

# IRONKIN STEELJACKS WITH MELEE WEAPONS

M

5"

T

6

SV

2+

W

3

LD

7+

OC

1

75–150 PTS

Base 40mm



Prioritised Efficiency

1KOMMANDO

Merciless Eradication

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

2BEWEGUNG

3BESCHUSS

Autoch-pattern bolter

PISTOL

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 24" | 2 | 4+ | 4 | 0  | 1 |

VERWUNDET

|      |    |    |      |     |
|------|----|----|------|-----|
| 2+   | 3+ | 4+ | 5+   | 6+  |
| T1–2 | T3 | T4 | T5–7 | T8+ |

Guerrilla Adepts

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

4ANGRIFF

5NAHKAMPF

Concussion gauntlet

LETHAL HITS

|       |   |    |    |    |   |
|-------|---|----|----|----|---|
| R     | A | WS | S  | AP | D |
| Melee | 3 | 4+ | 10 | -2 | 2 |

VERWUNDET

|      |      |     |        |      |
|------|------|-----|--------|------|
| 2+   | 3+   | 4+  | 5+     | 6+   |
| T1–5 | T6–9 | T10 | T11–19 | T20+ |

Plasma sword

SUSTAINED HITS 1

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

VERWUNDET

|      |      |    |       |      |
|------|------|----|-------|------|
| 2+   | 3+   | 4+ | 5+    | 6+   |
| T1–3 | T4–5 | T6 | T7–11 | T12+ |

VERTEIDIGUNG

Preymark crest

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

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W6 · RW 2+ · 3 LP je Modell

WIRD VERWUNDET MIT

|      |       |    |      |      |
|------|-------|----|------|------|
| 2+   | 3+    | 4+ | 5+   | 6+   |
| S12+ | S7–11 | S6 | S4–5 | S1–3 |

RETTUNGSWURF JE DS

|      |       |       |       |       |
|------|-------|-------|-------|-------|
| DS 0 | DS -1 | DS -2 | DS -3 | DS -4 |
| 2+   | 3+    | 4+    | 5+    | 6+    |

REGELN & KEYWORDS KURZ

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).

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.

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

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

1x Steeljack Theyn - Equipped with: Autoch-pattern bolter, Plasma sword, Concussion gauntlet

2-5x Ironkin Steeljack w/ concussion gauntlet oder Ironkin Steeljack w/ plasma sword

- Each Steeljack Theyn can replace its Plasma sword with Concussion gauntlet.
- This model's Plasma sword can be replaced with 1x Concussion gauntlet.