

JOKAERO WEAPONSMITH

[LEGENDS]

30 PTS



M

6"

T

3

SV

5+

W

2

LD

7+

OC

0

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Jokaero weapons - focused	24"	1	4+	10	-1	3
Jokaero weapons - scattered	12"	D6	N/A	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	5+	4	0	1

AUFSTELLUNG

1x Jokaero Weaponsmith [Legends]

Equipped with: Jokaero weapons - focused, Jokaero weapons - scattered, Close combat weapon

ABILITIES

CORE - Leader

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.

Leader

This model can be attached to the following units:

- Inquisitorial Agents

You can attach this model to an INQUISITORIAL AGENTS unit, even if one INQUISITOR unit has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

WEAPON RULES

TORRENT

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

CORE RULES

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.

