

JANUS DRAIK [LEGENDS]

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

AUFSTELLUNG

1x Janus Draik [Legends]

Equipped with: Heirloom pistol, Monomolecular rapier

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heirloom pistol <small>ANTI-INFANTRY 4+, PISTOL</small>	12"	1	3+	4	-1	3

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Monomolecular rapier <small>SUSTAINED HITS 1</small>	Melee	4	3+	3	-2	1

ABILITIES

CORE - Leader

RULES - Assigned Agents, Infiltrators, Leader

Backroom Deals

If your army contains one or more units with this ability, during the Declare Battle Formations step, select one of those units. While the selected unit is leading a unit, models in that unit have the Infiltrators ability.

Warrant of Trade

If your army includes one or more units with this ability, after both players have deployed their armies, select up to D3 Imperium Battleline units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

Leader

This model can be attached to the following units: IMPERIAL NAVY BREACHERS, VOIDS MEN-AT-ARMS



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+.

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).

