's army has five or fewer units, then you instead identify all the units in your opponent's army.

At the end of the battle, for each of the identified units that was destroyed by a **VOTANN** unit from your army, you score 1 victory point. If that unit had a points cost of 150 or more, you score 1 additional victory point, and/or if that unit was destroyed by a melee attack, you score 1 additional victory point (for a maximum of 3 victory points per unit). A unit's points value includes the points of all weapons, other wargear and upgrades it has.

At the end of the battle, reduce the number of victory points you have earned from this secondary objective by 1 (to a minimum of 0) for each of the identified units that has not been destroyed. If a unit splits into several smaller units during a battle, all of those separate units (excluding **DRONE** units) must be destroyed at the end of the battle for the unit to be counted as being destroyed for the purposes of this objective.

SHADOW OPERATIONS

PROSPECTS OF WEALTH

Progressive and End Game Objective

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

If you select this objective, then **VOTANN INFANTRY** and **VOTANN BIKER** units from your army can attempt the following action:

Prospect (Action): One **VOTANN INFANTRY** or **VOTANN BIKER** unit from your army can start to perform this action at the end of your Movement phase if it is in range of an objective marker that is not within your deployment zone and has not already been prospected by your army. A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT** units) in range of the same objective marker. The action is completed at the end of the turn. If completed, that objective marker is said to have been prospected by your army and you must roll one D6, adding 1 to the result if the unit that completed the action has the **SCANNER** keyword: on a 6+, that objective marker is a Rich Deposits objective marker.

Each time a unit from your army completes this action, you score 3 victory points. At the end of the battle, if you control one or more Rich Deposits markers, you score an additional 3 victory points.

BATTLEFIELD SUPREMACY

LAY CLAIM

End Game Objective

Having identified rare and valuable resources amidst the ruin of battle, the Kin move swiftly to secure them against the foe.

If you selected this secondary objective, then during the Resolve Pre-battle Abilities step, your opponent must set up 3 objective markers anywhere on the ground level of the battlefield that is not within 6" of their own deployment zone or any battlefield edge, and not within 9" of each other. They cannot be set up on terrain features with the Unstable Position terrain trait. If it is impossible to set up an objective marker, it is not set up. Each represents Precious Resources, but does not count as an objective marker for any rules purposes other than for this secondary objective. At the end of the battle, you score 5 victory points for each of your Precious Resources objective markers that you control.

NAME GENERATORS

If you wish to generate a name for your Kin warriors, you can roll a D66 and consult the appropriate tables below, or simply pick any combination that feels appropriate. To roll a D66, roll two D6, one after the other – the first represents tens, the second represents digits, giving you a result between 11 and 66.

MALE NAMES

D66	GIVEN NAME	D66	CHOSEN NAME
11	Kôrv	11	Thuûrk
12	Krynn	12	Grât
13	Ûkyr	13	Hypêk
14	Yôht	14	Trânna
15	Vykât	15	Krônn
16	Nârunn	16	Hegêm
21	Hâk	21	Ymyk
22	Vôrk	22	Conglahr
23	Yâhp	23	Ûrann
24	Tôryk	24	Regyl
25	Vânn	25	Sôldyk
26	Ûkhav	26	Hyrthka
31	Hêtynn	31	Farstrydd
32	Ânnyk	32	Dêlvyk
33	Yûka	33	Cthynn
34	Pykô	34	Gylûr
35	Vâk	35	Strykk
36	Ûtann	36	Rokhewyr
41	Okkâ	41	Stârflyt
42	Vynn	42	Iyrnwêrke
43	Êttok	43	Thûndryk
44	Nîyak	44	Sêykr
45	Drûkh	45	Skêyfyr
46	Okyp	46	Wârspeke
51	Ûnnvyr	51	Vôtyk
52	Kôttak	52	Kynn
53	Âdunn	53	Gâard
54	Hyvôr	54	Keen Eye
55	Akkyt	55	Stôyk
56	Tôk	56	Star Seeker
61	Yhêl	61	the Wise
62	Ynnôk	62	the Unbroken
63	Hâvyr	63	the Stern
64	Pyûk	64	the Lucky
65	Pûnnak	65	the Swift
66	Âktol	66	the Strong

FEMALE NAMES

D66	GIVEN NAME	D66	CHOSEN NAME
11	Pôkhamm	11	Ânhad
12	Ymmâ	12	Hûri
13	Kîrv	13	Rânsa
14	Vymm	14	Pêrya
15	Vêyha	15	Ônas
16	Êkhya	16	Emônyr
21	Ôrumm	21	Myrr
22	Dêki	22	Côn
23	Yvâ	23	Sûrta
24	Mûrym	24	Ûlaty
25	Ûmyk	25	Skârstreng
26	Ryûk	26	Kêynshot
31	Sîmmka	31	Stûrmm
32	Êkyr	32	Dûtyk
33	Hâluk	33	Fyrgrîte
34	Vûkha	34	Vydsêke
35	Kylû	35	Wôlbrokke
36	Vyhâ	36	Nytgâard
41	Kîmm	41	Flytstêp
42	Pîya	42	Hârvyr
43	Âmmuk	43	Blôhdfyr
44	Hêykha	44	Sêyr
45	Kâhyrm	45	Iyrnstêde
46	Îyka	46	Deyprôkh
51	Pôyuk	51	Faenwrôght
52	Ymmî	52	Ânstyr
53	Pêmm	53	Styrdâh
54	Yrêk	54	Fyrfist
55	Vîya	55	Beast Slayer
56	Êyv	56	Ork Bane
61	Vêmmha	61	the Stoic
62	Pôlyk	62	the Skilled
63	Ymmê	63	the Strong
64	Îhap	64	the Intrepid
65	Mêmm	65	the Unyielding
66	Kvyma	66	the Fierce

KIN NAMING CONVENTIONS

Each Kin has a first – given – name, and a second – chosen – name. The given name is assigned by the Votann, appearing in a small slot in that Kin's crucible in the moments before their emergence. A given name cannot be changed, for it is the will of the Ancestors and to cast it aside would be deeply disrespectful. Only Ironkin are permitted to choose their own given names, selecting whichever male or female name they most like the fit of.

Yet the Kin are a clone society. In such a system, individuality is much prized, as is the sense that each Kin has some control over their own destiny. Thus, in most cases, a Kin's chosen name is something they select themselves and are free to change at will. It may incorporate some component of their Kindred's name, their Hold's or their League's, should the Kin wish to express their pride in the institutions they belong to or their family names – chosen names such as Thuûrk or Hûri are common amongst the Greater Thurian League, for instance. Other chosen names reflect a societal role, or a particular talent that a Kin feels defines them. Amongst soldiers of the Kinhosts, chosen names like Kêynshot and Thûndryk see regular use, while Cthonian Guilds are full of names like Dêlvyr and Strângyrm. There are also instances where new, more descriptive chosen names are ascribed to Kin as a mark of respect by their fellows, which can be anything from 'Ork Bane' to 'the Lucky'. Some Kin accumulate several, but will always choose one to be their true chosen name.

CRUSADE RULES

In this section you'll find additional rules for playing Crusade battles with the Leagues of Votann, such as Agendas, Requisitions, Battle Traits and Crusade Relics that are bespoke to VOTANN units. You can find out more about Crusade armies in the Warhammer 40,000 Core Book.

This section contains the following additional rules:

GRUDGES
The Kin have a tendency to develop Grudges towards those who cause them severe loss. Their resentment can become an obsessive blind spot as they expend every effort to settle their debts on the battlefield and gain justice. The rules presented on page 73 represent the Grudges that **VOTANN** units harbour for their hated foes, and the bonuses and drawbacks entailed.

KINDRED ACQUISITIONS
The Kin maintain a frontiersmen, survivalist attitude to their existence in the galaxy. They must continually look to reclaim precious resources for their Kindred if they are to thrive and expand their territory further. On pages 74-77, you will find rules to represent the Leagues of Votann's hoarding nature, detailing how to gain a number of resources, and how to spend them to acquire and upgrade Kindred Assets – each of which will grant your Crusade force a special ability.

AGENDAS
VOTANN units can attempt to achieve unique Agendas in Crusade battles, which can be found on page 78. These Agendas reflect the unique goals of Votann armies on the battlefield, and help to reflect their particular approach to warfare. You can find out more about Agendas in Crusade mission packs, such as that presented in the Warhammer 40,000 Core Book.

REQUISITIONS
Leagues of Votann armies have access to a number of additional Requisitions, suited to their methods for waging war. You can find these on page 79.

BATTLE TRAITS
VOTANN units can be given one of the Battle Traits presented on pages 80-81 as they gain experience and are promoted in your Crusade force. These help to better reflect the unique upgrades and Battle Honours that are bestowed to the warriors of the Leagues.

CRUSADE RELICS
In addition to the Crusade Relics presented in the Warhammer 40,000 Core Book, **VOTANN CHARACTER** models can search for one of the Crusade Relics described on page 82-83; these Relics are unique to the Leagues of Votann, and they are powerful technological marvels.

SHOWCASE CRUSADE ARMY
On pages 84-85 you will find James Gallagher's excellent Kronus Hegemony Leagues of Votann Crusade army, with a description of the force and its upgrades.

CRUSADE FACTION
When you start a Crusade force, you must decide what its Crusade Faction will be, as described in the Warhammer 40,000 Core Book. You can, if you wish, choose for that Crusade Faction to be '**VOTANN**'.

You can also include **VOTANN** units in a Crusade force whose Crusade Faction is '**IMPERIUM**', but only 25% of the supply limit of such a Crusade force can be comprised of **VOTANN** units.

THEIR HEARTH BURNS

Referencing the Hearth – the power source that blazes at the heart of every Kin Hold – this expression implies that an individual has become especially impassioned or angry, or else shows an unquenchable energy of drive towards a particular goal.

Fighting as mercenaries alongside the battle-brothers of the Blood Angels Space Marine Chapter, a grim-faced band of Kronus Hegemony Hearthkyn stand firm in the face of Hive Fleet Leviathan's bio-abominations.



GRUDGES

The Kin strive to keep a level head where lesser warriors would fly into fits of rage, however, there are insults and atrocities which simply cannot be borne, and that lead the Kin to declare a Grudge against their perpetrators. Once they have reached this point, the Kin will pursue their nemeses with a single-minded and reckless hatred that is frightening to behold.

If your Crusade Faction is **VOTANN**, then each time a **VOTANN** unit from your Order of Battle is destroyed by an enemy unit and subsequently fails its Out of Action test, make a note on that unit's Crusade card of the Crusade Faction of the enemy unit that destroyed it. For example, if a **VOTANN** unit was destroyed by an **ORKS** unit in a battle and it then failed its Out of Action test, you would write Grudge (**ORKS**) on its Crusade card.

While a unit has such a note on its Crusade card, it is said to be harbouring a Grudge against that faction (in the above example, the **VOTANN** unit would be harbouring a Grudge against **ORKS** units), and if your opponent's army has, for example, the **ORKS** Crusade Faction, then such a **VOTANN** unit would be harbouring a Grudge against your opponent's army.

At the start of every battle, if any **VOTANN** units in your Crusade army are harbouring a Grudge against your opponent's army, the following rules apply:

- At the start of the battle, after both sides have deployed, but before the first turn begins, you must roll a number of D6s equal to the number of units in your Crusade army that are harbouring a Grudge against your opponent's army:
  - For each roll of 6, you can place 1 Grudge token next to one enemy unit that is on the battlefield. You can place more than 1 Grudge token next to the same unit if you wish. A Grudge token works exactly as if it was a Judgement token (pg 86), except that they are only used to determine what bonuses apply to an attacking model's attacks if that attacking model's unit is harbouring a Grudge against your opponent's army.
  - For each roll of 1, you must reduce your army's number of Command points by 1 (to a minimum of 0).
- Each time a model (excluding a **COG** model) in a unit from your army makes an attack, if that unit is harbouring a Grudge against your opponent's army:
  - If the target unit has 1-2 Grudge tokens, re-roll a hit roll of 1.
  - If the target unit has 3 Grudge tokens, you can re-roll the hit roll.
- A unit from your army that is harbouring a Grudge against your opponent's army:
  - Cannot start an action if it is within 6" of one or more enemy units.
  - Cannot Fall Back while it is within Engagement Range of one or more enemy units.
- At the end of the battle, if a unit from your army that was harbouring a Grudge against your opponent's army has a 'Units destroyed during this battle' tally of 3 or more, unless the unit harbouring the Grudge was destroyed during the battle, its Grudge has been settled – the Grudge note for your opponent's Crusade Faction is removed from its Crusade card.



Grudge Token

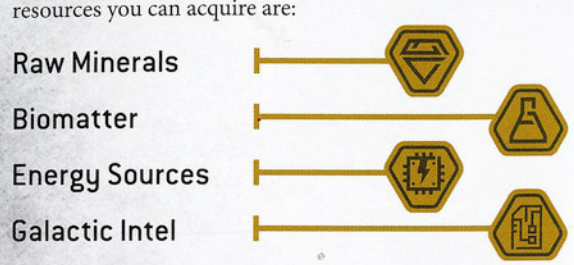
KINDRED ACQUISITIONS

If your Crusade force includes any **VOTANN** units, then as you progress through your Crusade campaign, you will acquire different types of resources that are required by your Kindred in order to construct new assets, upgrade them or maintain existing ones.

