DEATHWATCH AGENT [CRUCIBLE]

105 PTS

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

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Agent firearm PISTOL	12"	1	3+	4	-1	1
Arbites combat shotgun ASSAULT	18"	2	3+	4	0	1
Artificer shotgun ASSAULT	12"	2	3+	4	0	2
Artificer-crafted storm bolter RAPID FIRE 2	24"	2	3+	4	0	2
Boltgun RAPID FIRE 1	24"	1	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	-2	1
Condemnor boltgun ANTI-PSYKER 2+ DEVASTATING WOUNDS PRECISION RAPID FIRE 1	24"	1	3+	4	0	1
Executioner shotgun IGNORES COVER PRECISION	24"	1	3+	5	-1	1
Heavy bolt pistol PISTOL	12"	1	2+	4	-1	1
Heavy bolter HEAVY SUSTAINED HITS 1	36"	3	4+	5	-1	2
Holy pistol PISTOL	12"	3	3+	4	0	1
Household pistol DEVASTATING WOUNDS PISTOL	12"	2	3+	5	-2	2
Inferno pistol MELTA 2 PISTOL	6"	1	3+	8	-4	D3
Lasgun RAPID FIRE 1	24"	1	3+	3	0	1
Master-crafted bolt sniper rifle HEAVY PRECISION	36"	1	2+	5	-2	3
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Ministorum flamer IGNORES COVER TORRENT	12"	D6	N/A	5	0	1
Ministorum hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	4	0	1
Ministorum heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	6	-1	1
Multi-melta HEAVY MELTA 4	18"	2	4+	9	-4	D6
Psychic Shock Wave DEVASTATING WOUNDS PSYCHIC TORRENT	18"	2D6	N/A	3	-2	1
Unholy Gaze PSYCHIC	18"	3	3+	8	-2	D3
Vigil spear	24"	2	2+	4	-1	2
Voltaic pistol PISTOL SUSTAINED HITS 2	12"	3	3+	4	-2	1
Webber ASSAULT DEVASTATING WOUNDS TORRENT	12"	D6	N/A	2	0	1
➤ Arbites grenade launcher - frag BLAST	24"	D3	3+	4	0	1
➤ Arbites grenade launcher - krak	24"	1	3+	9	-2	D3
➤ Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
➤ Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	3+	8	-3	2
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainfist ANTI-VEHICLE 3+	Melee	3	4+	6	-2	2
Chainsword	Melee	5	3+	3	0	1
Close combat weapon	Melee	3	3+	3	0	1
Deathwatch weapon DEVASTATING WOUNDS	Melee	6	2+	6	-2	2
Eviscerator DEVASTATING WOUNDS	Melee	3	3+	6	-2	2
Excruciator maul	Melee	4	3+	4	-1	2
Force weapon PSYCHIC	Melee	4	3+	5	-2	D3
Power weapon	Melee	5	3+	4	-2	1
Warp grasp LETHAL HITS PSYCHIC	Melee	4	3+	4	-2	1

AUFSTELLUNG

1x Deathwatch Agent [Crucible]

Equipped with: 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

Wargear Options:

- 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.

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader, Leader

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.

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.

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.

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.

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.

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

KEYWORDS: Infantry, Character, Grenades, Imperium, Crucible, Ordo Xenos, Deathwatch, Deathwatch Agent

FACTION: Agents of the Imperium **105 PTS**

WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

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 unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

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 model or unit the benefit of cover (e.g. Stealth).

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

MELTA

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

PISTOL

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

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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 roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

TORRENT

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

CORE RULES

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 if they do not have the Faction keyword you selected in the Select Army Faction step. In this case, the maximum number of AGENTS OF THE IMPERIUM units you can include in your army depends on the battle size, as shown below.

Incursion: 1 RETINUE, 1 CHARACTER, 1 REQUISITIONED

Strike Force: 2 RETINUE, 2 CHARACTER, 1 REQUISITIONED

Onslaught: 3 RETINUE, 3 CHARACTER, 2 REQUISITIONED

Note that you can include AGENTS OF THE IMPERIUM DEDICATED TRANSPORT units in such an army as normal, but each unit must start the battle with one or more units embarked within it, or it cannot be deployed for that battle and will count as having been destroyed during the first battle round.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.