

ENTHROWNED AGENT [CRUCIBLE]

Leader Leader Leader Leader Assigned Agents Ready Demise 1

8" 7 3+ 9 6+ 3 4+

120 PTS
Base —

<div>1</div> <div>KOMBAND</div> <div>—</div>	<div>2</div> <div>BEWEGUNG</div> <div><div>Backroom Deals</div><div>While this model is leading a unit, models in that unit have the Infiltrator ability.</div><div>High-handed Authority</div><div>While this model is leading a unit, it can embark within any Transport that its Bodyguard unit can embark within.</div><div>Oracular Gifts</div><div>This model has the Psyker keyword. Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of this model.</div></div>	<div>3</div> <div>BESCHUSS</div> <div><div>Agent firearm [RSTOL]</div><div>12" 1 3+ 4 -1 1</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>Arbites combat shotgun [ASSAULT]</div><div>18" 2 3+ 4 0 1</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>Artificer shotgun [ASSAULT]</div><div>12" 2 3+ 4 0 2</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>Artificer-crafted storm bolter [RAPID FIRE 2]</div><div>24" 2 3+ 4 0 2</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>Boltgun [RAPID FIRE 1]</div><div>24" 1 3+ 4 0 1</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>Combi-weapon [ANTI-PHYKER 2] [DEVASTATING WOUNDS] [RAPID FIRE 1]</div><div>24" 1 3+ 4 -2 1</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>Condemnor boltgun [PRECISION] [RAPID FIRE 1] [ANTI-PHYKER 2] [DEVASTATING WOUNDS]</div><div>24" 1 3+ 4 0 1</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>Executioner shotgun [IGNORES COVER] [PRECISION]</div><div>24" 1 3+ 5 -1 1</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>Heavy bolt pistol [RSTOL]</div><div>12" 1 2+ 4 -1 1</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>Heavy bolter [HEAVY] [SUSTAINED HITS 1]</div><div>36" 3 4+ 5 -1 2</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>Holy pistol [RSTOL]</div><div>12" 3 3+ 4 0 1</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>Household pistol [DEVASTATING WOUNDS] [PISTOL]</div><div>12" 2 3+ 5 -2 2</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>Inferno pistol [HEAVY] [RSTOL]</div><div>6" 1 3+ 8 -4 D3</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>Lasgun [RAPID FIRE 1]</div><div>24" 1 3+ 3 0 1</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>Master-crafted bolt sniper rifle [HEAVY] [PRECISION]</div><div>36" 1 2+ 5 -2 3</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>Meltagun [MELTA 2]</div><div>12" 1 3+ 9 -4 D6</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>Ministorum flamer [IGNORES COVER] [TORRENT]</div><div>12" D6 N/A 4 0 1</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>Ministorum hand flamer [IGNORES COVER] [RSTOL] [TORRENT]</div><div>12" D6 N/A 4 0 1</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>Ministorum heavy flamer [IGNORES COVER] [TORRENT]</div><div>12" D6 N/A 6 -1 1</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>Multi-melta [HEAVY] [MELTA 4]</div><div>18" 2 4+ 9 -4 D6</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>Psychic Shock Wave [DEVASTATING WOUNDS] [PSYCHIC] [TORRENT]</div><div>18" 2D6 N/A 3 -2 1</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>Unholy Gaze [PSYCHIC]</div><div>18" 3 3+ 8 -2 D3</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>Vigil spear</div><div>24" 2 2+ 4 -1 2</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>Voltaic pistol [RSTOL] [SUSTAINED HITS 1]</div><div>12" 3 3+ 4 -2 1</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>Webber [ASSAULT] [DEVASTATING WOUNDS] [TORRENT]</div><div>12" D6 N/A 2 0 1</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>➤ Arbites grenade launcher - frag [BLAST]</div><div>24" D3 3+ 4 0 1</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>➤ Arbites grenade launcher - krak</div><div>24" 1 3+ 9 -2 D3</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>➤ Plasma gun - standard [RAPID FIRE 1]</div><div>24" 1 3+ 7 -2 1</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>➤ Plasma gun - supercharge [HAZARDOUS] [RAPID FIRE 1]</div><div>24" 1 3+ 8 -3 2</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>➤ Plasma pistol - standard [RSTOL]</div><div>12" 1 3+ 7 -2 1</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>➤ Plasma pistol - supercharge [HAZARDOUS] [PISTOL]</div><div>12" 1 3+ 8 -3 2</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div>	<div>4</div> <div>ANGRIFF</div> <div>—</div>	<div>5</div> <div>NAHKAMPF</div> <div><div>Chainfist [ANTI-VEHICLE 3+]</div><div>Melee 3 4+ 6 -2 2</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>Chainsword</div><div>Melee 5 3+ 3 0 1</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>Close combat weapon</div><div>Melee 3 3+ 3 0 1</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>Deathwatch weapon [DEVASTATING WOUNDS]</div><div>Melee 6 2+ 6 -2 2</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>Eviscerator [DEVASTATING WOUNDS]</div><div>Melee 3 3+ 6 -2 2</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>Excruciator maul</div><div>Melee 4 3+ 4 -1 2</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>Force weapon [PSYCHIC]</div><div>Melee 4 3+ 5 -2 D3</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>Power weapon</div><div>Melee 5 3+ 4 -2 1</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div> <div><div>Warp grasp [LETHAL HITS] [PSYCHIC]</div><div>Melee 4 3+ 4 -2 1</div><div>VERWUNDET</div><div>2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+</div></div>	<div>6</div> <div>VERTEIDIGUNG</div> <div><div>Termination</div><div>Each time a model in this unit makes an attack that targets a unit that is below Half-Strength, add 1 to the Hit roll.</div></div>	<div>7</div> <div>IMMER / EINMALIG</div> <div><div>Holy Hatred</div><div>Melee weapons equipped by models in this unit have the [Sustained Hits 1] ability.</div><div>Nowhere to Hide</div><div>Ranged weapons equipped by models in this unit have the [Lethal Hits] ability.</div><div>Towering Reputation (Aura)</div><div>While a friendly unit is within 6" of this model, improve the Leadership characteristic of models in that unit by 1. While an enemy unit is within 6" of this model, worsen the Leadership characteristic of models in that unit by 1.</div></div>
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GEGEN DIESE EINHEIT					
W7: RW 3+ 4++ 5LP je Modell					
WIRD VERWUNDET MIT	2+	3+	4+	5+	6+
	3+	4+	5+	6+	7+
BETUNGUNGSWURF JE DS					
DS 0		DS -1	DS -2	DS -3	DS -4
DS 1		4+	4++	4++	4++