FUNDAMENTAL RESOURCES

The Kin are masters of the process of harvesting raw materials from the galaxy at large. They exploit sources Humanity cannot begin to fathom, and stockpile them against times of need.

There are four types of resources you can acquire. In addition to your Order of Battle, you should have a Kindred Acquisitions Record Sheet (see right) that you can use to keep a note of your Crusade force's current number of each type of resource. The resources you can acquire are:



Each time you play a battle, if your **WARLORD** was a **VOTANN CHARACTER**, you will gain resources after that battle. The type of 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

The amount of resource gained depends on the battle size of the battle just played, as shown in the table below:

RESOURCES GAINED

BATTLE SIZE	AMOUNT OF RESOURCE GAINED
Combat Patrol	D3x10
Incursion	D6x10
Strike Force	2D6x10
Onslaught	3D6x10

You can photocopy and use Kindred Acquisitions Record Sheets (see right) to:

1. Write the name of your Crusade force.
2. Keep note of the amount of each type of resource you have.
3. Each time you acquire or upgrade a Kindred Asset, write down its name and Crusade Effect. If one becomes inactive, make a note of that as well.

RARE RESOURCES

Some extremely valuable substances occur only infrequently. The Kin seek such resources with particular acquisitiveness.

Rare Resources represent exotic minerals, especially valued materiel, experimental sources of power and extremely sensitive information. Each time you win a battle, after gaining resources from that battle (see left) roll one D6: on a 6+, you have also acquired one Rare Resource (roll on the table to the left to randomly determine what type of Rare Resource is acquired). If a rule tells you that you have acquired a rare type of resource, make a separate note of that on your Kindred Acquisitions Record Sheet. Rare Resources are used for the completion of certain special projects, but each time you acquire 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 Minerals x 1' to your Kindred Acquisitions Record Sheet, or you can add 'Raw Minerals x50' to your Kindred Acquisitions Record Sheet.

KINDRED ASSETS

The Kin do not simply sit upon their resources, but funnel it back into their civilisation, ensuring its strength and survival.

After you have acquired resources after a battle, you can, if you have enough of all of the required resources, purchase one Kindred Asset from those on pages 76-77. If you do so, add that asset's name to your Kindred Acquisitions Record Sheet – you now gain the associated Crusade Effect for that Kindred Asset.

If you have a Rare Resource, you can instead choose to upgrade a Kindred Asset, but only if you already have that Kindred Asset on your Kindred Acquisitions Record Sheet and only if you have the required Rare Resource and all the other required resources for that upgrade. If you do, add a note on your Kindred Acquisitions Record Sheet that the asset has now been upgraded – you now gain the associated Upgraded Crusade Effect for that Kindred Asset.

A Crusade force cannot have more than one of each Kindred Asset, and each can only be upgraded once.

THE COST OF FAILURE

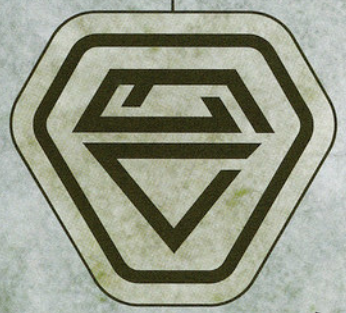
Lost battles waste resources that could have been used by the Kin.

After each battle, if you have four or more Kindred Assets and you lost the battle, you must, after acquiring resources (and before spending any) roll one D6. On a 1, one randomly selected Kindred Asset on your Kindred Acquisitions Record Sheet has ceased to work efficiently – either vital systems need replacing or key supplies are running short. Until you divert more resources to that Kindred Asset, you cannot use its Crusade Effect (including any Upgraded Crusade Effect it may have). Such an asset is said to be inactive, and you must make a note of this on your Kindred Acquisitions Record Sheet. To reactivate an asset, you must deduct half of the resources that were originally required to aquire that associated Kindred Asset from your Kindred Acquisitions Record Sheet. When you do so, that asset's Crusade Effect (including any Upgraded Crusade Effect it has, if any) can then be used again as normal.

CRUSADE FORCE

PLAYER

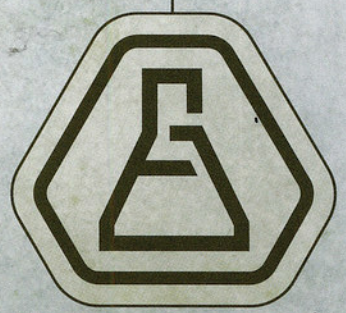
RAW MINERALS



RESOURCES

RARE RESOURCES

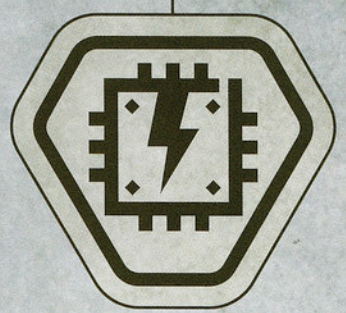
BIOMATTER



RESOURCES

RARE RESOURCES

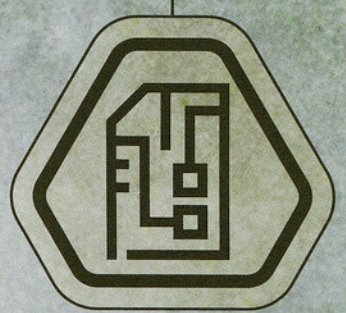
ENERGY SOURCES



RESOURCES

RARE RESOURCES

GALACTIC INTEL



RESOURCES

RARE RESOURCES

KINDRED ASSET

Crusade Effect

Upgraded Crusade Effect

INACTIVE (X)

KINDRED ASSET

Crusade Effect

Upgraded Crusade Effect

INACTIVE (X)

KINDRED ASSET

Crusade Effect

Upgraded Crusade Effect

INACTIVE (X)

KINDRED ASSET

Crusade Effect

Upgraded Crusade Effect

INACTIVE (X)

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MAINTAIN CORE SYSTEMS


Raw Minerals x50


Energy Sources x50


Galactic Intel x100

Crusade Effect

After each battle, you gain an additional D3x10 Galactic Intel.

UPGRADE COST


Energy Sources x100


Rare Galactic Intel x1

Upgraded Crusade Effect

After each battle, you can choose to remove 1 Rare Galactic Intel from your Kindred Acquisitions Record Sheet. If you do so, select one **GRIMNYR** unit from your Order of Battle. That unit gains one Psychic Fortitude Battle Honour (see the Warhammer 40,000 Core Book). You can only give each unit in your Crusade force one Psychic Fortitude in this manner.

ENHANCE KINDRED FLEET


Raw Minerals x50


Biomatter x50


Energy Sources x50

Crusade Effect

After each battle, you gain an additional D3x10 Energy Sources.

UPGRADE COST


Energy Sources x100


Rare Raw Minerals x1

Upgraded Crusade Effect

After each battle, roll one D6, adding 1 to the result if you won that battle. On a 5+, you gain 1 additional Requisition point.

SUPPLY THE GUILDS


Raw Minerals x100


Biomatter x50


Energy Sources x50

Crusade Effect

The Rearm and Resupply Requisition (see the Warhammer 40,000 Core Book) costs 0 Requisition points to use.

UPGRADE COST


Raw Minerals x100


Rare Energy Sources x1

Upgraded Crusade Effect

After each battle, you can choose to remove 1 Rare Energy Sources from your Kindred Acquisitions Record Sheet. If you do so, select one **VOTANN** unit from your Order of Battle. That unit gains one Weapon Enhancement Battle Honour (see the Warhammer 40,000 Core Book). You can only give each unit in your Crusade force one Weapon Enhancement in this manner.

EQUIP PROSPECTS


Raw Minerals x50


Biomatter x50


Energy Sources x50


Galactic Intel x50

Crusade Effect

Each time you roll to randomly determine a type of resource, you can roll two dice and choose one of the results to apply.

UPGRADE COST


Galactic Intel x100


Rare Biomatter x1

Upgraded Crusade Effect

After each battle, you can choose to remove 1 Rare Biomatter from your Kindred Acquisitions Record Sheet. If you do so, select one **VOTANN CHARACTER** unit from your Order of Battle. That unit gains one Crusade Relic Battle Honour (it must be a Crusade Relic they can have). You can only give each unit in your Crusade force one Crusade Relic in this manner.

EXPAND MINING OPERATIONS


Biomatter x100


Energy Sources x100

Crusade Effect
After each battle, you gain an additional D3x10 Raw Minerals.

UPGRADE COST


Biomatter x100


Rare Energy Sources x1

Upgraded Crusade Effect
Each time you roll a D6 to see if your Crusade force has acquired a Rare Resource, add 1 to the result.

HONOUR MERCENARY CONTRACTS


Raw Minerals x50


Biomatter x50


Galactic Intel x50

Crusade Effect
The Fresh Recruits Requisition (see the Warhammer 40,000 Core Book) costs 0 Requisition points to use.

UPGRADE COST


Raw Minerals x50


Galactic Intel x50


Rare Biomatter x1

Upgraded Crusade Effect
After each battle, you can choose to remove 1 Rare Raw Minerals from your Kindred Acquisitions Record Sheet. If you do so, select one **VOTANN** unit from your Order of Battle. That unit gains one Battle Trait Battle Honour. You can only give each unit in your Order of Battle one Battle Trait in this manner.

ESTABLISH TRADE ROUTES


Raw Minerals x50


Biomatter x50


Galactic Intel x100

Crusade Effect
Each time you exchange a Rare Resource, you can either do so for 70 units of that resource's type, or for 30 units of a different type of resource.

UPGRADE COST


Raw Minerals x100


Rare Galactic Intel x1

Upgraded Crusade Effect
After each battle, when you are determining how many resources are gained by your Crusade force, you can re-roll the dice.

SETTLE KINDRED COLONY


Raw Minerals x50


Biomatter x100


Energy Sources x50

Crusade Effect
After each battle, you gain an additional D3x10 Biomatter.

UPGRADE COST


Biomatter x100


Rare Raw Minerals x1

Upgraded Crusade Effect
Each time you use the Increase Supply Limit Requisition (see the Warhammer 40,000 Core Book), your Crusade force's Supply Limit is increased by 10 Power instead of 5.

AGENDAS

If your Crusade army includes any **VOTANN** units, you can select one Agenda from the Leagues of Votann Agendas listed below. This is a new category of Agendas, and follows all the normal rules for Agendas (for example, when you select Agendas, you cannot choose more than one from each category).

NO EFFORT WASTED

Leagues of Votann Agenda

The warriors of the Kinhost bring honour to their Kindred by fighting in the most efficient manner possible. Trying and failing to destroy those units that have been specifically marked for destruction is a shameful waste of time and effort.

Keep a No Waste tally for each **VOTANN** unit from your army. Each time such a unit destroys an enemy unit:

- If that enemy unit had 1 or 2 Judgement tokens (pg 86) next to it, add 1 to its No Waste tally.
- If that enemy unit had 3 Judgement tokens next to it, add 2 to its No Waste tally.

At the end of the battle, reduce every unit's No Waste tally by 1 for each enemy unit that has 1 or more Judgement tokens that is on the battlefield, or that is embarked within a **TRANSPORT** that is on the battlefield (to a minimum of 0). Each unit gains a number of experience points equal to its No Waste tally (to a maximum of 3 experience points per unit).

PRIORITY ACQUISITION

Leagues of Votann Agenda

The Leagues of Votann are always seeking to acquire more supplies, from stocks of power cells and nutri-packs to rare metallic ores and ancient salvageable technology. All of it is required by the Kin, and all of it must be claimed.

If you selected this Agenda, then after both sides have finished deploying, your opponent must set up one objective marker anywhere on the battlefield that is not within their own deployment zone. This objective marker represents a Priority Acquisition, but does not count as an objective marker for any rules purposes other than for this Agenda. **VOTANN INFANTRY** units from your army can attempt the following action:

Recover Acquisition (Action): At the end of your Movement phase, one **VOTANN INFANTRY** unit from your army that is within 3" of the Priority Acquisition objective marker can start to perform this action if no enemy units (excluding **AIRCRAFT** units) are within 3" of that objective marker. The Action is completed at the end of your turn. If completed, remove the Priority Acquisition objective marker from the battlefield.

A unit gains 3 experience points if it completed this action. If a unit completes this action and that unit is not destroyed at the end of the battle, you also gain 1 random Rare Resource (pg 74), and, if that unit is a **SCANNER** unit, you can re-roll the dice when determining what that Rare Resource is.

TO SETTLE A GRUDGE

Leagues of Votann Agenda

Once the Kin have declared a Grudge against a particular foe, nothing will suffice short of that enemy's absolute destruction. Yet even in prosecuting such vendettas, the Kin are pragmatic enough to learn from experience and seek wisdom to enrich the Votann in both the hunt for, and the slaying of, their enemy.

If you selected this Agenda, keep a Grudge Settler tally for each **VOTANN** unit from your army that is harbouring a Grudge (pg 73) against your opponent's Crusade Faction. Add 1 to a unit's tally each time it destroys an enemy unit, and add an additional 1 to its tally each time it destroys an enemy unit with a melee attack. At the end of the battle, each unit gains a number of experience points equal to its Grudge Settler tally (to a maximum of 3 experience points per unit). If a unit settles its Grudge during this battle, it gains a bonus 3 experience points.

