

MARTIAL AGENT [CRUCIBLE]

Leader Leader Leader Leader Leader Assigned Agents Lone Operative

M6"34+46+15+

60 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

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

Melta-2

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

Excrciator 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

Moment of Glory

Once per battle, in the Fight phase, this model can use this ability. If it does, until the end of the phase, improve the Strength and Attacks characteristics of melee weapons equipped by this model by 3.

GEGEN DIESE EINHEIT

W3 - RW 4+ 5++ 4 LP je Modell

WIRD VERWUNDET MIT

2+ S6+

3+ S4-5

4+ S3

5+ S2

6+ S1

RETTUNGSWURF JE DS

DS 0 4+

DS -1 5+

DS -2 5++

DS -3 5++

DS -4 5++

<div>1</div> <div>KOMMANDO</div> <div>—</div>	<div>2 BEWEGUNG</div> <div>Backroom Deals</div> <div>While this model is leading a unit, models in that unit have the Infiltrators ability.</div> <div>High-handed Authority</div> <div>While this model is leading a unit, it can embark within any Transport that its Bodyguard unit can embark within.</div> <div>Oracular Gifts</div> <div>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.</div>	<div>4</div> <div>ANGRIFF</div> <div>—</div>	<div>VERTEIDIGUNG</div> <div>Termination</div> <div>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.</div>	<div>∞ IMMER / EINMALIG</div> <div>Holy Hatred</div> <div>Melee weapons equipped by models in this unit have the [Sustained Hits 1] ability.</div> <div>Nowhere to Hide</div> <div>Ranged weapons equipped by models in this unit have the [Lethal Hits] ability.</div>
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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...
- 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.
- 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...
- 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 Martial Agent [Crucible]
- Ausrüstung:** Agent firearm, Arbetes 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, ➤ Arbetes grenade launcher - frag, ➤ Arbetes 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: Arbetes combat shotgun, Arbetes 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)