VOIDSMEN-AT-ARMS

50 PTS

VOIDMASTER

M	T	Sv	W	LD	OC
6"	3	4+	1	7+	2

CANID

M	T	Sv	W	LD	OC
6"	3	4+	1	7+	2

VOIDSMAN

M	T	Sv	W	LD	OC
6"	3	4+	1	7+	2

VOIDSMAN W/ ROTOR CANNON

M	T	Sv	W	LD	OC
6"	3	4+	1	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Artificer shotgun ASSAULT	12"	2	4+	4	0	2
Lasgun RAPID FIRE 1	24"	1	4+	3	0	1
Laspistol PISTOL	12"	1	4+	3	0	1
Voidsman rotor cannon HEAVY SUSTAINED HITS 1	24"	6	5+	6	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1
Vicious bite	Melee	3	4+	4	0	1

ABILITIES

Masters of Close Confines
Each time a model in this unit makes a ranged attack that targets the closest eligible target, that attack has the [LETHAL HITS] ability.

Navy Bodyguards
If your Army Faction is not AGENTS OF THE IMPERIUM, then for each VOIDFARERS CHARACTER unit you include in your army, you can include one VOIDSMEN-AT-ARMS unit in your army that does not count towards the number of RETINUE units your army can include.

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

AUFSTELLUNG

1x Voidmaster - Equipped with: Laspistol, Close combat weapon, Artificer shotgun (25mm)

1x Canid - Equipped with: Vicious bite (25mm)

3x Voidsman - Equipped with: Laspistol, Close combat weapon, Lasgun (25mm)

1x Voidsman w/ rotor cannon - Equipped with: Close combat weapon, Laspistol, Voidsman rotor cannon (25mm)

KEYWORDS: Infantry, Grenades, Imperium, Retinue, Voidsmen-at-Arms, Voidfarers
FACTION KEYWORDS: Agents of the Imperium

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VOIDSMAN W/ ROTOR CANNON

M	T	Sv	W	LD	OC
6"	3	4+	1	7+	2

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

Assigned Agents
If your army Faction is not AGENTS OF THE IMPERIUM, but every model in your army has the IMPERIUM keyword, you can include AGENTS OF THE IMPERIUM units in your army even if they do not have the Faction keyword you selected in the Select Army Faction step. In this case, the maximum number of AGENTS OF THE IMPERIUM units you can include in your army depends on the battle size, as shown below.

Incursion: 1 RETINUE, 1 CHARACTER, 1 REQUISITIONED

Strike Force: 2 RETINUE, 2 CHARACTER, 1 REQUISITIONED

Onslaught: 3 RETINUE, 3 CHARACTER, 2 REQUISITIONED

Note that you can include AGENTS OF THE IMPERIUM DEDICATED TRANSPORT units in such an army as normal, but each unit must start the battle with one or more units embarked within it, or it cannot be deployed for that battle and will count as having been destroyed during the first battle round.

KEYWORDS: Infantry, Grenades, Imperium, Retinue, Voidsmen-at-Arms, Voidfarers
FACTION KEYWORDS: Agents of the Imperium