ANCESTRAL REVELATION

Leagues of Votann Agenda

While interfacing with the Votann, Grimnyr are sometimes made party to fragments of revelations. Interpreted and debated at length, these hints often lead the Grimnyr to assemble a Prospect or full-blown Oathband to discover whatever wonders the Votann are attempting to show them. Once they have reached their destination, the Grimnyr uses the full power of their Embyr cloneskein to seek out their prize. Should they find it, then their discovery is declared a gift from the Ancestors. If there is nothing to be found, then surely some other impertinent interlopers have come before them and stolen away that which was rightfully the property of the Kin…

If you selected this Agenda, select one **GRIMNYR** unit from your army. Keep a Psychic Prospecting tally for that unit. Add 1 to that unit's Psychic Prospecting tally each time it successfully completes the following psychic action:

Psychic Prospecting (Psychic Action – Warp Charge 3): One **GRIMNYR** unit from your army can attempt this psychic action if it is in your deployment zone, in your opponent's deployment zone or is more than 6" away from either player's deployment zone. This psychic action can only be completed once in your deployment zone, once in your opponent's deployment zone and once anywhere of the battlefield that is more than 6" away from either player's deployment zone.

At the end of the battle, that unit earns:

- 1 experience point if its Psychic Prospecting tally is 1.
- 3 experience points if its Psychic Prospecting tally is 2.
- 6 experience points and one Psychic Fortitude (see the Warhammer 40,000 Core Book) if its Psychic Prospecting tally is 3.

REQUISITIONS

If your Crusade force includes any **VOTANN** units, you can spend Requisition points (RPs) on any of the following Requisitions in addition to those presented in the Warhammer 40,000 Core Book.

GUILD PATRONAGE 1RP

It is often a good thing for individual Kin to cultivate contacts and friendships with representatives of various Guilds. Often such favourable relationships can lead to official Guild patronage, and all the material benefits that come with it.

Purchase this Requisition when a **VOTANN** unit from your Crusade force gains a rank. When you use this Requisition, you must deduct 50 of any one resource (Raw Minerals, Biomatter, Energy Sources or Galactic Intel) from your Kindred Acquisitions Record Sheet; if you cannot, then you cannot use this Requisition. That **VOTANN** unit gains 5 experience points and you can immediately use the Repair and Recuperate Requisition on this unit at no additional RP cost. You cannot use this Requisition on the same unit more than once.

RARE ACQUISITION 1RP

Sometimes, victory brings with it the pleasing justification of additional, and highly valuable, resources to add to Kindred stockpiles.

Purchase this Requisition at the end of a battle. Roll one D6, adding 3 to the result if you won that battle, and adding an additional 1 to that result if there were one or more **VOTANN SCANNER** units from your army on the battlefield at the end of that battle: on a 4+, you gain 1 random Rare Resource (pg 74); on a 10, you gain 2 random Rare Resources.

DIRECTED HATRED 1RP

Not all Grudges stem from immediate battlefield experiences. Should the Kin learn of suitably diabolical deeds perpetrated by foes elsewhere – especially against others of their Kindred – this is sometimes cause enough for a Grudge to be declared.

Purchase this Requisition at any time. Select one **VOTANN** unit from your Crusade force and select one Crusade Faction. That unit now harbours a Grudge against that Crusade Faction (make a note of it on its Crusade card, as described on page 73).

A GREAT HONOUR 1RP

Should a hero of the Kin achieve suitably great deeds and display their capacity for shrewd strategic wisdom, they may be accorded the immense honour of elevation to their Kindred's Votannic Council.

Purchase this Requisition when a **KÂHL**, **GRIMNYR** or **BRÔKHYR IRON-MASTER** unit from your Crusade force gains the Battle-hardened, Heroic or Legendary rank. That unit is upgraded to the Votannic Council (pg 62); increase its Power Rating accordingly and make a note on its Crusade card. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.

IMPERIAL MERCENARIES 1RP

The Kin view the act of accepting mercenary contracts with the Imperium as a practical means by which to gather wealth and intelligence.

Purchase this Requisition at the start of any battle if your Crusade army contains both one **VOTANN** Combat Patrol Detachment and one or more of the following units: **INQUISITOR CHARACTER**, **ASTRA CARTOGRAPHICA CHARACTER** or **ASTRA MILITARUM CHARACTER**. Until the end of the battle, all **VOTANN** units in your Crusade army gain the **AGENT OF THE IMPERIUM** keyword.

RETURNED TO THE ANCESTORS 1RP

When a great hero of the Kin is slain, nothing is wasted, least of all the years of experience they have accumulated. To live a long life full of accomplishments is to bring enrichment to the Votann, and to become one with the Ancestors.

Purchase this Requisition when a **VOTANN CHARACTER** unit from your Crusade force that has gained at least the Blooded rank gains a Battle Scar. Remove that unit from your Order of Battle. You immediately gain D3x10 Biomatter and D3x10 Raw Minerals. In addition, for each Battle Honour that unit had:

- You gain D3x10 Galactic Intel
- Every other **VOTANN** unit from your Order of Battle gains 1 experience point.

IT'S KIN

Used to indicate something is of or belonging to the Kin as a race, and therefore inherently durable and reliable.

BATTLE TRAITS

When a **VOTANN** unit gains a Battle Trait, you can use one of the tables below instead of one of the tables in the Warhammer 40,000 Core Book to determine what Battle Trait the unit has gained. To do so, roll one D6 and consult the appropriate table to randomly determine what Battle Trait the unit gains, or choose a Battle Trait from the appropriate table that tells the best narrative for your unit. If a unit gains one of these Battle Traits, replace all instances of the **<LEAGUE>** keyword on that Battle Trait (if any) with the name of the League that your unit is from. All the normal rules for Battle Traits apply (e.g. a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the unit's Crusade card when it gains a Battle Trait and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book.

EINHYR HEARTHGUARD UNITS

D6	TRAIT
1-2	**Stalwart Protectors** *These warriors have sworn on their honour that no harm shall befall their respected elders.* While a friendly **<LEAGUE> CHARACTER** unit is within 3" of this unit, enemy models cannot target that **CHARACTER** unit with ranged attacks.
3-4	**Ancestral Exo-armour** *The suits of armour worn by these warriors have been reverently maintained and upgraded for aeons.* Each time a model in this unit would lose a wound as the result of a mortal wound, roll one D6: on a 5+, that wound is not lost.
5-6	**Heroes of the League** *Even amongst the elite warriors of the Einhyr, this band is noted for their exceptional skill in battle.* Each time you use The Might of the Einhyr Stratagem (pg 58) and select this unit for that Stratagem, it costs 0CP.

BRÔKHYR IRON-MASTER UNITS

D6	TRAIT
1-3	**Master Salvager** *This Brôkhyr will not rest until their Kinhost's vehicles are restored to full operation.* If this unit is part of your Crusade army, and if it was not destroyed during the battle, then at the end of the battle you can ignore one failed Out of Action test taken for a **<LEAGUE> VEHICLE** unit – that test is treated as having been passed instead.
4-6	**Exceptional Assistant** *This Brôkhyr's assistant excels in their apprenticeship – in fact, their skills rival those of their master.* • Add 2 to the Attacks, Leadership and Wounds characteristics of this unit's **IRONKIN ASSISTANT** model.

VOTANN UNITS (EXCLUDING VEHICLE UNITS)

D6	TRAIT
1	**Stalwart Efficiency** *These warriors always go the extra mile, ensuring that their allotted task is accomplished with speed and skill.* Once per battle, in your Command phase, you can select one enemy unit on the battlefield that has 1 or more Judgement tokens (pg 86) to be this unit's 'Allotted Target'. Until the start of your next Command phase, each time a model (excluding a **COG** model) in this unit makes an attack against its Allotted Target, that enemy unit is considered to have 3 Judgement tokens when determining what bonus applies to the attacking model's attacks.
2	**Stubborn and Unforgiving** *These warriors are particularly noted for their stubborn and exacting demeanour, regarding anyone who crosses them with contempt.* • When a unit first gains this Battle Trait, you can immediately use the Directed Hatred Requisition (pg 79) on this unit for 0RP. • Each time a model in this unit makes an attack, if this unit is harbouring a Grudge against your opponent's Crusade Faction, you can re-roll the hit roll.
3	**Resourceful** *These warriors waste no effort in securing vital resources for the Kindred, and their frugality and resourcefulness are much admired and valued.* • At the end of each battle, for each unit with this Battle Trait that is on the battlefield, increase the amount of the resource that is acquired by 10, to a maximum of an additional 50 resources. • At the end of each battle, if one or more units with this Battle Trait are on the battlefield, each time you roll a dice to see if a Rare Resource is acquired (pg 74), add 1 to the result.
4	**War-wrought** *All the training in the cosmos is no substitute for real experience on the battlefield, which has hardened these warriors against both fear and suffering.* • Each time a Morale test is taken for this unit, it is automatically passed. • You can re-roll failed Out of Action tests taken for this unit.
5	**Nullyn Cloneskein** *These hardy souls benefit from an advanced anti-empyric cloneskein that helps them shrug off the malign energies of the Immaterium.* Once per turn, this unit can attempt to Deny the Witch as if it were a **PSYKER**. If this unit is a **PSYKER**, then in each enemy Psychic phase, it can instead attempt to Deny the Witch one additional time.
6	**Comrades' Acclaim** *Advancement through the ranks of the Kinhost comes primarily thanks to the reasoned and measured acclaim of fellow warriors. This band has been accorded such an honour, and so strive all the harder to live up to their fellows' expectations.* Each time this unit is Marked for Greatness, it gains 2 additional experience points.

HERNKYN PIONEERS UNITS

D6	TRAIT
1-2	**Advanced Mag-tech** *These Pioneers' bikes have been augmented with improved magna-coils by the Kindred's Brôkhyr.* • Add 2" to the Move characteristic of models in this unit. • Each time you use the Accelerated Response Stratagem (pg 58) and select this unit for that Stratagem, it costs 0CP.
3-4	**Full Throttle Assault** *This Pioneer band have become adept at shock assault tactics, laying down hails of fire as they speed through the ranks of the foe.* Each time this unit is selected to shoot in your Shooting phase, if it Advanced during this turn, until the end of the phase it treats all HunTR weapons it is equipped with as Assault weapons.
5-6	**Strafing Run** *By feathering their magna-coils, Hernkyn pilots can bring their bikes in high over the enemy, allowing their gunners to rake the foe's lines before they streak away from reprisal fire.* Once per battle, after this unit has resolved its shooting attacks in your Shooting phase, it can make a Normal Move as if it were your Movement phase.

'By the Throne of the God-Emperor himself, fighting these Kin is like trying to duel with a mountain. The harder we strike at them, the more firmly they resist us until our weapons fall from our numbed grasp. And when they launch their own armoured offensives? Why, then we might indeed just as well stand against an onrushing avalanche of crushing stone, for all the good our defence lines do us. I do not doubt that this missive will have dire consequences for me, but for the sake of my soldiers I have to say this. Let the xenos have the damned theldrite. It is all they have come for, and it is not worth any more good Imperial lives!'

- Last dispatch from Colonel Hogar, 41st Korlian Lancers. Entire regiment subsequently subjected to punitive execution for cowardice and dereliction of duty.

Einhyr Champion Vyhâ Hârvyr storms across a gantry to take the fight to the insurgents of the Genestealer Cults. The Kronus Hegemony have little tolerance for their enemies at the best of times, but even less when they are so clearly tainted by Tyranid corruption.



CRUSADE RELICS

When a **VOTANN CHARACTER** gains a Crusade Relic, you can instead select one of the Relics listed below. All the usual rules for selecting Crusade Relics, as described in the Warhammer 40,000 Core Book, apply. **IRONKIN ASSISTANT** models can never be given any Crusade Relics.

ARTIFICER RELICS

A **VOTANN CHARACTER** model can be given one of the following Artificer Relics instead of one of the ones presented in the Warhammer 40,000 Core Book.

Forgestar

This respected relic houses a unique power core that enables the weapon to maintain a constant beam of destructive energy.

Model equipped with a volkanite disintegrator only. This Relic replaces a volkanite disintegrator and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Forgestar	18"	HunTR 3	5	-1	1

Abilities: Beam. Each time an attack is made with this weapon, an unmodified hit roll of 6 inflicts 1 mortal wound and the attack sequence ends.

Kâhyrm's War Plate

Constructed over the lifetime of the Master Armourer Kâhyrm, this war plate can withstand a punishing amount of damage.

Add 2 to the bearer's Wounds characteristic.

Iron Ambassador

This exceptional weapon was named by a Brôkhyr with a typically 'Kin' sense of humour. It has been wielded by numerous heroes against the enemies of the Leagues of Votann, and has been the last word in many a failed negotiation with obdurate foes.

Model equipped with an Autoch-pattern combi-bolter only. This Relic replaces an Autoch-pattern combi-bolter and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Iron Ambassador	24"	HunTR 6	4	-3	1

Abilities: Each time an attack made with this weapon is allocated to a model that is part of a unit that has 1 or more Judgement tokens (pg 86), invulnerable saving throws cannot be taken against that attack.

One foe may have been defeated almost bloodlessly – the outmatched Humans abandoned their resource-rich world under threat of violence – but now their absence has emboldened the local greenskins, and the Kin must fight again to defend their claim.



ANTIQUITY RELICS

A **VOTANN CHARACTER** model of Heroic rank or higher can be given one of the following Antiquity Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. Add 1 to a unit's total Crusade points for each Antiquity Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +2.

