

JOKAERO WEAPONSMITH [LEGENDS]

Leader

M

6"

T

3

SV

5+

W

2

LD

7+

OC

0

RW

4+

30 PTS
Base —



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Jokaero weapons - focused

R	A	BS	S	AP	D
24"	1	4+	10	-1	3

VERWUNDET

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

Jokaero weapons - scattered

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	0	1

VERWUNDET

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

4

ANGRIFF

—

5

NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	2	5+	4	0	1

VERWUNDET

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

VERTEIDIGUNG

—

∞

IMMER / EINMALIG

A Weaponsmith, Not a Warlord

This model cannot be selected to be your Warlord. While an INQUISITOR model is leading a unit that includes one or more JOKAERO WEAPONSMITH models, the Objective Control characteristic of JOKAERO WEAPONSMITH models in that unit is 1.

Inconceivable Augmentation

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

Inquisitorial Agent

If your Army Faction is not AGENTS OF THE IMPERIUM, then for each unique pairing of 1 INQUISITORIAL AGENTS unit and 1 JOKAERO WEAPONSMITH unit occurring in your army, increase the maximum number of CHARACTER units permitted in your army by 1.

GEGEN DIESE EINHEIT

W3 · RW 5+ · 4++ · 2 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4-5	S3	S2	S1

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
4++	4++	4++	4++	4++

REGELN & KEYWORDS KURZ

Leader Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Jokaero Weaponsmith [Legends]

Ausrüstung: Jokaero weapons - focused, Jokaero weapons - scattered, Close combat weapon

Anführer

This model can be attached to the following units: INQUISITORIAL AGENTS

KEYWORDS Infantry, Imperium, Character, Jokaero Weaponsmith, Leader · FRAKTION Agents of the Imperium