

IRONKIN STEELJACKS WITH MELEE WEAPONS

STEELJACK THEYN

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

AUFSTELLUNG

1x Steeljack Theyn - Equipped with: Autoch-pattern bolter, Plasma sword, Concussion gauntlet (40mm)
2-5x Ironkin Steeljack w/ concussion gauntlet oder Ironkin Steeljack w/ plasma sword (40mm)

Wargear Options:

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

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autoch-pattern bolter PISTOL	24"	2	4+	4	0	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Concussion gauntlet LETHAL HITS	Melee	3	4+	10	-2	2
Plasma sword SUSTAINED HITS 1	Melee	6	3+	6	-2	1

ABILITIES

RULES - Prioritised Efficiency

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.



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.

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.

WEAPON RULES

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.

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).