Recyc Converter

Waste not, want not. This module extracts minerals and biomatter from the energy streams of its host weapon, storing them in a quantum field until they are required by the Kin.

Model with volkanite disintegrator, ion blaster or graviton rifle only (or a Relic that replaces such a weapon). Each time the bearer destroys an enemy model with an attack made with a volkanite disintegrator, an ion blaster or a graviton rifle only (or a Relic that replaces such a weapon), at the end of the battle you gain:

- 20x Raw Minerals if that model was a **VEHICLE**.
- 20x Biomatter if that model was a **MONSTER**.
- 10x Biomatter if that model was not a **VEHICLE** and not a **MONSTER**.
- 20x Energy Sources if that model was equipped with a Relic (in addition to the above).

You cannot gain more than 60 units of resources from this Relic per battle. If you would gain more than this from this Relic, select what type of resource(s) collected you wish to add to your Kindred Acquisitions Record Sheet – the remainder is lost.

Ythur's Vengeance

It was said of master Brôkhyr Ythur Glâureye that he held more Grudges than any other single Kin in his peoples' history, especially against the Orks. He put his intolerance to good use by crafting this subtly worked ocular augmetic. It provides its user with an encyclopedic record of hostile species' weak spots for them to exploit, as well as listing Ythur's endless Grudges so that others can continue to exact his vengeance on his behalf.

- The bearer harbours a Grudge (pg 73) against every Crusade Faction, and these Grudges can never be settled (ignore any rules that would apply when a Grudge is settled).
- Each time the bearer makes an attack against an **ORKS** unit, you can re-roll that attack's wound roll.
- If an attack made by the bearer destroys an enemy unit, subtract 1 from that unit's Out of Action test at the end of this battle.

The Captive Abyss

It is said this emitter contains a captive black hole lent vengeful sentience by the Ancestors. When hurled into the midst of hated foes, it triggers a microsecond burst of its ravening hunger and wreaks horrible carnage before falling quiescent again.

This Relic has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Captive Abyss	6"	Grenade 1	*	*	*

Abilities: The bearer can only shoot with this weapon once per battle. If the target is hit by this weapon, it suffers D3 mortal wounds for each Judgement token (pg 86) it has and the attack sequence ends. After resolving these mortal wounds, remove 1 Judgement token from the target unit.

LEGENDARY RELICS

A **VOTANN CHARACTER** model of Legendary rank can be given one of the following Legendary Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. In addition, in order to give a model a Legendary Relic, you must also pay 1 Requisition point (if you do not have enough Requisition points, you cannot give that model a Legendary Relic). Add 2 to a unit's total Crusade points for each Legendary Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +3.

Tôrek's Shard

Ancient records suggest that a time-lost craftsman named Tôrek fashioned this plasma knife from the stuff of the first Votann – a primordial Ancestor and maybe even the sentience responsible for giving the Kin life. Unsheathed and raised high, Tôrek's Shard inspires the Kin as no banner or impassioned oratory ever could.

KÂHL or **GRIMNYR** model only. Once per battle, at the start of any Fight phase, the bearer can unveil this Relic. If it does so:

- Until the end of the turn, add 1 to the Attacks characteristic of models in friendly **VOTANN** units that were within 6" of this model when it unveiled the Relic.
- If every unit from your army is from the same League (excluding models with the **UNALIGNED** keyword), then every enemy unit within 18" of the bearer gains 1 Judgement token.

The Forge rang to the sounds of industry. Kâhl Ûmyk passed rows of Brôkhyr, toiling diligently at their A.N-vyl workstations. Broad pipes running overhead glowed with the fiery wrath of channelled plasma, their dancing orange illumination blending with the stark white strobe of electrolathes. Ûmyk strode past a trio of Sagitaur ATVs, still badly damaged from the fighting around Portspyre. COGs swarmed around the vehicles, directed by several more Brôkhyr and their Ironkin Assistants. These, too, directed respectful greetings toward the passing Kâhl. She returned them as she pressed on toward her goal.

Ûmyk found Iron-master Vykât stood atop a raised platform, with COGs thrumming back and forth as they carried his instructions throughout the Forge. Sending a last flurry of helper robots on their way, Vykât beckoned Ûmyk onto the dais. As she clambered up to join him, he bent to pull an oil-cowl off a heavy metal object.

'You asked for me, Iron-master?' asked Ûmyk. By way of reply, Vykât presented her with his treasure. The Kâhl took the boltgun and cast a critical eye over it. She whistled in appreciation of its quality and obvious lethality. 'Wrought,' she said.

Vykât snorted. 'Of course. It's Kin.'

'Mine?' she asked.

'After that last fight, it'd be a damn waste to put it in anyone else's hands,' said Vykât. Ûmyk felt the weight of the honour he did her, and shouldered it gladly. She racked the weapon's slide and sighted down its barrel. Then she offered its maker a hard smile.

'Best get back to the war and put it to use then, hadn't I?'

CRUSADE ARMY

A veteran collector of all armies short and stoic, James Gallagher was one of the Army Painter team before he became a Warhammer 40,000 Games Developer. All this has stood him in good stead to collect a formidable Leagues of Votann force.



The collection pictured here forms the core of James' Leagues of Votann army, and hails from the Kronus Hegemony. The first thing that drew James to this particular faction was its colour scheme, a factor that he always considers before almost anything else when selecting which army he wants to collect. This is wise advice, whether you are a brand new hobbyist or have been collecting Games Workshop armies for years. You will almost certainly get greater enjoyment from collecting a faction that you like to paint, and few things are as satisfying as seeing your collection fully painted and based when you set it out on the tabletop to do battle!

A desire to wage wars was, in fact, the other factor that drew James to the Kronus Hegemony out of all the Leagues of Votann. Their militaristic outlook; their willingness to declare a Grudge on the slightest pretext; their unsubtle, axe-based solutions to most problems: all of these appealed. James is a big fan of obstinacy, traditionalism and pragmatism in the background and character of the armies he collects, and he saw all of these facets present in the Kronus Hegemony in great quantity.



At time of writing, this force has yet to take to the tabletop in anger, as James likes to get all his models fully painted and based before he starts rolling dice. However, his regular opponent Lydia is – conveniently enough – a prolific and highly talented Orks collector with a formidable tide of greenskins to her name. As such, James is very much looking forward to unleashing his Oathband upon their oldest enemies and developing some new Grudges over the course of a Crusade campaign.

Though it will undoubtedly gain more painting and modelling flourishes as units distinguish themselves in battle, James has already introduced some conversions and a bit of narrative modelling into his collection. With a simple head-swap from the Hearthkyn Warriors, he has created his female Einhyr Champion, Vyhâ Hârvyr, ready to smash through the enemy lines. He also has a plan as his collection progresses, to ensure that as many of his squads as possible contain an Ironkin amongst their ranks. More than just including them for aesthetics, James sees these nigh on indestructible companions as the recorders of their fellow warriors' tales. Within his Kindred, it is custom for Ironkin to perform this function, ensuring that – should Kin die far from home and be prevented from returning to the Ancestors – at least their stories will be brought back within the Ironkin CUs and offered up to the Votann. Little story seeds like this can be the trigger for entire narrative games in a Crusade army; a mission to recover the fallen CU of an Ironkin story-keeper and all the heroic tales entrusted to its memory is surely on the cards for James' army in the near future!





DATASHEETS

This section contains the datasheets that you will need to fight battles with your Leagues of Votann miniatures, as well as an explanation of the selectable keywords found on those datasheets and details of army specific abilities. You can find out how to use datasheets in the Warhammer 40,000 Core Book.

THE <LEAGUE> KEYWORD

Many datasheets in this section have the **<LEAGUE>** keyword. This is a keyword that you can select for yourself, as described in the Warhammer 40,000 Core Book, with the guidance detailed below.

All **VOTANN** units are drawn from one of the Leagues. When you include a unit with the **<LEAGUE>** keyword in your army, you must nominate which League it is from and then replace the **<LEAGUE>** keyword in every instance on its datasheet with the name of your chosen League. This could be one of the Leagues detailed in a Warhammer 40,000 publication, or one of your own design.

Example: *If you include a Kâhl unit in your army, and you decide they are from the Greater Thurian League, their keyword becomes* **GREATER THURIAN LEAGUE** *and their Kindred Hero ability reads 'While a friendly* **GREATER THURIAN LEAGUE CORE** *unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.'*

If your army is Battle-forged, you cannot include units from two different Leagues in the same Detachment. You can find out more about Battle-forged armies in the Warhammer 40,000 Core Book.

WEAPON PROFILES

The weapon profiles found on a unit's datasheet describe the primary weapons that models in that unit can be equipped with. Some weapons are only referenced on a datasheet; profiles for these, and all other weapons, can be found on pages 100-101.

HUNTR WEAPONS

Coupled with the natural steadiness and sturdiness of the Kin and their combat vehicles, the auto-calibration and gravitic nudge-assist provided by HunTR modules ensures a stable firing platform, even when on the move.

Many ranged Votann weapons have the type 'HunTR'. The number of attacks that a model makes with a HunTR weapon is equal to the number written on that weapon's profile after its type. For example, a model shooting a 'HunTR 1' weapon can make one attack with that weapon; a model firing a 'HunTR 3' weapon can make three attacks, and so on.

ABILITIES

A unit's datasheet will list all the abilities it has. Certain abilities that are common to many units are only referenced on the datasheets rather than described in full. These are described on these pages.

EYE OF THE ANCESTORS

Kin war leaders learn the ability to cast the Eye of the Ancestors, judging swiftly which foes take priority for destruction.

If every unit from your army has the **VOTANN** keyword and is from the same League (excluding models with the **UNALIGNED** keyword), then enemy units will gain Judgement tokens (to a maximum of 3) throughout the battle as follows:

- Each time an enemy unit destroys a **VOTANN** unit from your army, that enemy unit gains 1 Judgement token.
- Each time an enemy unit successfully completes an action or a psychic action, it gains 1 Judgement token.
- At the end of each of your opponent's turns, you can select one enemy unit within range of an objective marker that your opponent controls. That unit gains 1 Judgement token.

If a unit with any Judgement tokens is removed from the battlefield (e.g. because it embarked on a **TRANSPORT**, is entering Strategic Reserves, etc.) make a note of how many Judgement tokens it had when it was removed. If that unit is set up on the battlefield again, place the corresponding number of Judgement tokens next to it again.

If a unit with one or more Judgement tokens splits up into two or more smaller units, each of those units gains a number of Judgement tokens equal to that of the original unit. If two or more units combine to form a single large unit, and any of those units had one or more Judgement tokens, make a note of how many are on the unit with the most just before they combined – the new larger unit has a number of Judgement tokens equal to this.

Each time a **VOTANN** model (excluding **COG** models) from your army makes an attack against a unit that has one or more Judgement tokens, apply the applicable bonus from the table below to that attack.

JUDGEMENT OF THE ANCESTORS

JUDGEMENT TOKENS	ABILITY
1	**Priority Target Identified:** On an unmodified hit roll of 6, that attack automatically wounds the target.
2	**Eminent Threat:** On an unmodified hit roll of 5+, if that attack successfully hits the target, it also automatically wounds the target.
ᚺ	**Now We've Got a Grudge to Settle:** On an unmodified hit roll of 4+, if that attack successfully hits the target, it also automatically wounds the target.

Note, if an attack automatically wounds the target as the result of this ability, then for the purposes of any other rules that are triggered on a particular wound roll, that attack is considered to have been made with an unmodified wound roll of 6.



Judgement Tokens in values 1, 2 & 3.

MAGNA-RAIL

The Kin utilise linear accelerator weapons to fire hypervelocity projectiles, capable of punching holes through any target.

Some Votann weapons have the Magna-rail ability. Each time an attack is made with such a weapon:

- Invulnerable saving throws cannot be taken against that attack.
- On an unmodified wound roll of 6, excess damage that weapon inflicts is not lost. Instead, keep allocating excess damage to another model in the target unit until either all the excess damage has been allocated or the target unit is destroyed.

STEADY ADVANCE

The Kin stride into battle with an unwavering sense of purpose, their advance steady and deliberate.

- This unit can ignore any or all modifiers to its Move characteristic and any or all modifiers to its Advance or charge rolls.
- Each time this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 3" to the Move characteristic of each model in this unit (add 6" instead if this unit is **ACCELERATED**).

VOID ARMOUR

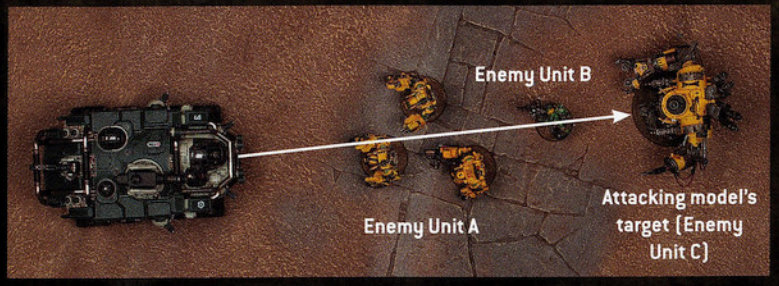
Void armour comprises hardened, jointed segments hooked into the void suit beneath. It is fashioned from magnaferrite weave, and often reinforced with adamantine and enhanced with micro-field generators.

- Each time an attack is made against this unit, your opponent cannot re-roll the wound roll and cannot re-roll the damage roll.
- Each time an attack is allocated to a model in this unit, the Armour Penetration characteristic of that attack is reduced by 1 (to a minimum of 0).

