IMPERIUM - AGENTS OF THE IMPERIUM

ROGUE TRADER ENTOURAGE

Leader

	M	T	SV	W	LD	OC	RW
ROGUE TRADER	6"	3	4+	4	6+	1	4+
DEATH CULT ASSAS	6"	3	4+	2	7+	1	4+
LECTRO-MAESTER	6"	3	4+	2	7+	1	4+
REJUVENANT ADEP	6"	3	4+	2	7+	1	4+

75 PTS
Base 25mm

1 KOMMANDO

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.

2 BEWEGUNG

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.

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.

3 BESCHUSS

Dartmask — ANTI-INFANTRY 2+ · PISTOL · PRECISION

R	A	BS	S	AP	D
12"	1	4+	2	-1	D3

VERWUNDET

2+	4+	5+	6+
T1	T2	T3	T4+

Household pistol — PISTOL · DEVASTATING WOUNDS

R	A	BS	S	AP	D
12"	2	3+	5	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Laspistol — PISTOL

R	A	BS	S	AP	D
12"	1	4+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Voltaic pistol — PISTOL · SUSTAINED HITS 2

R	A	BS	S	AP	D
12"	3	3+	4	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

4 ANGRIFF

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5 NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	1	4+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Death Cult power blade — PRECISION

R	A	WS	S	AP	D
Melee	5	2+	4	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Monomolecular cane-rapier

R	A	WS	S	AP	D
Melee	4	3+	4	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

Rogue Trader

W3 · RW 4+ · 4++ · 4 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
4+	**4++**	**4++**	**4++**	**4++**

Death Cult Assassin

W3 · RW 4+ · 4++ · 2 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
4+	**4++**	**4++**	**4++**	**4++**

REGELN & KEYWORDS KURZ

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.

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

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…

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 (05.03), if the target unit contains one or more CHARACTER m…

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

AUFSTELLUNG

1x Rogue Trader - Equipped with: Monomolecular cane-rapier, Household pistol
1x Death Cult Assassin - Equipped with: Dartmask, Death Cult power blade
1x Lectro-maester - Equipped with: Close combat weapon, Voltaic pistol
1x Rejuvenant Adept - Equipped with: Close combat weapon, Laspistol

Anführer

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

KEYWORDS Infantry, Character, Grenades, Imperium, Rogue Trader Entourage, Voidfarers, Voidfarer Character, Leader · **FRAKTION** Agents of the Imperium · **ROGUE TRADER** Character