IMPERIUM - AGENTS OF THE IMPERIUM

INQUISITORIAL AGENTS

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

50 PTS

Base 25mm, Gun Servitors: 32mm

1 KOMMANDO

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.

2 BEWEGUNG

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3 BESCHUSS

Agent firearm PISTOL

R	A	BS	S	AP	D
12"	1	3+	4	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Heavy bolter HEAVY SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	3	4+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Multi-melta HEAVY MELTA 2

R	A	BS	S	AP	D
18"	2	4+	9	-4	D6

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

➤ Plasma cannon - standard BLAST HEAVY

R	A	BS	S	AP	D
36"	D3	4+	7	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

➤ Plasma cannon - supercharge BLAST HAZARDOUS HEAVY

R	A	BS	S	AP	D
36"	D3	4+	8	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

➤ Plasma pistol - standard PISTOL

R	A	BS	S	AP	D
12"	1	3+	7	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

➤ Plasma pistol - supercharge HAZARDOUS PISTOL

R	A	BS	S	AP	D
12"	1	3+	8	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

4 ANGRIFF

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5 NAHKAMPF

Agent melee weapon

R	A	WS	S	AP	D
Melee	3	3+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Eviscerator DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	2	3+	6	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

Mystic stave ANTI-INFANTRY 4+ PSYCHIC

R	A	WS	S	AP	D
Melee	2	3+	5	-1	D3

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

◆ VERTEIDIGUNG

Loyal Henchmen

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

∞ IMMER / EINMALIG

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.

GEGEN DIESE EINHEIT

W3 · RW 5+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4–5	S3	S2	S1

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
5+	6+	–	–	–

REGELN & KEYWORDS KURZ

ANTI This ability always takes the form [ANTI-X Y+].

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 (roun…

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…

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 unen…

MELTA This ability always takes the form [MELTA X].

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

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 rol…

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

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

Ausrüstung: 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 · **FRAKTION** Agents of the Imperium