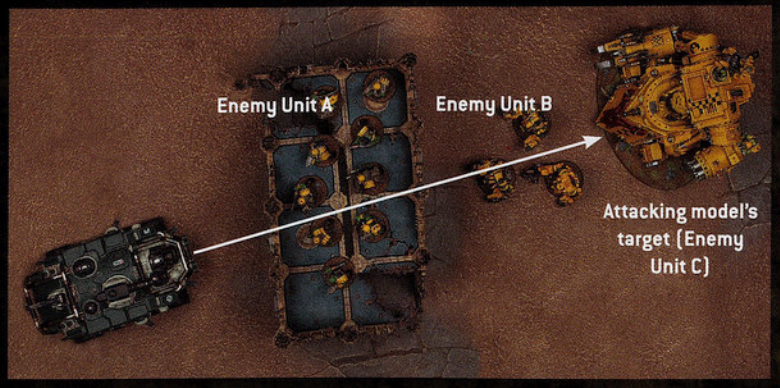
BEAM

The Brôkhyr of the Leagues of Votann are masters of focused energy beam technology. They have spent millennia perfecting the manufacture of focusing lenses, stream modulators, capacitor-shunts and other technological esoterica, which render these weapons as reliable as they are lethal. Beam weapons spit out a sustained stream of energy that bores through everything in its path, and can be played over the target region to wreak further havoc amongst the foe.

Some Votann weapons have the Beam ability. Each time an attack is made with such a weapon, if a hit is scored, draw a line between the closest point of this model's base (or hull) and that of the closest model in the target unit. Make one wound roll against the target unit, and each other unit this line passes over (excluding units that were not eligible to be targeted by this weapon when targets were selected). When a **VEHICLE** model makes an attack with beam weapons that targets an enemy unit in Engagement Range of it, that attack is only resolved against that target unit and it cannot hit any other unit.



***Example 1**: A* **VOTANN** *model with a beam weapon targets and hits Unit C. Unit A and B lie on a line between the attacking model and the closest point of the target unit. Unit B was not an eligible target for the original attack however (due to the Look Out, Sir rule) and so cannot be hit by the beam, but Unit A can.*



***Example 2:** A* **VOTANN** *model with a beam weapon targets and hits Unit C. Unit A and B lie on a line between the attacking model and the closest point of the target unit. Unit B was not an eligible target for the original attack however (it is wholly behind a terrain feature with the Obscuring trait and, unlike the* **TITANIC** *unit, contains no models with a Wounds characteristic of 18 or higher) and so cannot be hit by the beam, but Unit A can.*



As the most accomplished hero of the Greater Thurian League, Kâhl Ûthar the Destined is marked for greatness. Few can assess the foe as swiftly or mercilessly as Ûthar and – once he has his enemies' measure – he soon cuts them to pieces with the glowing Blade of the Ancestors.

ÛTHAR THE DESTINED

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Ûthar the Destined	5"	2+	2+	5	5	6	5	9	3+

Ûthar the Destined is equipped with: volkanite disintegrator; Blade of the Ancestors; rampart crest.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Volkanite disintegrator	18"	HunTR 3	5	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 inflicts 1 mortal wound on the target and the attacks sequence ends.
Blade of the Ancestors	Melee	Melee	+1	-4	2	Each time an attack is made with this weapon, an unmodified hit roll of 6 inflicts 2 mortal wounds on the target and the attack sequence ends (it inflicts 3 mortal wounds instead if the target of that attack has 1 or more Judgement tokens, page 86).

OTHER WARGEAR	ABILITIES
Rampart crest	**Rampart Shield (Aura):** While a friendly **Greater Thurian League Infantry** or **Greater Thurian League Biker** unit is within 6" of this model, models in that unit have a 5+ invulnerable save against ranged attacks. The range of this ability cannot be increased by any means (e.g. Ancestral Bearing, page 68)

ABILITIES

Eye of the Ancestors, Steady Advance, Void Armour (pg 86-87)

Kindred Hero (Aura): While a friendly **Greater Thurian League Core** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

High Kâhl: In your Command phase, select one friendly **Greater Thurian League Core** or **Greater Thurian League Character** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.

The Destined: Each time an attack is allocated to this model, the Damage characteristic of that attack is changed to 1.

Bastium Void Armour: This model has a 4+ invulnerable save.

Grim Efficiency: In each of your Command phases, if every unit from your army is from the same League (excluding models with the **Unaligned** keyword), you can select one enemy unit that is visible to this model. If you do so, that enemy unit gains one Judgement token (pg 86).

Ancestral Fortune: Once per battle round, when you make a hit roll, wound roll, damage roll or saving throw for this model, or a friendly **Greater Thurian League** unit within 6" of them, you can change the result of that roll to a 6. For any rules purpose, this counts as an unmodified 6.

FACTION KEYWORDS: **Votann, Greater Thurian League**
KEYWORDS: **Infantry, Character, Shield Crest, Kâhl, High Kâhl, Ûthar the Destined**

AS TRUE AS WROUGHT

The Kin use this term for anything so incontrovertibly true that to question it is considered insulting and foolish. It may be applied to oaths, battle plans or any wisdom derived from the Votann, amongst other things.

KÂHL

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Kâhl	5"	2+	2+	4	4	5	4	9	3+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autoch-pattern combi-bolter	24"	HunTR 4	4	-1	1	-
Volkanite disintegrator	18"	HunTR 3	5	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 inflicts 1 mortal wound on the target and the attacks sequence ends.
Forgewrought plasma axe	Melee	Melee	+1	-3	2	-
Mass gauntlet	Melee	Melee	+3	-3	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

OTHER WARGEAR	ABILITIES
Rampart crest	The bearer's unit gains the **SHIELD CREST** keyword. In addition, the bearer has the following ability: '**Rampart Shield (Aura):** While a friendly **<LEAGUE> INFANTRY** or **<LEAGUE> BIKER** unit is within 6" of this model, models in that unit have a 5+ invulnerable save against ranged attacks. The range of this ability cannot be increased by any means (e.g. Ancestral Bearing, page 68).'
Teleport crest	The bearer's unit gains the **TELEPORTATION** keyword. During deployment, you can set up this unit in a teleportation dock instead of setting it up on the battlefield. If you do so, then in the Reinforcements step of one of your Movement phases, you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

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.

ABILITIES

Eye of the Ancestors, Steady Advance, Void Armour (pg 86-87)

Kindred Hero (Aura): While a friendly **<LEAGUE> CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Bastium Void Armour: This model has a 4+ invulnerable save.

Grim Efficiency: In each of your Command phases, if every unit from your army is from the same League (excluding models with the **UNALIGNED** keyword), you can select one enemy unit that is visible to this model. If you do so, that enemy unit gains one Judgement token (pg 86).

FACTION KEYWORDS: **VOTANN, <LEAGUE>**
KEYWORDS: **INFANTRY, CHARACTER, KÂHL**



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



Einhyr Champions wear modified exo-armour 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.

EINHYR CHAMPION

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Einhyr Champion	5"	2+	2+	5	5	5	4	9	2+

An Einhyr Champion is equipped with: Autoch-pattern combi-bolter; mass hammer; Weavefield crest.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autoch-pattern combi-bolter	24"	HunTR 4	4	-1	1	-
Darkstar axe	Melee	Melee	+1	-3	1	Each time an attack is made with this weapon, make 2 hit rolls instead of 1. Each time an attack made by this weapon is allocated to an enemy model, that enemy model cannot use any rules to ignore the wounds it loses.
Mass hammer	Melee	Melee	x2	-3	D3+3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

OTHER WARGEAR	ABILITIES
Teleport crest	The bearer's unit gains the **TELEPORTATION** keyword. During deployment, you can set up this unit in a teleportation dock instead of setting it up on the battlefield. If you do so, then in the Reinforcements step of one of your Movement phases, you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.
Weavefield crest	The bearer's unit gains the **SHIELD CREST** keyword. In addition, the bearer increases its Wounds characteristic to 6 and has a 4+ invulnerable save.

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.

ABILITIES

Eye of the Ancestors, **Steady Advance**, **Void Armour** (pg 86-87)

Mass Driver Accelerators: Each time this model ends a charge move, select one enemy unit within Engagement Range of this model and roll one D6: if the result is an unmodified 6, or if it equals or beats the highest Toughness characteristic in that enemy unit, that enemy unit suffers D3 mortal wounds.

Exemplar of the Einhyr (Aura): While a friendly **<LEAGUE> HEARTHGUARD** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.

Exo-armour: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

RAM Shield: Each time a melee attack is made against this model, subtract 1 from that attack's wound roll.

FACTION KEYWORDS: **VOTANN**, **<LEAGUE>**
KEYWORDS: **INFANTRY**, **CHARACTER**, **ACCELERATED**, **EXO-ARMOUR**, **EINHYR**, **CHAMPION**

THE ANCESTORS ARE WATCHING

This idiom is both a reminder that Kin must always live up to their Ancestors' expectations, and also a reassurance that the Ancestors live on in the families of the Kin. It can be a battle cry, a warning or a blessing.

GRIMNYR

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Grimnyr	5"	3+	3+	4	4	4	2	9	4+
2	CORV	5"	4+	4+	3	4	1	1	6	4+

A Grimnyr is equipped with: Ancestral ward stave. Each CORV is equipped with: Autoch-pattern bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autoch-pattern bolter	24"	HunTR 2	4	-1	1	-
Ancestral ward stave	Melee	Melee	+3	-2	D3	-

ABILITIES

Eye of the Ancestors, **Steady Advance**, **Void Armour** (pg 86-87)

Ancestral Ward Crest: Each model in this unit has a 4+ invulnerable save.

Grimnyrs' Regard (Aura): While a friendly **<LEAGUE> CORE** unit is within 6" of this unit, add 1 to Combat Attrition tests taken for that unit.

CORV Support: Each time this unit suffers Perils of the Warp, if this unit contains 1 or more **CORV** models, 1 of those models is destroyed and the effect(s) of that Perils of the Warp is ignored.

The destruction of a **CORV** model is ignored for the purposes of Morale tests. If this unit's **GRIMNYR** model is ever destroyed, all of this unit's remaining **CORV** models are also destroyed.

PSYKER

This unit's Grimnyr can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Skeinwrought discipline (pg 69).

FACTION KEYWORDS: **VOTANN**, **<LEAGUE>**
KEYWORDS (GRIMNYR): **INFANTRY**, **CHARACTER**, **PSYKER**, **SHIELD CREST**, **GRIMNYR**
KEYWORDS (CORV): **INFANTRY**, **COG**, **CORV**



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





Iron-masters are the most accomplished Brôkhyrs of their Kindred. In battle, they take on the duty of maintaining damaged Kin war engines, often aided by Ironkin and COG repair crews. These veteran Brôkhyrs also bring their most powerful personal creations to war, taking satisfaction in unleashing them upon the foe.

BRÔKHYR IRON-MASTER

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Brôkhyr Iron-master	5"	3+	2+	4	4	4	3	9	4+
1	Ironkin Assistant	5"	3+	3+	4	4	2	2	9	4+
3	E-COG	5"	4+	4+	3	4	1	1	9	4+

A Brôkhyr Iron-master is equipped with: graviton rifle; graviton hammer. An Ironkin Assistant is equipped with: las-beam cutter. One E-COG is equipped with: Autoch-pattern bolt pistol. One E-COG is equipped with: plasma torch. One E-COG is equipped with: manipulator arms.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autoch-pattern bolt pistol	12"	Pistol 1	4	-1	1	-
Graviton rifle	18"	HunTR 3	5	-3	2	Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 3.
Las-beam cutter	9"	Pistol 1	6	-3	1	Beam (pg 87)
Graviton hammer	Melee	Melee	x2	-2	2	Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 3.
Manipulator arms	Melee	Melee	User	0	1	Each time the bearer fights, it makes 2 additional attacks with this weapon.
Plasma torch	Melee	Melee	+4	-4	2	-

ABILITIES

Eye of the Ancestors, Steady Advance, Void Armour (pg 86-87)

Multispectral Visor: In your Command phase, if this unit contains a **BRÔKHYR IRON-MASTER** model, you can select one friendly **<LEAGUE> CORE** or **<LEAGUE> VEHICLE** unit within 9" of this unit. If you do so, until the start of your next Command phase, each time a model in that friendly unit makes an attack with a ranged weapon, add 1 to that attack's hit roll.

Brôkhyr's Guild: At the end of your Movement phase, this unit can repair one friendly **<LEAGUE> VEHICLE** or **<LEAGUE> EXO-FRAME** model within 3" of it. That model regains up to D3 lost wounds. Each model can only be repaired once per turn.

Ironkin Assistant: While this unit contains an **IRONKIN ASSISTANT** model, this unit can perform actions even if it has Advanced, and it can shoot without its action failing.

E-COG Support: Each time this unit uses its Brôkhyr's Guild ability, if this unit contains 1 or more **E-COG** models, the model being repaired regains 1 additional lost wound.

The destruction of an **E-COG** is ignored for the purposes of Morale tests. If this unit's **BRÔKHYR IRON-MASTER** model is ever destroyed, all of this unit's remaining **E-COG** models are also destroyed.

