STEELJACK ELDER [CRUCIBLE]

80 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern bolt pistol PISTOL	12"	1	2+	4	0	1
Autoch-pattern bolter	24"	2	3+	4	0	1
Autoch-pattern bolter PISTOL	24"	2	3+	4	0	1
Autoch-pattern combi-bolter	24"	4	2+	4	0	1
Bolt cannon SUSTAINED HITS 2	36"	3	3+	6	-1	2
Bolt revolver PISTOL	12"	1	2+	5	0	1
Bolt shotgun ASSAULT	18"	2	3+	5	0	1
EtaCarn plasma gun RAPID FIRE 1	24"	1	2+	7	-3	2
Exo-armour grenade launcher BLAST	24"	D3	2+	3	0	1
Graviton blast cannon ANTI-MONSTER 3+ ANTI-VEHICLE 3+	24"	3	3+	5	-2	3
Graviton rifle ANTI-MONSTER 3+ ANTI-VEHICLE 3+	18"	3	3+	5	-1	3
Heavy volkanite disintegrator DEVASTATING WOUNDS	24"	6	3+	6	-1	1
Ion blaster	18"	1	2+	5	-2	1
Magna-coil autocannon	24"	3	4+	7	-1	2
SP conversion beamer CONVERSION LETHAL HITS	24"	2	3+	7	-2	3
Theyn's pistol PISTOL	12"	1	2+	8	-2	1
Volkanite disintegrator DEVASTATING WOUNDS	24"	3	2+	5	0	1
➤ Ancestral Wrath - focused witchfire HAZARDOUS PSYCHIC	24"	6	3+	6	-2	D3
➤ Ancestral Wrath - witchfire PSYCHIC	24"	3	3+	6	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ancestral ward stave PSYCHIC	Melee	2	3+	7	-1	D3
Close combat weapon	Melee	2	3+	4	0	1
Concussion gauntlet LETHAL HITS	Melee	3	3+	8	-2	2

AUFSTELLUNG

1x Steeljack Elder [Crucible]

Equipped with: Autoch-pattern bolt pistol, Autoch-pattern bolter, Autoch-pattern combi-bolter, Bolt cannon, Bolt revolver, Bolt shotgun, EtaCarn plasma gun, Exo-armour grenade launcher, Graviton blast cannon, Graviton rifle, Heavy volkanite disintegrator, Ion blaster, Magna-coil autocannon, SP conversion beamer, Theyn's pistol, Volkanite disintegrator, ➤ Ancestral Wrath - focused witchfire, ➤ Ancestral Wrath - witchfire, Ancestral ward stave, Close combat weapon, Concussion gauntlet, Concussion maul, Darkstar axe, Forgewrought plasma axe, Graviton hammer, [illegible]y plasma axe, Mass gaunt[illegible] [illegible]mmer, Plasma bla[illegible] [illegible]a knife

KEYWORDS: Character, Infantry, Crucible, Ironkin Steeljacks, Steeljack Elder, Leader
FACTION KEYWORDS: Leagues of Votann

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Concussion maul **ANTI-MONSTER 3+** **ANTI-VEHICLE 3+**	Melee	3	3+	5	-2	3
Darkstar axe	Melee	6	2+	6	-3	2
Forgewrought plasma axe	Melee	4	2+	6	-3	2
Graviton hammer **ANTI-MONSTER 3+** **ANTI-VEHICLE 3+**	Melee	3	3+	9	-1	3
Heavy plasma axe	Melee	3	3+	7	-2	3
Mass gauntlet	Melee	3	3+	8	-3	3
Mass hammer	Melee	3	3+	12	-3	D6+1
Plasma blade gauntlet	Melee	3	2+	6	-2	1
Plasma knife	Melee	3	2+	4	-2	1
Plasma sword **SUSTAINED HITS 1**	Melee	6	3+	6	-2	1
Theyn's melee weapon	Melee	3	3+	5	-2	1

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader, Leader

Barrier Tech Repulsion
Each time a ranged attack targets this unit, subtract 1 from the Hit roll.

Exemplar of the Einhyr
While this model is leading a unit, add 1 to Advance and Charge rolls made for that unit.

Forgewrought Expertise
At the end of your Movement phase, this model can repair one friendly Leagues of Votann Vehicle, Exoframe or Ironkin Steeljacks unit within 3" of it. One model in that unit regains up to D3 lost wounds. Each unit can only be repaired once per turn.

Forgewrought Skill
Each time this model makes an attack, you can re-roll the Hit roll.

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

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

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

Leader
This model can be attached to the following units: Hernkyn Pioneers

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

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Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

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FACTION RULES

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

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

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.

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

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

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.

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

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.

- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a Vehicle, subtract 1 from the Wound roll.

Yield Points

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

You control one or more objective markers not within your deployment zone.

You control two or more objective markers not within your deployment zone.

You control more objective markers than your opponent.

In your turn, YP gained in this way are always gained before checking which ability Leagues of Votann units from your army have.

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

CORE RULES

Feel No Pain 4+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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Scouts 9"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

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