

IRONKIN STEELJACKS

WITH HEAVY VOLKANITE DISINTEGRATORS

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

80–170 PTS

Base 40mm



Prioritised Efficiency

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Autoch-pattern bolter PISTOL

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

VERWUNDET

2+ T1–2	3+ T3	4+ T4	5+ T5–7	6+ T8+
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Heavy volkanite disintegrator

DEVASTATING WOUNDS

R	A	BS	S	AP	D
24"	6	4+	6	-1	1

VERWUNDET

2+ T1–3	3+ T4–5	4+ T6	5+ T7–11	6+ T12+
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Guerrilla Adept

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

Plasma knife

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

VERWUNDET

2+ T1–3	3+ T4–5	4+ T6	5+ T7–11	6+ T12+
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Plasma sword SUSTAINED HITS 1

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

VERWUNDET

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

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.

Purge Response

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

7IMMER / EINMALIG

GEGEN DIESE EINHEIT

W6 · RW 2+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+ S12+	3+ S7–11	4+ S6	5+ S4–5	6+ S1–3
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RETTUNGSWURF JE DS

DS 0 2+	DS -1 3+	DS -2 4+	DS -3 5+	DS -4 6+
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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).

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...

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 They'n - Equipped with: Heavy volkanite disintegrator, Plasma knife, Autoch-pattern bolter, Plasma sword

2-5x Ironkin Steeljack

• Each Steeljack They'n can replace its Disintegrator and knife with Bolter and sword.