FACTION KEYWORDS: **VOTANN, <LEAGUE>**
KEYWORDS (BRÔKHYR IRON-MASTER): **INFANTRY, CHARACTER, BRÔKHYR IRON-MASTER**
KEYWORDS (IRONKIN ASSISTANT): **INFANTRY, CHARACTER, IRONKIN ASSISTANT**
KEYWORDS (E-COG): **INFANTRY, COG, E-COG**

HEARTHKYN WARRIORS

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
9-19	Hearthkyn Warrior	5"	3+	3+	4	4	1	2	7	4+
1	Theyn	5"	3+	3+	4	4	2	3	8	4+

If this unit contains 11 or more models, it has **Power Rating 14**. Every model is equipped with: Autoch-pattern bolt pistol; Autoch-pattern bolter; gravitic concussion grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autoch-pattern bolt pistol	12"	Pistol 1	4	-1	1	-
Autoch-pattern bolter	24"	HunTR 2	4	-1	1	-
EtaCarn plasma beamer	18"	HunTR 1	8	-3	2	Beam (pg 87)
EtaCarn plasma pistol	6"	Pistol 1	8	-3	2	-
HYLas auto rifle	24"	HunTR 3	6	-2	1	-
Ion blaster	18"	HunTR 1	5	-2	2	-
Ion pistol	12"	Pistol 1	5	-2	2	-
L7 missile launcher	Before selecting targets, select one of the profiles below to make attacks with:					
- Focused	30"	HunTR 1	9	-2	D6	-
- Blast	30"	HunTR D6	5	-1	1	Blast
Magna-rail rifle	24"	HunTR 1	9	-4	D3+3	Magna-rail (pg 87)
Concussion gauntlet	Melee	Melee	+3	-2	2	-
Plasma axe	Melee	Melee	+1	-3	1	-
Plasma sword	Melee	Melee	User	-3	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Gravitic concussion grenades	6"	Grenade D6	5	-1	1	Blast

OTHER WARGEAR	ABILITIES
Medipack	The bearer's unit gains the **MEDIC** keyword. In addition, once per turn, the first time a saving throw is failed for the bearer's unit, the Damage characteristic of that attack is changed to 0.
Multiwave comms array	The bearer's unit gains the **COMMS** keyword. Whilst the bearer's unit is within 24" of a friendly **<LEAGUE> KÂHL** model, the bearer's unit is considered to be within range of that model's Kindred Hero aura ability (pg 88-89).
Pan spectral scanner	The bearer's unit gains the **SCANNER** keyword. In addition, each time a model in the bearer's unit makes an attack with a ranged weapon, the target does not receive the benefits of Light Cover against that attack.

WARGEAR OPTIONS

- All of the models in the unit can have their Autoch-pattern bolter replaced with 1 ion blaster each.
- You can select up to 2 different options from the following list:
  - 1 Warrior's Autoch-pattern bolter or ion blaster can be replaced with 1 HYLas auto rifle.
  - 1 Warrior's Autoch-pattern bolter or ion blaster can be replaced with 1 L7 missile launcher
  - 1 Warrior's Autoch-pattern bolter or ion blaster can be replaced with 1 EtaCarn plasma beamer
  - 1 Warrior's Autoch-pattern bolter or ion blaster can be replaced with 1 magna-rail rifle.
- If this unit contains 20 models, you can also select up to 2 different options from the following list:
  - 1 Warrior's Autoch-pattern bolter or ion blaster can be replaced with 1 HYLas auto rifle.
  - 1 Warrior's Autoch-pattern bolter or ion blaster can be replaced with 1 L7 missile launcher
  - 1 Warrior's Autoch-pattern bolter or ion blaster can be replaced with 1 EtaCarn plasma beamer
  - 1 Warrior's Autoch-pattern bolter or ion blaster can be replaced with 1 magna-rail rifle.
- Up to 3 different Warriors that are equipped with either an Autoch-pattern bolter or ion blaster can each take one different option from the following list:
  - Be equipped with a medipack.*
  - Be equipped with a multiwave comms array.*
  - Be equipped with a pan spectral scanner.*

**This model's Autoch-pattern bolter or ion blaster cannot be replaced.*

- The Theyn's Autoch-pattern bolt pistol can be replaced with one of the following: 1 ion pistol; 1 EtaCarn plasma pistol.
- The Theyn's Autoch-pattern bolter or ion blaster can be replaced with one of the following: 1 concussion gauntlet; 1 plasma axe; 1 plasma sword.

ABILITIES

Eye of the Ancestors, **Steady Advance**, **Void Armour** (pg 86-87)

Weavefield Crest: This unit's Theyn has a 4+ invulnerable save.

FACTION KEYWORDS: **VOTANN**, **<LEAGUE>**
KEYWORDS: **INFANTRY**, **CORE**, **SHIELD CREST**, **CONCUSSION**, **HEARTHKYN WARRIORS**



Well-armoured, well-trained and equipped with an array of powerful weaponry, Heathkyn 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.



Clad in formidable exo-armour 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.

EINHYR HEARTHGUARD

9 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Hearthguard	5"	3+	3+	5	5	2	2	8	2+
1	Hesyr	5"	3+	3+	5	5	2	3	9	2+

If this unit contains 6 or more models, it has **Power Rating 18**. Every model is equipped with: EtaCarn plasma gun; Exo-armour grenade launcher; concussion gauntlet. The Hesyr is additionally equipped with: Weavefield crest.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
EtaCarn plasma gun	24"	HunTR 1	8	-4	2	-
Exo-armour grenade launcher	18"	HunTR D6	4	-1	1	Blast
Volkanite disintegrator	18"	HunTR 3	5	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 inflicts 1 mortal wound on the target and the attacks sequence ends.
Concussion gauntlet	Melee	Melee	+3	-2	2	-
Concussion hammer	Melee	Melee	x2	-2	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Plasma blade gauntlet	Melee	Melee	+1	-3	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

OTHER WARGEAR	ABILITIES
Weavefield crest	The bearer's unit gains the **Shield Crest** keyword. In addition, the bearer increases its Wounds characteristic to 3 and has a 4+ invulnerable save.
Teleport crest	The bearer's unit gains the **Teleportation** keyword. During deployment, you can set up this unit in a teleportation dock instead of setting it up on the battlefield. If you do so, then in the Reinforcements step of one of your Movement phases, you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

WARGEAR OPTIONS

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

ABILITIES

Eye of the Ancestors, Steady Advance, Void Armour (pg 86-87)

Exo-armour: Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

FACTION KEYWORDS: **Votann, <League>**
KEYWORDS: **Infantry, Core, Exo-armour, Einhyr, Hearthguard**

CTHONIAN BESERKS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
5-10	Beserk	5"	3+	3+	5	5	2	3	8	6+

If this unit contains 6 or more models, it has **Power Rating 10**. Every model is equipped with: heavy plasma axe.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Mole grenade launcher	24"	HunTR D6	5	-2	1	Blast. This weapon can target units that are not visible to the bearer.
Concussion maul	Melee	Melee	x2	-3	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Heavy plasma axe	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Strike	Melee	Melee	+1	-3	2	-
- Sweep	Melee	Melee	User	-3	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
Twin concussion gauntlet	Melee	Melee	+3	-2	2	Each time the bearer fights, it makes 1 additional attack with this weapon.

WARGEAR OPTIONS

- All of the models in the unit can have their heavy plasma axe replaced with 1 concussion maul each.
- 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 can be equipped with 1 mole grenade launcher. If a model has a mole grenade launcher, add 1 to its Wounds and Attacks characteristics. While a unit contains one or more models equipped with a mole grenade launcher, it has the **SUBTERRANEAN EXPLOSIVES** keyword.*

***Designer's Note:** *If a 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 (albeit one with improved characteristics).*

ABILITIES

Eye of the Ancestors, Steady Advance, Void Armour (pg 86-87)

Augmented: Each time a model in this unit loses a wound, roll one D6, adding 1 to the result if the Damage characteristic of that attack was 1: on a 5+, that wound is not lost.

Cyberstimms: You can re-roll charge rolls made for this unit. Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making attacks, and is then removed from play.

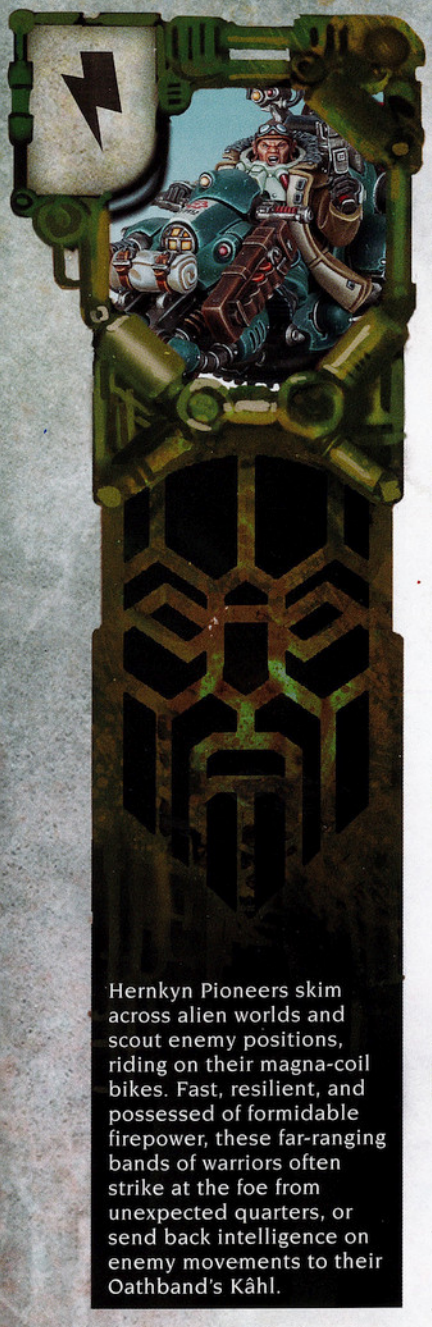
FACTION KEYWORDS: **VOTANN, <LEAGUE>**
KEYWORDS: **INFANTRY, CORE, BESERKS**



Cthonian Beserks are amongst the most heavily augmented and courageous Kin. Brandishing mining-tools-cum-weapons-of-war and unleashing explosives that tunnel through solid rock, the Beserks storm the enemy's strongpoints and break them open like an asteroid filled with seams of precious ore.

THE VOID IS IN OUR VEINS

Meaning simply that the Kin have been starfarers since their earliest days, this expression also carries a strong implication that they are the most skilled in this theatre.



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 Kâhl.

HERNKYN PIONEERS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-6	Pioneer	12"	3+	3+	4	5	3	3	8	4+

If this unit contains 4 or more models, it has **Power Rating 10**. Every model is equipped with: bolt revolver, bolt shotgun; magna-coil autocannon; gravitic concussion grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt revolver	9"	Pistol 1	5	-1	1	-
Bolt shotgun	12"	Assault 2	5	-1	1	-
HYLas rotary cannon	24"	HunTR 9	6	-2	1	-
Ion beamer	18"	HunTR 2	7	-2	2	Beam (pg 87)
Magna-coil autocannon	24"	HunTR 3	7	-1	2	-
Gravitic concussion grenades	6"	Grenade D6	5	-1	1	Blast

OTHER WARGEAR	ABILITIES
Rollbar searchlight	The bearer's unit gains the **SEARCHLIGHT** keyword. In addition, each time a model in the bearer's unit makes an attack with a ranged weapon, the target does not receive the benefits of Dense Cover against that attack.
Multiwave comms array	The bearer's unit gains the **COMMS** keyword. Whilst the bearer's unit is within 24" of a friendly **<LEAGUE> KÂHL**, the bearer's unit is considered to be within range of that model's Kindred Hero aura ability (pg 88-89).
Pan spectral scanner	The bearer's unit gains the **SCANNER** keyword. In addition, each time a model in the bearer's unit makes an attack with a ranged weapon, the target does not receive the benefits of Light Cover against that attack.

WARGEAR OPTIONS

- For every 3 models in this unit, 1 can be equipped with one of the following: 1 HYLas rotary cannon; 1 ion beamer. If a model is equipped with any of these weapons, add 1 to its Attacks and Wounds characteristics.
- Up to 3 different models that are not equipped with either a HYLas rotary cannon or an ion beamer can each take one different option from the following list:
  - Be equipped with 1 rollbar searchlight.*
  - Be equipped with 1 multiwave comms array.*
  - Be equipped with 1 pan spectral scanner.*

**This model cannot be equipped with a HYLas rotary cannon or an ion beamer.*

ABILITIES

Eye of the Ancestors, **Steady Advance**, **Void Armour** (pg 86-87)

Ranger Outriders: At the start of the first battle round, before the first turn begins, this unit can make a Normal Move of up to 12" as if it were your Movement phase. This unit must end that move more than 9" away from any enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.

FACTION KEYWORDS: **VOTANN**, **<LEAGUE>**
KEYWORDS: **BIKER**, **CORE**, **FLY**, **ACCELERATED**, **CONCUSSION**, **HERNKYN PIONEERS**

SAGITAUR

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-2	Sagitaur	12"	6+	3+	6	7	9	3	8	3+

If this unit contains 2 models, it has **Power Rating 14**. Every model is equipped with: HYLas beam cannon; twin bolt cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
HYLas beam cannon	24"	Heavy 2	9	-3	D6	Beam (pg 87)
L7 missile launcher	Before selecting targets, select one of the profiles below to make attacks with:					
- Focused	30"	HunTR 1	9	-2	D6	-
- Blast	30"	HunTR D6	5	-1	1	Blast
MATR autocannon	24"	Heavy 6	7	-2	2	-
Sagitaur missile launcher	36"	Heavy 2	10	-3	3	-
Twin bolt cannon	36"	HunTR 6	6	-2	2	-

WARGEAR OPTIONS

- Any number of models can each have their HYLas beam cannon replaced with one of the following: 1 L7 missile launcher; 1 MATR autocannon; 1 Sagitaur missile launcher.

