

IMPERIUM - AGENTS OF THE IMPERIUM

VOIDSMEN-AT-ARMS

Assigned Agents

VOIDMASTER	M	T	SV	W	LD	OC
	6"	3	4+	1	7+	2
CANID	M	T	SV	W	LD	OC
	6"	3	4+	1	7+	2
VOIDSMAN	M	T	SV	W	LD	OC
	6"	3	4+	1	7+	2
VOIDSMAN W/ ROTOR	M	T	SV	W	LD	OC
	6"	3	4+	1	7+	2

50 PTS

Base 25mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Artificer shotgunASSAULT

R	A	BS	S	AP	D
12"	2	4+	4	0	2

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

LasgunRAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	3	0	1

VERWUNDET

2+T1

3+T2

4+T3

5+T4-5

6+T6+

LasapistolPISTOL

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

VERWUNDET

2+T1

3+T2

4+T3

5+T4-5

6+T6+

Voidsman rotor cannonHEAVYSUSTAINED HITS 1

R	A	BS	S	AP	D
24"	6	5+	6	0	1

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

Masters of Close Confines

Each time a model in this unit makes a ranged attack that targets the closest eligible target, that attack has the [LETHAL HITS] ability.

4ANGRIFF

5NAHKAMPF

Close combat weapon

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

VERWUNDET

2+T1

3+T2

4+T3

5+T4-5

6+T6+

Vicious bite

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

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

VERTEIDIGUNG

IMMER / EINMALIG

Navy Bodyguards

If your Army Faction is not AGENTS OF THE IMPERIUM, then for each VOIDFARERS CHARACTER unit you include in your army, you can include one VOIDSMEN-AT-ARMS unit in your army that does not count towards the number of RETINUE units your army can include.

GEGEN DIESE EINHEIT

Voidmaster

W3 · RW 4+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+S6+	3+S4-5	4+S3	5+S2	6+S1
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RETTUNGSWURF JE DS

DS 04+	DS -15+	DS -26+	DS -3-	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...

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

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...

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

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

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

AUFSTELLUNG

1x Voidmaster - Equipped with: Lasapistol, Close combat weapon, Artificer shotgun

1x Canid - Equipped with: Vicious bite

3x Voidsman - Equipped with: Lasapistol, Close combat weapon, Lasgun

1x Voidsman w/ rotor cannon - Equipped with: Close combat weapon, Lasapistol, Voidsman rotor cannon