

VIGILANT SQUAD

Assigned Agents

M6"

T3

SV4+

W1

LD7+

OC2

85 PTS

Base 28.5mm, Cyber-mastiff: 25mm



1KOMMANDO

Nuncio-aquila

Once per battle, at the start of any Command phase, you can select one objective marker within 6" of the bearer. All enemy units (excluding MONSTERS and VEHICLES) within range of that objective marker must take a Battle-shock test. Each objective marker can only be targeted by this ability once per turn.

2BEWEGUNG

3BESCHUSS

Arbites combat shotgun

ASSAULT

R18"

A2

BS4+

S4

AP0

D1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Arbites shotpistol

PISTOL

R12"

A1

BS4+

S4

AP0

D1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Executioner shotgun

IGNORES COVER

PRECISION

R24"

A1

BS4+

S5

AP-1

D1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Heavy stubber

RAPID FIRE 3

R36"

A3

BS4+

S4

AP0

D1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Webber

ASSAULT

DEVASTATING WOUNDS

TORRENT

R12"

A6

BSN/A

S2

AP0

D1

VERWUNDET

2+T1

4+T2

5+T3

6+T4+

Arbites grenade launcher - frag

BLAST

R24"

A3

BS4+

S4

AP0

D1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Arbites grenade launcher - krak

R24"

A1

BS4+

S9

AP-2

D3

VERWUNDET

2+T1-4

3+T5-8

4+T9

5+T10-17

6+T18+

Merciless Judgement

Each time a model in this unit makes a ranged attack that targets a unit that is Below Half-strength, add 1 to the Wound roll.

4ANGRIFF

5NAHKAMPF

Close combat weapon

RMelee

A2

WS4+

S3

AP0

D1

VERWUNDET

2+T1

3+T2

4+T3

5+T4-5

6+T6+

Mechanical bite

RMelee

A3

WS4+

S4

AP0

D1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W3 · RW 4+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+S6+

3+S4-5

4+S3

5+S2

6+S1

RETTUNGSWURF JE DS

DS 04+

DS -15+

DS -26+

DS -3-

DS -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...

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...

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...

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...

RAPID FIRE

This ability always takes the form [RAPID FIRE X].

TORRENT

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

AUFSTELLUNG

1x Proctor-Vigilant - Equipped with: Close combat weapon, Arbites combat shotgun, Arbites shotpistol

9x Vigilant w/ shotgun