ABILITIES

Eye of the Ancestors, **Steady Advance**, **Void Armour** (pg 86-87)

Mounted Assault: If this unit contains two models, then before the battle, at the start of the Declare Reserves and Transports step of the mission sequence, you can select one **HEARTHKYN WARRIORS** or **BESERKS** unit that contains 10 models. If you do so, that unit is split into two units, each containing 5 models (when splitting a unit using this ability, make a note of which models form each of the two new units), which must start the battle embarked within one of these two **SAGITAUR** models. If you are playing a Crusade mission, the Split Unit rules do not apply to **INFANTRY** units that split using this ability: if that unit has any Battle Honours or Battle Scars, both its split units count as having those Battle Honours and Scars, and you only need to take an Out of Action test for that unit if both its split units are destroyed during the battle.

Sagitaur Squadron: If this unit contains two models, the first time it is set up on the battlefield, each model must be set up within 6" of the other. From that point onwards, each model operates independently and is treated as a separate unit.

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers 1 mortal wound.

TRANSPORT

Each model in this unit has a transport capacity of 5 **<LEAGUE> INFANTRY** models. It cannot transport **EXO-ARMOUR** or **EXO-FRAME** models.

FACTION KEYWORDS: **VOTANN**, **<LEAGUE>**
KEYWORDS: **TRANSPORT**, **VEHICLE**, **ACCELERATED**, **SAGITAUR**



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

LUCK HAS. NEED KEEPS. TOIL EARNS.

This saying asserts that those who work hardest to attain something, and can prove greatest need of it, deserve to have it regardless of the cost to those who lose it. See also 'By merit of need.'



When a Brôkhyr hooks into a powerful exo-frame, they become Thunderkyn. Adapted from void-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.

BRÔKHYR THUNDERKYN

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-6	Brôkhyr Thunderkyn	5"	3+	3+	5	5	3	2	8	3+

If this unit contains 4 or more models, it has **Power Rating 10**. Every model is equipped with: bolt cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt cannon	36"	HunTR 3	6	-2	2	-
Graviton blast cannon	18"	HunTR D6	5	-3	2	Blast. Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 3.
SP conversion beamer	30"	HunTR 1	7	-2	3	Beam (pg 87). Each time an attack made with this weapon hits a unit, if the unit that was hit is wholly more than 15" from the firing model, one additional hit is scored against that unit.

WARGEAR OPTIONS

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

ABILITIES

Eye of the Ancestors, **Steady Advance**, **Void Armour** (pg 86-87)

Omni-visors: Each time a model in this unit makes an attack with a ranged weapon, the target does not receive the benefits of Dense Cover against that attack.

FACTION KEYWORDS: **Votann**, **<League>**
KEYWORDS: **Infantry**, **Core**, **Exo-frame**, **Brôkhyr**, **Thunderkyn**



HEKATON LAND FORTRESS

13 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Hekaton Land Fortress (9+ wounds remaining)	10"	6+	3+	8	8	16	6	9	2+
	Hekaton Land Fortress (5-8 wounds remaining)	8"	6+	4+	8	8	N/A	D6	9	2+
	Hekaton Land Fortress (1-4 wounds remaining)	6"	6+	5+	8	8	N/A	3	9	2+

A Hekaton Land Fortress is equipped with: cyclic ion cannon; MATR autocannon; pan spectral scanner; 4 bolt cannons .

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ancestor's vengeance warhead	36"	Heavy D6	6	-2	2	The bearer can only shoot with this weapon once per battle. This weapon can target units that are not visible to the bearer. Each time an attack is made with this weapon against a **VEHICLE** unit, that attack has a Damage characteristic of 3 and an unmodified wound roll of 4+ successfully wounds the target.
Bolt cannon	36"	HunTR 2	6	-2	2	-
Cyclic ion cannon	24"	Heavy 3D3	8	-2	2	Blast
Heavy magna-rail cannon	36"	Heavy 1	14	-4	2D3+6	Magna-rail (pg 87)
Ion beamer	18"	HunTR 2	7	-2	2	Beam (pg 87)
Kin's wrath warhead	36"	Heavy 2D6	6	-2	1	Blast. The bearer can only shoot with this weapon once per battle. This weapon can target units that are not visible to the bearer.
MATR autocannon	24"	Heavy 6	7	-2	2	-
Mountain breaker warhead	36"	Heavy 1	10	-3	6	The bearer can only shoot with this weapon once per battle. This weapon can target units that are not visible to the bearer.
SP heavy conversion beamer	30"	HunTR 2	8	-3	4	Beam (pg 87). Each time an attack made with this weapon hits a unit, if the unit that was hit is wholly more than 15" from the firing model, one additional hit is scored against that unit.

OTHER WARGEAR	ABILITIES
Pan spectral scanner	This model gains the **SCANNER** keyword. In addition, each time this model makes an attack with a ranged weapon, the target does not receive the benefits of Light Cover against that attack.

WARGEAR OPTIONS

- This model can take one of the following options:
  - Replace 2 bolt cannons with 2 ion beamers.
  - Replace 4 bolt cannons with 4 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 pan spectral scanner can be replaced with one of the following: 1 Ancestor's vengeance warhead; 1 Kin's wrath warhead; 1 mountain breaker warhead.

ABILITIES

Eye of the Ancestors, **Steady Advance**, **Void Armour** (pg 86-87)

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT

This model has a transport capacity of 12 **<LEAGUE> INFANTRY** models. Each **EXO-ARMOUR** model takes the space of 2 models and each **EXO-FRAME** model takes the space of 3 models.

FACTION KEYWORDS: **VOTANN, <LEAGUE>**
KEYWORDS: **VEHICLE, ACCELERATED, TRANSPORT, HEKATON LAND FORTRESS**



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 and tremendously resilient armour – and with the ability to bear bands of Kin soldiery into battle – it is a versatile military asset.

WEAPON PROFILES

Below you will find the weapon profiles for all the weapons that VOTANN models can be equipped with. If a weapon has the Blast ability, the details of this ability can be found in the Warhammer 40,000 Core Book.

WEAPON DEFINITIONS

Some rules refer to 'bolt weapons', 'beam weapons' or 'ion weapons'. The definitions of these weapons for the purposes of such rules can be found below:

BOLT WEAPONS

A bolt weapon is any weapon whose profile includes the word 'bolt' (Autoch-pattern bolter, bolt cannon, etc.), and any Relic that replaces a bolt weapon.

BEAM WEAPONS

A beam weapon is any weapon with the Beam ability (pg 87).

ION WEAPONS

An ion weapon is any weapon whose profile includes the word 'ion' (ion blaster, ion pistol, ion beamer, etc.), and any Relic that replaces an ion weapon.

MAGNA-RAIL WEAPONS

A Magna-rail weapon is any weapon with the Magna-rail ability (pg 87).

MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Ancestral ward stave	Melee	Melee	+3	-2	D3	-
Blade of the Ancestors	Melee	Melee	+1	-4	2	Each time an attack is made with this weapon, an unmodified hit roll of 6 inflicts 2 mortal wounds on the target and the attack sequence ends (it inflicts 3 mortal wounds instead if the target of that attack has 1 or more Judgement tokens, page 86).
Concussion gauntlet	Melee	Melee	+3	-2	2	-
Concussion hammer	Melee	Melee	x2	-2	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Concussion maul	Melee	Melee	x2	-3	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Darkstar axe	Melee	Melee	+1	-3	1	Each time an attack is made with this weapon, make 2 hit rolls instead of 1. Each time an attack made by this weapon is allocated to an enemy model, that enemy model cannot use any rules to ignore the wounds it loses.
Forgewrought plasma axe	Melee	Melee	+1	-3	2	-
Graviton hammer	Melee	Melee	x2	-2	2	Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 3.
Heavy plasma axe	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Strike	Melee	Melee	+1	-3	2	-
- Sweep	Melee	Melee	User	-3	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
Manipulator arms	Melee	Melee	User	0	1	Each time the bearer fights, it makes 2 additional attacks with this weapon.
Mass gauntlet	Melee	Melee	+3	-3	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Mass hammer	Melee	Melee	x2	-3	D3+3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Plasma axe	Melee	Melee	+1	-3	1	-
Plasma blade gauntlet	Melee	Melee	+1	-3	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Plasma sword	Melee	Melee	User	-3	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Plasma torch	Melee	Melee	+4	-4	2	-
Twin concussion gauntlet	Melee	Melee	+3	-2	2	Each time the bearer fights, it makes 1 additional attack with this weapon.

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Ancestor's vengeance warhead	36"	Heavy D6	6	-2	2	The bearer can only shoot with this weapon once per battle. This weapon can target units that are not visible to the bearer. Each time an attack is made with this weapon against a **VEHICLE** unit, that attack has a Damage characteristic of 3 and an unmodified wound roll of 4+ successfully wounds the target.
Autoch-pattern bolt pistol	12"	Pistol 1	4	-1	1	-
Autoch-pattern bolter	24"	HunTR 2	4	-1	1	-
Autoch-pattern combi-bolter	24"	HunTR 4	4	-1	1	-
Bolt cannon	36"	HunTR 3	6	-2	2	-
Bolt revolver	9"	Pistol 1	5	-1	1	-
Bolt shotgun	12"	Assault 2	5	-1	1	-
Cyclic ion cannon	24"	Heavy 3D3	8	-2	2	Blast
EtaCarn plasma beamer	18"	HunTR 1	8	-3	2	Beam (pg 87)
EtaCarn plasma gun	24"	HunTR 1	8	-4	2	-
EtaCarn plasma pistol	6"	Pistol 1	8	-3	2	-
Exo-armour grenade launcher	18"	HunTR D6	4	-1	1	Blast
Gravitic concussion grenades	6"	Grenade D6	5	-1	1	Blast
Graviton blast cannon	18"	HunTR D6	5	-3	2	Blast. Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 3.
Graviton rifle	18"	HunTR 3	5	-3	2	Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 3.
Heavy magna-rail cannon	36"	Heavy 1	14	-4	2D3+6	Magna-rail (pg 87)
HYLas auto rifle	24"	HunTR 3	6	-2	1	-
HYLas beam cannon	24"	Heavy 2	9	-3	D6	Beam (pg 87)
HYLas rotary cannon	24"	HunTR 9	6	-2	1	-
Ion beamer	18"	HunTR 2	7	-2	2	Beam (pg 87)
Ion blaster	18"	HunTR 1	5	-2	2	-
Ion pistol	12"	Pistol 1	5	-2	2	-
Kin's wrath warhead	36"	Heavy 2D6	6	-2	1	Blast. The bearer can only shoot with this weapon once per battle. This weapon can target units that are not visible to the bearer.
L7 missile launcher	Before selecting targets, select one of the profiles below to make attacks with:					
- Focused	30"	HunTR 1	9	-2	D6	-
- Blast	30"	HunTR D6	5	-1	1	Blast
Las-beam cutter	9"	Pistol 1	6	-3	1	Beam (pg 87)
Magna-coil autocannon	24"	HunTR 3	7	-1	2	-
Magna-rail rifle	24"	HunTR 1	9	-4	D3+3	Magna-rail (pg 87)
MATR autocannon	24"	Heavy 6	7	-2	2	-
Mole grenade launcher	24"	HunTR D6	5	-2	1	Blast. This weapon can target units that are not visible to the bearer.
Mountain breaker warhead	36"	Heavy 1	10	-3	6	The bearer can only shoot with this weapon once per battle. This weapon can target units that are not visible to the bearer.
Sagitaur missile launcher	36"	Heavy 2	10	-3	3	-
SP conversion beamer	30"	HunTR 1	7	-2	3	Beam (pg 87). Each time an attack made with this weapon hits a unit, if the unit that was hit is wholly more than 15" from the firing model, one additional hit is scored against that unit.
SP heavy conversion beamer	30"	HunTR 2	8	-3	4	Beam (pg 87). Each time an attack made with this weapon hits a unit, if the unit that was hit is wholly more than 15" from the firing model, one additional hit is scored against that unit.
Twin bolt cannon	36"	HunTR 6	6	-2	2	-
Volkanite disintegrator	18"	HunTR 3	5	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 inflicts 1 mortal wound on the target and the attack sequence ends.

POINTS VALUES

You can use this section to determine the points (pts) value of each unit in your army. Each entry lists the unit's size (i.e. how many models the unit can contain) and how many points the unit costs. If an entry has a unit cost of '*x* pts/model', then the unit costs *x* points for every model in that unit. You must then add points for each weapon, or other item of wargear, that is included in that unit if it is listed in that unit's entry (weapons and wargear not listed in a unit's entry cost no additional points to include in that unit).

