IMPERIUM - AGENTS OF THE IMPERIUM

NAVIGATOR

Leader | Assigned Agents

M	T	SV	W	LD	OC	RW
6"	3	5+	3	7+	1	4+

60 PTS
Base 32mm

1 KOMMANDO

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2 BEWEGUNG

Gaze into the Empyrean (Psychic)
Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of this model.

3 BESCHUSS

Laspistol PISTOL

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

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Third Eye (Psychic)
At the start of your Shooting phase, select one enemy unit within 12" of and visible to this model. That enemy unit must take a Battle-shock test, subtracting 2 from the result if it is an INFANTRY unit; if the test is failed, that enemy unit suffers 3 mortal wounds.

4 ANGRIFF

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5 NAHKAMPF

Force-orb cane PSYCHIC

R	A	WS	S	AP	D
Melee	3	4+	6	-1	D3

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W3 · RW 5+ · 4++ · 3 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4–5	S3	S2	S1

RETTUNGSWURF JE DS

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

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.

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

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…

AUFSTELLUNG

1x Navigator

Ausrüstung: Laspistol, Force-orb cane

Anführer
This model can be attached to the following units: IMPERIAL NAVY BREACHERS, VOIDSMEN-AT-ARMS

KEYWORDS Infantry, Character, Psyker, Imperium, Voidfarers, Navigator, Voidfarer Character, Leader · **FRAKTION** Agents of the Imperium