

UR-025 [LEGENDS]

Assigned Agents Lone Operative

M

5"

T

5

SV

3+

W

4

LD

7+

OC

1

55 PTS

Base —



1 KOMMANDO

Self Repair
At the start of your Command phase, this model regains 1 lost wound.

2 BEWEGUNG

Evade and Survive
Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this model, if this model is not within Engagement Range of one or more enemy units, it can make a Normal move.

3 BESCHUSS

Mk 1 assault weapon **ASSAULT**

R	A	BS	S	AP	D
24"	4	3+	5	-1	1
VERWUNDET					
2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+	

4

ANGRIFF

5 NAHKAMPF

Power claw

R	A	WS	S	AP	D
Melee	3	4+	8	-2	2
VERWUNDET					
2+ T1-4	3+ T5-7	4+ T8	5+ T9-15	6+ T16+	

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W5 · RW 3+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+ S10+	3+ S6-9	4+ S5	5+ S3-4	6+ S1-2
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RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 -
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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...

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...

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

AUFSTELLUNG

1x UR-025 [Legends]

Ausrüstung: Mk 1 assault weapon, Power claw