

# 'IRON HAND' STRAKEN [LEGENDS]

|    |   |    |   |    |    |                                                                                   |
|----|---|----|---|----|----|-----------------------------------------------------------------------------------|
| M  | T | SV | W | LD | OC |  |
| 6" | 3 | 3+ | 4 | 7+ | 1  |                                                                                   |

## AUFSTELLUNG

1x 'Iron Hand' Straken [Legends]

**Equipped with:** Auto Shotgun, ► Plasma pistol - standard,  
► Plasma pistol - supercharge, Bionic Arm with Devil's Claw

## ⚔ RANGED WEAPONS

| WEAPON                                             | RANGE | A | BS | S | AP | D |
|----------------------------------------------------|-------|---|----|---|----|---|
| Auto Shotgun<br>ASSAULT                            | 12"   | 3 | 3+ | 4 | 0  | 2 |
| ► Plasma pistol - standard<br>PISTOL               | 12"   | 1 | 3+ | 7 | -2 | 1 |
| ► Plasma pistol - supercharge<br>HAZARDOUS, PISTOL | 12"   | 1 | 3+ | 8 | -3 | 2 |

## ⚔ MELEE WEAPONS

| WEAPON                                          | RANGE | A | WS | S | AP | D |
|-------------------------------------------------|-------|---|----|---|----|---|
| Bionic Arm with Devil's Claw<br>ANTI-MONSTER 4+ | Melee | 6 | 2+ | 6 | -2 | 2 |

## ABILITIES

**CORE** - Leader

**RULES** - Leader, Scouts 6", Voice Of Command

### Been There, Seen it, Killed it

Each time this model makes a melee attack, if it made a Charge move this turn, you can re-roll the Hit roll and you can re-roll the Wound roll.

### Cold Steel and Courage

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

### Leader

This model can be attached to the following unit:

- Catachan Jungle Fighters

### Orders (Orders)

Orders: This Officer can issue up to 2 Orders to Regiment units.



## WEAPON RULES

### 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).

### 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]**.*

