INQUISITORIAL AGENTS - IMPERIUM - AGENTS OF THE IMPERIUM

50 PTS

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

AUFSTELLUNG

5x Agent oder Agent w/ plasma pistol oder Agent w/ eviscerator oder Agent w/ mystic stave
1x Servitor w/ heavy bolter oder Servitor w/ multi-melta oder Servitor w/ plasma cannon
Basegrößen: 25mm, Gun Servitors 32mm

Equipped with: Agent firearm, Heavy bolter, Multi-melta, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Agent melee weapon, Eviscerator, Mystic stave

KEYWORDS: Infantry, Grenades, Imperium, Retinue, Inquisitorial Agents

FACTION KEYWORDS: Agents of the Imperium

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Agent firearm PISTOL	12"	1	3+	4	-1	1
Heavy bolter HEAVY, SUSTAINED HITS 1	36"	3	4+	5	-1	2
Multi-melta HEAVY, MELTA 2	18"	2	4+	9	-4	D6
➤ Plasma cannon - standard BLAST, HEAVY	36"	D3	4+	7	-1	1
➤ Plasma cannon - supercharge BLAST, HAZARDOUS, HEAVY	36"	D3	4+	8	-2	2
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-1	1
➤ Plasma pistol - supercharge HAZARDOUS, PISTOL	12"	1	3+	8	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Agent melee weapon	Melee	3	3+	3	0	1
Eviscerator DEVASTATING WOUNDS	Melee	2	3+	6	-2	2
Mystic stave ANTI-INFANTRY 4+, PSYCHIC	Melee	2	3+	5	-1	D3

ABILITIES

Inquisitorial Henchmen
If your Army Faction is not AGENTS OF THE IMPERIUM, then for each INQUISITOR unit you include in your army, you can include one INQUISITORIAL AGENTS unit in your army that does not count towards the number of RETINUE units your army can include.

Loyal Henchmen
While an INQUISITOR model is leading this unit, each time an attack targets this unit, subtract 1 from the Wound roll.

Tome-skull
Once per battle for each Tome-skull this unit is equipped with, at the start of any phase, you can select one other friendly AGENTS OF THE IMPERIUM unit that is Battle-shocked and within 6" of this unit or one enemy unit within 6" of this unit. If you select a friendly unit, that unit is no longer Battle-shocked. If you select an enemy unit, it must take a Battle-shock test.

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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+.*

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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.*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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.

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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).

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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).*