

VIGILANT SQUAD

Assigned Agents

M6"

T3

SV4+

W1

LD7+

OC2

85 PTS
Base 28.5mm, Cyber-mastiff:
25mm



1KOMMANDO

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.

2BEWEGUNG

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3BESCHUSS

Arbites combat shotgun **ASSAULT**

R	A	BS	S	AP	D
18"	2	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

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+

Executioner shotgun **IGNORES COVER** **PRECISION**

R	A	BS	S	AP	D
24"	1	4+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Heavy stubber **RAPID FIRE 3**

R	A	BS	S	AP	D
36"	3	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Webber **ASSAULT**

DEVASTATING WOUNDS

R	A	BS	S	AP	D
12"	D6	N/A	2	0	1

VERWUNDET

2+	4+	5+	6+
T1	T2	T3	T4+

Arbites grenade launcher - frag **BLAST**

R	A	BS	S	AP	D
24"	D3	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Arbites grenade launcher - krak

R	A	BS	S	AP	D
24"	1	4+	9	-2	D3

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-8	T9	T10-17	T18+

Merciless Judgement

Each time a model in this unit makes a ranged attack that targets a unit that is Below Half-strength, add 1 to the Wound roll.

4ANGRIFF

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5NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	2	4+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4-5	T6+

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+

VERTEIDIGUNG

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IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W3 · RW 4+ · 1 LP je Modell					
WIRD VERWUNDET MIT					
2+	3+	4+	5+	6+	
S6+	S4-5	S3	S2	S1	
RETTUNGSWURF 3E DS					
DS 0	DS -1	DS -2	DS -3	DS -4	
4+	5+	6+	-	-	

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).

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...

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...

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...

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

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

AUFSTELLUNG

1x Proctor-Vigilant - Equipped with: Close combat weapon, Arbites combat shotgun, Arbites shotpistol
9x Vigilant w/ shotgun