IMPERIUM - AGENTS OF THE IMPERIUM

DEATHWATCH AGENT [CRUCIBLE]

Leader | Leader | Leader | Leader | Leader | Leader | Assigned Agents

M	T	SV	W	LD	OC	RW
6"	4	3+	5	6+	1	4+

105 PTS
Base —

3 BESCHUSS

Agent firearm [PISTOL]
R	A	BS	S	AP	D
12"	1	3+	4	-1	1

Arbites combat shotgun [ASSAULT]
R	A	BS	S	AP	D
18"	2	3+	4	0	1

Artificer shotgun [ASSAULT]
R	A	BS	S	AP	D
12"	2	3+	4	0	2

Artificer-crafted storm bolter [RAPID FIRE 2]
R	A	BS	S	AP	D
24"	2	3+	4	0	2

Boltgun [RAPID FIRE 1]
R	A	BS	S	AP	D
24"	1	3+	4	0	1

Combi-weapon [ANTI-INFANTRY 4+] [DEVASTATING WOUNDS] [RAPID FIRE 1]
R	A	BS	S	AP	D
24"	1	3+	4	-2	1

Condemnor boltgun [ANTI-PSYKER 2+] [DEVASTATING WOUNDS] [PRECISION] [RAPID FIRE 1]
R	A	BS	S	AP	D
24"	1	3+	4	0	1

Executioner shotgun [IGNORES COVER] [PRECISION]
R	A	BS	S	AP	D
24"	1	3+	5	-1	1

Heavy bolt pistol [PISTOL]
R	A	BS	S	AP	D
12"	1	2+	4	-1	1

Heavy bolter [HEAVY] [SUSTAINED HITS 1]
R	A	BS	S	AP	D
36"	3	4+	5	-1	2

Holy pistol [PISTOL]
R	A	BS	S	AP	D
12"	3	3+	4	0	1

Household pistol [DEVASTATING WOUNDS] [PISTOL]
R	A	BS	S	AP	D
12"	2	3+	5	-2	2

Inferno pistol [MELTA 2] [PISTOL]
R	A	BS	S	AP	D
6"	1	3+	8	-4	D3

Lasgun [RAPID FIRE 1]
R	A	BS	S	AP	D
24"	1	3+	3	0	1

Master-crafted bolt sniper rifle [HEAVY] [PRECISION]
R	A	BS	S	AP	D
36"	1	2+	5	-2	3

Meltagun [MELTA 2]
R	A	BS	S	AP	D
12"	1	3+	9	-4	D6

Ministorum flamer [IGNORES COVER] [TORRENT]
R	A	BS	S	AP	D
12"	D6	N/A	5	0	1

Ministorum hand flamer [IGNORES COVER] [PISTOL] [TORRENT]
R	A	BS	S	AP	D
12"	D6	N/A	4	0	1

Ministorum heavy flamer [IGNORES COVER] [TORRENT]
R	A	BS	S	AP	D
12"	D6	N/A	6	-1	1

Multi-melta [HEAVY] [MELTA 4]
R	A	BS	S	AP	D
18"	2	4+	9	-4	D6

Psychic Shock Wave [DEVASTATING WOUNDS] [PSYCHIC] [TORRENT]
R	A	BS	S	AP	D
18"	2D6	N/A	3	-2	1

Unholy Gaze [PSYCHIC]
R	A	BS	S	AP	D
18"	3	3+	8	-2	D3

Vigil spear
R	A	BS	S	AP	D
24"	2	2+	4	-1	2

Voltaic pistol [PISTOL] [SUSTAINED HITS 2]
R	A	BS	S	AP	D
12"	3	3+	4	-2	1

Webber [ASSAULT] [DEVASTATING WOUNDS] [TORRENT]
R	A	BS	S	AP	D
12"	D6	N/A	2	0	1

➤ Arbites grenade launcher - frag [BLAST]
R	A	BS	S	AP	D
24"	D3	3+	4	0	1

➤ Arbites grenade launcher - krak
R	A	BS	S	AP	D
24"	1	3+	9	-2	D3

➤ Plasma gun - standard [RAPID FIRE 1]
R	A	BS	S	AP	D
24"	1	3+	7	-2	1

➤ Plasma gun - supercharge [HAZARDOUS] [RAPID FIRE 1]
R	A	BS	S	AP	D
24"	1	3+	8	-3	2

➤ Plasma pistol - standard [PISTOL]
R	A	BS	S	AP	D
12"	1	3+	7	-2	1

➤ Plasma pistol - supercharge [HAZARDOUS] [PISTOL]
R	A	BS	S	AP	D
12"	1	3+	8	-3	2

5 NAHKAMPF

Chainfist [ANTI-VEHICLE 3+]
R	A	WS	S	AP	D
Melee	3	4+	6	-2	2

Chainsword
R	A	WS	S	AP	D
Melee	5	3+	3	0	1

Close combat weapon
R	A	WS	S	AP	D
Melee	3	3+	3	0	1

Deathwatch weapon [DEVASTATING WOUNDS]
R	A	WS	S	AP	D
Melee	6	2+	6	-2	2

Eviscerator [DEVASTATING WOUNDS]
R	A	WS	S	AP	D
Melee	3	3+	6	-2	2

Excruciator maul
R	A	WS	S	AP	D
Melee	4	3+	4	-1	2

Force weapon [PSYCHIC]
R	A	WS	S	AP	D
Melee	4	3+	5	-2	D3

Power weapon
R	A	WS	S	AP	D
Melee	5	3+	4	-2	1

Warp grasp [LETHAL HITS] [PSYCHIC]
R	A	WS	S	AP	D
Melee	4	3+	4	-2	1

GEGEN DIESE EINHEIT

W4 · RW 3+ · 4++ · 5 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5–7	S4	S3	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	4++	4++	4++

KEYWORDS Infantry, Character, Grenades, Imperium, Crucible, Ordo Xenos, Deathwatch, Deathwatch Agent · **FRAKTION** Agents of the Imperium

1 KOMMANDO

Your Vigil is Not Yet Ended

While this model is leading a unit, in your Command phase, you can returned 1 destroyed model (excluding Character models) to that unit.

2 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.

4 ANGRIFF

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◆ VERTEIDIGUNG

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.

∞ IMMER / EINMALIG

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.

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.

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

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…

HAZARDOUS 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 (13.08), including from rules that give a mod…

LETHAL HITS Each time an attack made with a [LETHAL HITS] 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.

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…

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 rol…

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

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

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

AUFSTELLUNG

1x Deathwatch 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, Voltaic pistol, Webber, ➤ Arbites grenade launcher - frag, ➤ Arbites grenade launcher - krak, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainfist, Chainsword, Close combat weapon, Deathwatch weapon, Eviscerator, Excruciator 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, Voltaic pistol.

Anführer

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