

'IRON HAND' STRAKEN [LEGENDS]

M	T	SV	W	LD	OC	
6"	3	3+	4	7+	1	

AUFSTELLUNG

1x 'Iron Hand' Straken [Legends]

Equipped with: Auto Shotgun, ► Plasma pistol - standard,
► Plasma pistol - supercharge, Bionic Arm with Devil's Claw

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Auto Shotgun ASSAULT	12"	3	3+	4	0	2
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS, PISTOL	12"	1	3+	8	-3	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bionic Arm with Devil's Claw ANTI-MONSTER 4+	Melee	6	2+	6	-2	2

ABILITIES

CORE - Leader

RULES - Leader, Scouts 6", Voice Of Command

Been There, Seen it, Killed it

Each time this model makes a melee attack, if it made a Charge move this turn, you can re-roll the Hit roll and you can re-roll the Wound roll.

Cold Steel and Courage

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

Leader

This model can be attached to the following unit:

- Catachan Jungle Fighters

Orders (Orders)

Orders: This Officer can issue up to 2 Orders to Regiment units.



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).

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].

