

ARJAC ROCKFIST

95 PTS



M	T	SV	W	LD	OC	
6"	5	2+	6	6+	1	4+

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Foehammer	ANTI-MONSTER 3+ ANTI-VEHICLE 3+ ASSAULT	6"	1	2+	8	-2	3

MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Foehammer	ANTI-MONSTER 3+ ANTI-VEHICLE 3+ PRECISION	Melee	5	2+	8	-2	3

AUFSTELLUNG

1x Arjac Rockfist
Equipped with: Foehammer

ABILITIES

CORE - Leader

Anvil of Endurance

While this model is leading a unit, each time a model in that unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6, on a 4+, do not remove the destroyed model from play. The destroyed model can fight after the attacking unit has finished making its attacks, and then is removed from play

Champion of the Kingsguard

Each time this model makes a melee attack that targets a CHARACTER unit, you can re-roll the Hit roll and you can re-roll the Wound roll.

Leader

This model can be attached to the following units:

- 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

◆ 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.

