STEELJACK ELDER [CRUCIBLE]

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

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, Heavy plasma axe, Mass gauntlet, Mass hammer, Plasma blade gauntlet, Plasma knife, Plasma sword, Theyn's melee weapon

Wargear Options:

- This model can be equipped with one of: Ancestral Wrath, Autoch-pattern bolter, Autoch-pattern combi-bolter, Graviton blast cannon, Bolt shotgun, EtaCarn plasma gun, Bolt cannon, Graviton rifle, Heavy volkanite disintegrator, Ion blaster, SP conversion beamer, Volkanite disintegrator.
- This model can be equipped with up to 2 of: Autoch-pattern bolter, Autoch-pattern bolt pistol, Bolt revolver, Theyn's pistol.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D

ABILITIES

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

KEYWORDS: Character, Infantry, Crucible, Ironkin Steeljacks, Steeljack Elder, Leader

FACTION: Leagues of Votann **80 PTS**

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

RULES - Conversion (Thunderkyn), Feel No Pain 4+, Infiltrators, Leader, Prioritised Efficiency, Scouts 9"

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

KEYWORDS: Character, Infantry, Crucible, Ironkin Steeljacks, Steeljack Elder, Leader

FACTION: Leagues of Votann **80 PTS**

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
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

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).

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).*

Theyn's melee weapon	Melee	3	3+	5	-2	1

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).*