REGELN & KEYWORDS KURZ
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...
Deadly Demise 1 This ability always takes the form Deadly Demise X.
[RSTOL] This ability always takes the form [ANTI-X Y+].
[ASSAULT] Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).
[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 (round...).
[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...
[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...
[RAPID] In your Shooting phase, each time an attack is made with a [RAPID] weapon, add 1 to the hit roll if all of the following apply to the attacking unit - That unit is unen...
[IGNORES COVER] Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...
[LETHAL HITS] Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.
[CRACK] This ability always takes the form [MELTA X].
[PISTOL] [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
[PRECISION] While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (06.03), if the target unit contains one or more CHARACTER m...
[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...
[RAPID FIRE] This ability always takes the form [RAPID FIRE X].
[SUSTAINED HITS] This ability always takes the form [SUSTAINED HITS X].
[TORRENT] Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG
1x Enthroned Agent [Crucible]
Ausrüstung: Agent firearm, Arbites combat shotgun, Artificer shotgun, Artificer-crafted storm bolter, Boltgun, Combi-weapon, Condemnor boltgun, Executioner shotgun, Heavy bolt pistol, Heavy bolter, Holy pistol, Household pistol, Inferno pistol, Lasgun, Master-crafted bolt sniper rifle, Meltagun, Ministorum flamer, Ministorum hand flamer, Ministorum heavy flamer, Multi-melta, Psychic Shock Wave, Unholy Gaze, Vigil spear, Voltaic pistol, Webber, ➤ Arbites grenade launcher - frag, ➤ Arbites grenade launcher - krak, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainfist, Chainsword, Close combat weapon, Deathwatch weapon, Eviscerator, Excruciator maul, Force weapon, Power weapon, Warp grasp
• This model can be equipped with one of: Arbites combat shotgun, Arbites grenade launcher, Artificer-crafted storm bolter, Artificer shotgun, Boltgun, Combi-weapon, Condemnor boltgun, Executioner shotgun, Heavy bolter, Master-crafted bolt sniper rifle, Lasgun, Meltagun, Ministorum flamer, Ministorum heavy flamer, Multi-melta, Plasma gun, Psychic Shock Wave, Unholy Gaze, Vigil spear, Webber.
• This model can be equipped with up to 2 of: Agent firearm, Heavy bolt pistol, Holy pistol, Household pistol, Inferno pistol, Ministorum hand flamer, Plasma pistol, Voltaic pistol.
Anführer
This model can be attached to the following units: Kill Team (excluding Fly, Gravis and Terminator)