ROGUE TRADER ENTOURAGE

75 PTS

ROGUE TRADER

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

INVULNERABLE SAVE 4+

DEATH CULT ASSASSIN

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

INVULNERABLE SAVE 4+

LECTRO-MAESTER

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

INVULNERABLE SAVE 4+

REJUVENANT ADEPT

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

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Rogue Trader - Equipped with: Monomolecular cane-rapier, Household pistol (25mm)

1x Death Cult Assassin - Equipped with: Dartmask, Death Cult power blade (25mm)

1x Lectro-maester - Equipped with: Close combat weapon, Voltaic pistol (25mm)

1x Rejuvenant Adept - Equipped with: Close combat weapon, Laspistol (25mm)

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dartmask ANTI-INFANTRY 2+ PISTOL PRECISION	12"	1	4+	2	-1	D3
Household pistol PISTOL DEVASTATING WOUNDS	12"	2	3+	5	-2	2
Laspistol PISTOL	12"	1	4+	3	0	1
Voltaic pistol PISTOL SUSTAINED HITS 2	12"	3	3+	4	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1
Death Cult power blade PRECISION	Melee	5	2+	4	-2	1
Monomolecular cane-rapier	Melee	4	3+	4	-1	1

ABILITIES

CORE - Leader

Backroom Deals
If your army contains one or more units with this ability, during the Declare Battle Formations step, select one of those units. While the selected unit is leading a unit, models in that unit have the Infiltrators ability.

Healing Serum
At the start of your Command phase, if the bearer's unit is below its Starting Strength, you can return up to D3 destroyed models (excluding CHARACTERS) to the bearer's unit.

1x Rogue Trader
KEYWORDS: Character
KEYWORDS: Infantry, Character, Grenades, Imperium, Rogue Trader Entourage, Voidfarers, Voidfarer Character, Leader
FACTION KEYWORDS: Agents of the Imperium

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Warrant of Trade
If your army contains one or more models with this ability, after both players have deployed their armies, select up to D3 IMPERIUM BATTLELINE units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserve, regardless of how many units are already in Strategic Reserve.

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

WEAPON ABILITIES

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+.*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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.

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.

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).*

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.

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