NAVIGATOR

60 PTS

M	T	Sv	W	LD	OC
6"	3	5+	3	7+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Laspistol PISTOL	12"	1	4+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force-orb cane PSYCHIC	Melee	3	4+	6	-1	D3

ABILITIES

CORE - Leader

Gaze into the Empyrean (Psychic)
Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of this model.

Third Eye (Psychic)
At the start of your Shooting phase, select one enemy unit within 12" of and visible to this model. That enemy unit must take a Battle-shock test, subtracting 2 from the result if it is an INFANTRY unit; if the test is failed, that enemy unit suffers 3 mortal wounds.

Leader
This model can be attached to the following units: IMPERIAL NAVY BREACHERS, VOIDSMEN-AT-ARMS

WEAPON ABILITIES

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.

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

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.

AUFSTELLUNG

1x Navigator (32mm)

Equipped with: Laspistol, Force-orb cane

KEYWORDS: Infantry, Character, Psyker, Imperium, Voidfarers, Navigator, Voidfarer Character, Leader
FACTION KEYWORDS: Agents of the Imperium

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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.

KEYWORDS: Infantry, Character, Psyker, Imperium, Voidfarers, Navigator, Voidfarer Character, Leader
FACTION KEYWORDS: Agents of the Imperium