IMPERIUM - SPACE WOLVES

ARJAC ROCKFIST

105 PTS

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

4+

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Arjac Rockfist (50mm)

Equipped with: Foehammer

ABILITIES

CORE - 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.

CORE RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.