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KOMBAND

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BEWEGUNG

Backroom Deals

While this model is leading a unit, models in that unit have the Infiltrators ability.

High-handed Authority

While this model is leading a unit, it can embark within any Transport that its Bodyguard unit can embark within.

Oracular Gifts

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.

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BESCHUSS

Agent firearm **[PISTOL]**

12" 1 3+ 4 -1 1

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Arbites combat shotgun **[ASSAULT]**

18" 2 3+ 4 0 1

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Artificer shotgun **[ASSAULT]**

12" 2 3+ 4 0 2

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Artificer-crafted storm bolter **[RAPID FIRE 2]**

24" 2 3+ 4 0 2

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Boltgun **[RAPID FIRE 1]**

24" 1 3+ 4 0 1

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Combi-weapon **[ANTI-INFINTRY 4+]** **[DEVASTATING WOUNDS]** **[RAPID FIRE 1]**

24" 1 3+ 4 -2 1

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Condemnor boltgun **[ANTI-PSYKER 2+]** **[DEVASTATING WOUNDS]**

[PRECISION] **[RAPID FIRE 1]**
24" 1 3+ 4 0 1

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Executioner shotgun **[IGNORES COVER]** **[PRECISION]**

24" 1 3+ 5 -1 1

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Heavy bolt pistol **[PISTOL]**

12" 1 2+ 4 -1 1

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Heavy bolter **[HEAVY]** **[SUSTAINED HTS 1]**

36" 3 4+ 5 -1 2

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Holy pistol **[PISTOL]**

12" 3 3+ 4 0 1

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Household pistol **[DEVASTATING WOUNDS]** **[PISTOL]**

12" 2 3+ 5 -2 2

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Inferno pistol **[MELTA 2]** **[PISTOL]**

6" 1 3+ 8 -4 D3

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Lasgun **[RAPID FIRE 1]**

24" 1 3+ 3 0 1

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Master-crafted bolt sniper rifle **[HEAVY]** **[PRECISION]**

36" 1 2+ 5 -2 3

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Meltagun **[MELTA 2]**

12" 1 3+ 9 -4 D6

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Ministorum flamer **[IGNORES COVER]** **[TORRENT]**

12" D6 N/A 5 0 1

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Ministorum hand flamer **[IGNORES COVER]** **[PISTOL]** **[TORRENT]**

12" D6 N/A 4 0 1

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Ministorum heavy flamer **[IGNORES COVER]** **[TORRENT]**

12" D6 N/A 6 -1 1

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Multi-melta **[HEAVY]** **[MELTA 4]**

18" 2 4+ 9 -4 D6

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Psychic Shock Wave **[DEVASTATING WOUNDS]** **[PSYCHIC]** **[TORRENT]**

18" 2D6 N/A 3 -2 1

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Unholy Gaze **[PSYCHIC]**

18" 3 3+ 8 -2 D3

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Vigil spear

24" 2 2+ 4 -1 2

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Voltac pistol **[PISTOL]** **[SUSTAINED HTS 2]**

12" 3 3+ 4 -2 1

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Webber **[ASSAULT]** **[DEVASTATING WOUNDS]** **[TORRENT]**

12" D6 N/A 2 0 1

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

➤ Arbites grenade launcher - frag **[BLAST]**

24" D3 3+ 4 0 1

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

➤ Arbites grenade launcher - krak

24" 1 3+ 9 -2 D3

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

➤ Plasma gun - standard **[RAPID FIRE 1]**

24" 1 3+ 7 -2 1

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

➤ Plasma gun - supercharge **[HAZARDOUS]** **[RAPID FIRE 1]**

24" 1 3+ 8 -3 2

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

➤ Plasma pistol - standard **[PISTOL]**

12" 1 3+ 7 -2 1

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

➤ Plasma pistol - supercharge **[HAZARDOUS]** **[PISTOL]**

12" 1 3+ 8 -3 2

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Excrciator maul

Melee 4 3+ 4 -1 2

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Force weapon **[PSYCHIC]**

Melee 5 3+ 5 -2 D3

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Power weapon

Melee 5 3+ 4 -2 1

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Warp grasp **[LETHAL HTS]** **[PSYCHIC]**

Melee 4 3+ 4 -2 1

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Moment of Glory

Once per battie, in the Fight phase, this model can use this ability. If it does, until the end of the phase, improve the Strength and Attacks characteristics of melee weapons equipped by this model by 1.

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NAHKAMPF

Chainlist **[ANTI-VEHICLE 3+]**

Melee 3 4+ 6 -2 2

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Chainsword

Melee 5 3+ 3 0 1

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Close combat weapon

Melee 3 3+ 3 0 1

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Deathwatch weapon **[DEVASTATING WOUNDS]**

Melee 6 2+ 6 -2 2

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Eviscerator **[DEVASTATING WOUNDS]**

Melee 3 3+ 6 -2 2

VERWUNDET 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

Termination

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.

Holy Hatred

Melee weapons equipped by models in this unit have the [Sustained Hits 1] ability.

Nowhere to Hide

Ranged weapons equipped by models in this unit have the [Lethal Hits] ability.

GEGEN DIESE EINHEIT

WS RW 4+ 5+ 4 LP je Modell

WIRD VERWUNDET MIT

2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

BETUNGUNGF JE DS

DS 0 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+

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...

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.

Lone Operative Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons u...

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

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 (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...

EXHAUSTION 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...

IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.06), including from rules that give a mod...

LETHAL HTS Each time an attack made with a [LETHAL HTS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

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

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

RSTOL 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 HTS This ability always takes the form [SUSTAINED HTS X].

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Martial 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, Voltac pistol, Webber, ➤ Arbites grenade launcher - frag, ➤ Arbites grenade launcher - krak, ➤ Plasma gun - standard, ➤ Plasma gun supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainlist, Chainsword, Close combat weapon, Deathwatch weapon, Eviscerator, Excrciator 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, Voltac pistol.

Anführer

This model can be attached to the following units: Kill Team (excluding Fly, Gravis and Terminator)