

ARJAC ROCKFIST

M	T	SV	W	LD	OC	
6"	6	2+	6	6+	1	4+

AUFSTELLUNG
1x Arjac Rockfist (50mm)
Equipped with: Foehammer

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Foehammer <small>ANTI-MONSTER/VEHICLE 3+, ASSAULT</small>	9"	1	2+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Foehammer <small>ANTI-MONSTER/VEHICLE 3+, PRECISION</small>	Melee	5	2+	10	-2	3

ABILITIES

CORE - Leader

RULES - Combat Doctrines, Deep Strike, Leader

Anvil of Endurance

In the Fight phase, when a model in this unit is destroyed, if this unit has not been selected to fight this phase, roll one D6:

- On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is then removed from the battlefield.

Champion of the Kingsguard

This model's attacks that target a Character unit:

- Can re-roll hit rolls of 1.
- Can re-roll wound rolls of 1.

Leader

This model can be attached to the following units:

TERMINATOR **ASSAULT** SQUAD, TERMINATOR SQUAD, WOLF GUARD TERMINATORS



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).

Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

