SUBDUCTOR SQUAD

Assigned Agents

	M	T	SV	W	LD	OC	RW
PROCTOR SUBDUC	6"	3	3+	1	7+	1	4+
SUBDUCTOR	6"	3	3+	1	7+	1	4+

85 PTS

Base 28.5mm, Cyber-mastiff: 25mm

1 KOMMANDO

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.

2 BEWEGUNG

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3 BESCHUSS

Arbites shotpistol PISTOL

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

4 ANGRIFF

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5 NAHKAMPF

Mechanical bite

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Shock maul

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Dedication to Duty

Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6: on a 4+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

Proctor Subductor

W3 · RW 3+ · 4++ · 1 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
3+	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…

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

AUFSTELLUNG

1x Proctor Subductor - Equipped with: Arbites shotpistol, Shock maul

9x Subductor - Equipped with: Arbites shotpistol, Shock maul

KEYWORDS Infantry, Grenades, Imperium, Retinue, Subductor Squad, Adeptus Arbites · **FRAKTION** Agents of the Imperium