HQ

Ûthar the Destined (pg 88)

Unit size	1 model
Unit cost	140 pts

Kâhl (pg 89)

Unit size	1 model
Unit cost	70 pts
• Mass gauntlet	+10 pts
• Rampart crest	+10 pts

Einhyr Champion (pg 90)

Unit size	1 model
Unit cost	90 pts
• Mass hammer	+10 pts

Grimnyr (pg 91)

Unit size	3 models
Unit cost	80 pts

Brôkhyr Iron-master (pg 92)

Unit size	5 models
Unit cost	80 pts

THE VOTANNIC COUNCIL

High Kâhl	+40 pts
Lord Grimnyr	+25 pts
Brôkhyr Forge-master	+25 pts

TROOPS

Hearthkyn Warriors (pg 93)

Unit size	10-20 models
Unit cost	11 pts/model
• Concussion gauntlet	+10 pts
• EtaCarn plasma beamer	+10 pts
• EtaCarn plasma pistol	+5 pts
• HYLas auto rifle	+5 pts
• Ion blaster	+1 pt
• Ion pistol	+5 pts
• L7 missile launcher	+10 pts
• Magna-rail rifle	+20 pts
• Medipack	+5 pts
• Multiwave comms array	+5 pts
• Pan spectral scanner	+5 pts
• Plasma axe	+5 pts
• Plasma sword	+5 pts

ELITES

Einhyr Hearthguard (pg 94)

Unit size	5-10 models
Unit cost	35 pts/model
• Concussion hammer	+10 pts

Cthonian Beserks (pg 95)

Unit size	5-10 models
Unit cost	22 pts/model
• Mole grenade launcher	+10 pts
• Twin concussion gauntlet	+5 pts

FAST ATTACK

Hernkyn Pioneers (pg 96)

Unit size	3-6 models
Unit cost	30 pts/model
• HYLas rotary cannon	+10 pts
• Ion beamer	+10 pts
• Multiwave comms array	+5 pts
• Pan spectral scanner	+5 pts
• Rollbar searchlight	+5 pts

Sagitaur (pg 97)

Unit size	1-2 models
Unit cost	110 pts/model
• HYLas beam cannon	+20 pts
• Sagitaur missile launcher	+10 pts

HEAVY SUPPORT

Brôkhyr Thunderkyn (pg 98)

Unit size	3-6 models
Unit cost	35 pts/model
• SP conversion beamer	+5 pts

Hekaton Land Fortress (pg 99)

Unit size	1 model
Unit cost	230 pts
• Ancestor's vengeance warhead	+10 pts
• Ion beamer	+5 pts
• Kin's wrath warhead	+10 pts
• Mountain breaker warhead	+10 pts

WASTE FEEDS THE VOID

Personifying the inimical environment of space as a hungry predator, this idiom expresses the idea that wastefulness, idleness or oversight is likely to feed the crew of a Kin spaceship to this ravenous beast. It can be applied to almost any situation in Kin society, from expending ammunition on poorly chosen targets to failing to recycle food waste.

GLOSSARY

Below you will find a glossary that contains a number of terms used in this Codex.

Ancestral Judgement label (pg 50): A rule with this label will only apply if every unit from your army is from the same League (excluding models with the **UNALIGNED** keyword).

Ancestral Relic (pg 64): A type of Relic that can be given to **VOTANN CHARACTER** models.

Beam weapon (pg 100): A weapon with the Beam ability (pg 87).

Bolt weapon (pg 100): A weapon whose profile includes the word 'bolt', or a Relic that replaces a bolt weapon.

All of the models in the unit can have their Weapon A replaced with 1 Weapon B each: When this option is selected for a unit, every single model in that unit that is equipped with Weapon A must have its weapon replaced with Weapon B. It is not possible for only some of the models in the unit to have their weapon replaced and for others not to.

Any number of models can each have their Weapon A replaced with 1 Weapon B: When this option is selected for a unit, any number of models in that unit that are equipped with Weapon A can each have its weapon replaced Weapon B. It is possible for only some of the models in that unit to have their weapon replaced and for others not to.

Drawn from: The League that a unit belongs to is the League they are drawn from. A unit is drawn from a certain League if they have that League's name listed on their Faction keyword line.

Eye Of The Ancestors Bonus (pg 86): Each time a **VOTANN** model (excluding **COG** models) makes an attack, if the target of that attack has 1 or more Judgement tokens, a bonus applies to that attack.

Grudge (pg 73): Units in your Crusade force can harbour Grudges against certain Crusade Factions. If your opponent's Crusade Faction is one that a unit in your Crusade force is harbouring a Grudge against, that unit is said to harbour a Grudge against your opponent's army. When a unit harbouring a Grudge meets specified conditions, its Grudge is settled and its Crusade card updated accordingly.

Grudge Token (pg 73): A token that works like Judgement tokens in all regards except they only apply when a model that is harbouring a Grudge against your opponent's army is making an attack (they are ignored for all other rules reasons).

Hero of the Oathband (pg 49): Detachment ability for **VOTANN** Detachments.

Inactive (Kindred Asset) (pg 74): If a Kindred Asset is inactive, its associated Crusade rules, and that of its upgrades (if any) cannot be used until it has been reactivated by paying an amount of resources.

Ion weapon (pg 100): A weapon whose profile includes the word 'ion', or a Relic that replaces an ion weapon.

Judgement token (pg 86): A token acquired by enemy units during a battle if every unit from your army has the **VOTANN** keyword and is from the same League (excluding models with the **UNALIGNED** keyword). Each time a unit gains a Judgement token, you can place one token next to it. The number of Judgement tokens an enemy unit has will determine what bonus applies when a **VOTANN** model attacks it. A unit cannot have more than 3 Judgement tokens.

Kindred Assets (pg 74): A Crusade force that includes any **VOTANN** units can acquire and upgrade certain Kindred Assets, which will reward you with different bonuses. A Crusade force cannot have more than one of each Kindred Asset, and each can only be upgraded once.

League Ancestral Relic (pg 50): An Ancestral Relic associated with one of the Leagues. These are only available to **CHARACTER** models that are part of a League Detachment (and only if they, and your **WARLORD**, are drawn from the associated League).

League Custom (pg 50): Detachment ability for **VOTANN** Detachments. An ability gained by **<LEAGUE>** models and units based on the League they are drawn from, if all **VOTANN** units in your army are drawn from the same League.

League Detachment (pg 50): A **VOTANN** Detachment in which every **VOTANN** unit is drawn from the same League.

League Stratagem (pg 50): A Stratagem associated with one of the Leagues. These are only available to **VOTANN** units that are part of a League Detachment (and only if they are drawn from the associated League). All League Stratagems are considered to have the Votann Stratagem label (see below).

Leagues of Votann secondary objectives (pg 70): Additional secondary objectives that can be used in certain matched play mission packs if every Detachment in your army is a **VOTANN** Detachment.

League Warlord Trait (pg 50): A Warlord Trait associated with one of the Leagues. These are only available to League **CHARACTER** models that are part of a League Detachment (and only if they are drawn from the associated League).

Magna-rail weapon (pg 100): A weapon with the Magna-rail ability (pg 87).

Psychic power type (pg 69): A psychic power's type is written in bold at the start of its rules. There are three types of psychic power described in this Codex: Blessing, Malediction and Witchfire.

Resources (pg 74): A Crusade force that contains **VOTANN** units can gain resources as part of the Kindred Acquisitions rules. There are four types of resources that can be gained: Raw Minerals; Biomatter; Energy Sources; Galactic Intel. Resources are commonly required to acquire, upgrade and reactivate Kindred Assets.

Rare Resources (pg 74): A Rare Resource is a resource that is worth 50 units of its type.

Stratagem label (pg 58): A Stratagem's labels are written beneath its title and can include: Votann; Battle Tactic; Epic Deed; Strategic Ploy; Requisition; Wargear. A Stratagem can have more than one label, for example, a Stratagem with 'Votann – Wargear Stratagem' has both the Votann and Wargear labels.

Votannic Council (pg 62): An upgrade that can be applied to **VOTANN CHARACTER** models (excluding named characters).

VOTANN Detachment (pg 49): A Detachment in a Battle-forged army where every model has the **VOTANN** keyword (excluding models with the **UNALIGNED** keyword).

REFERENCE

BEAM (PG 87)

- Each time an attack that is made with such a weapon hits, draw a line between this model and the closest model in the target unit. Make one wound roll against the target unit, and each other unit this line passes over.
- Do not roll for intervening units that were not eligible to be targeted by this weapon when targets were selected.
- When **VEHICLE** models make an attack with a beam weapon against an enemy unit in Engagement Range of it, that attack is only resolved against that target (it cannot hit any other unit).

DETACHMENT ABILITIES (PG 49)

- **VOTANN** Detachments gain the Hero of the Oathband ability.
- **VOTANN** units in **VOTANN** Detachments gain the League Customs ability.
- **HEARTHKYN WARRIORS** and **HERNKYN PIONEERS** units in **VOTANN** Detachments gain the Objective Secured ability (this ability is described in the Warhammer 40,000 Core Book).

EYE OF THE ANCESTORS (PG 86)

- Eye Of The Ancestors only applies if every model in your army has the **VOTANN** keyword and is from the same League (excluding **UNALIGNED** models).
- An enemy unit will gain 1 Judgement token each time it does one of the following: destroys a **VOTANN** unit; completes an action or a psychic action; controls an objective marker at the end of their turn (one unit per turn).
- Each time a **VOTANN** model makes an attack against a target that has one or more Judgement tokens, apply the following applicable bonus to that attack:
- **1 Judgement Token:** On an unmodified hit roll of 6, that attack automatically wounds the target.
- **2 Judgement Tokens:** On an unmodified hit roll of 5+, if that attack hits, it automatically wounds the target.
- **3 Judgement Tokens:** On an unmodified hit roll of 4+, if that attack hits, it automatically wounds the target.

GRUDGES (PG 73)

- **VOTANN** units in your Crusade force will, if they are destroyed and fail their Out of Action test, harbour a Grudge against the Crusade Faction of your opponent's army.
- At the start of the battle, roll a number of D6s equal to the number of units in your Crusade army that are harbouring a Grudge against your opponent's army: for each 6, place 1 Grudge token (pg 73) next to one enemy unit; for each 1, you lose 1CP.
- Each time a model in a unit makes an attack, if it is harbouring a Grudge against your opponent's army, re-roll a hit roll of 1 (if the target unit has 3 Judgement tokens, you can re-roll the hit roll).
- A unit that is harbouring a Grudge against your opponent's army cannot start an action if it is within 6" of one or more enemy units.
- A unit that is harbouring a Grudge against your opponent's army cannot Fall Back while it is within Engagement Range of one or more enemy units.
- At the end of each battle, if a unit that was harbouring a Grudge against your opponent's army has destroyed 3 or more units, unless the unit harbouring the Grudge was destroyed, its Grudge has been settled.

HUNTR WEAPON (PG 86)

- The number of attacks made with a HunTR weapon is equal to the number written on that weapon's profile after its type, e.g. HunTR 3 = 3 attacks.

KINDRED ACQUISITIONS (PG 74)

- If your Crusade force includes any **VOTANN** units, you will gain resources after that battle.
- The type of resources gained is randomly determined by rolling a D6: 1 = Raw Minerals; 2 = Biomatter; 3 = Energy Sources; 4 = Galactic Intel; 5-6 = Resource of your choice.
- The amount of resource gained depends on the battle size: Combat Patrol = D3x10; Incursion = D6x10; Strike Force = 2D6x10; Onslaught = 3D6x10
- If you win a battle, roll one D6: on 6, you also acquire 1x Rare Resource (roll another D6 as above to determine its type).
- If you lose a battle, and you have 4 or more Kindred Assets (pg 74), roll one D6. On a 1, one randomly selected Kindred Asset on your Kindred Acquisitions Record Sheet becomes inactive.

<LEAGUE> KEYWORD (PG 50)

- When you include a unit with the **<LEAGUE>** keyword, nominate which League it is drawn from.
- Replace every instance of the **<LEAGUE>** keyword on that unit's datasheet with the name of your chosen League.
- A Detachment cannot include units from two different Leagues if your army is Battle-forged.

MAGNA-RAIL (PG 87)

- Invulnerable saving throws cannot be taken against attacks from such weapons.
- On an unmodified wound roll of 6, excess damage is not lost. Instead, keep allocating excess damage to another model in the target unit until either all excess damage has been allocated or the target unit is destroyed.

STEADY ADVANCE (PG 87)

- This unit can ignore any or all modifiers to its Move characteristic and any or all modifiers to Advance or charge rolls.
- Each time this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 3" to the Move characteristic of each model in this unit (add 6" instead if this model is **ACCELERATED**).

VOID ARMOUR (PG 87)

- Each time an attack is made against this unit, wound rolls and damage rolls cannot be re-rolled.
- Each time an attack is allocated to this model, the AP of that attack is reduced by 1 (to a minimum of 0).

VOTANNIC COUNCIL (PG 62)

- If your army is Battle-forged, you can upgrade **KÂHL**, **BRÔKHYR IRON-MASTER** and **GRIMNYR** units.
- Doing so increases the unit's Power Rating and points value.
- One **CHARACTER** model in an upgraded unit will gain a new Votannic Council keyword, and additional abilities.
- Your army cannot contain more than one model from the same League with the same Votannic Council keyword.
- Crusade armies must use the A Great Honour Requisition (pg 79) to upgrade characters.
- You cannot upgrade named characters.



THE ANCESTORS ARE WATCHING

This idiom is both a reminder that Kin must always live up to their Ancestors' expectations, and also a reassurance that the Ancestors live on in the families of the Kin. It can be a battle cry, a warning or a blessing.