



Ironclad Warjack

Quake Hammer: Critical Knockdown

Special Attack: Tremor

Roll 2D6+7. If the result is greater than or equal to any model within 2" DEF that model is knocked down. Cannot be boosted and there is no damage.

SPD	STR	MAT	RAT	DEF	ARM
5	11	6	5	12	18

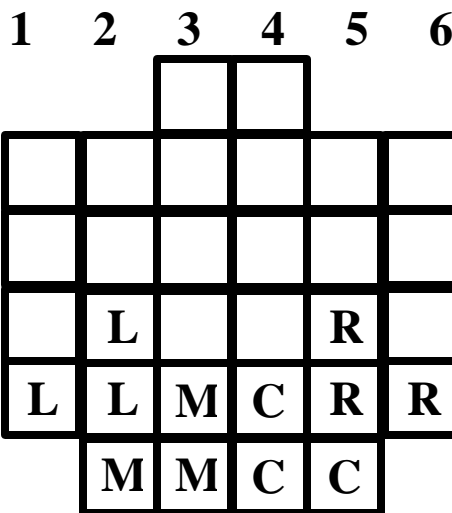
Quake Hammer

Special	POW	P+S
Critical	7	18

Open Fist

Special	POW	P+S
-	-	11

Damage



System Status

Left Arm	<input type="checkbox"/>
Right Arm	<input type="checkbox"/>
Arm Cortex	<input type="checkbox"/>
Move	<input type="checkbox"/>
Hull	<input type="checkbox"/>

Points	Allow	VP
103	U	3