CODEX

IMPERIUM - AGENTS OF THE IMPERIUM

classic2

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FRAKTIONSREGELN

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.

KILL TEAM

Each time an attack targets this unit, if it contains models with different Toughness characteristics, until the attacking unit has finished making its attacks, use the Toughness characteristic of the majority of the models in that unit when determining what roll is required for that attack to successfully wound. If two or more Toughness characteristics are tied for majority, use the highest value.

For the purposes of determining which models in this unit can embark within a TRANSPORT, Kill Team Terminator models, Kill Team Outrider models, Kill Team Biker models and models equipped with a jump pack each take up the space of 2 models, but can otherwise embark within any TRANSPORT their unit can embark within, even though similar models in other units have the TERMINATOR, MOUNTED or JUMP PACK keywords.

For the purposes of interacting with terrain features, all models in units with this ability are considered Infantry models, even though similar models in other units may have the Mounted or Jump Pack keywords.

Designer’s Note: *While the abstractions in the above rule cause some models to behave differently to similar models in other units, they are designed to minimise complicated movement, Transport and Benefit of Cover rules.*

UEBERSICHT

Imperialis Fleet

Digital Weapons, Clandestine Operation, Fleetmaster, Combat Landers

Ordo Hereticus Purgation Force

Liber Heresius, No Escape, Witch Hunter, Ignis Judicium

Ordo Malleus Daemon Hunters

Formidable Resolve, Daemon Slayer, Grimoire of True Names, Gift of the Prescient

Ordo Xenos Alien Hunters

Universal Anathema, Blackweave Shroud, Beacon Angelis, Amulet of Auto-chastisement

Veiled Blade Elimination Force

Decoy Targets, Esoteric Explosives, Intraneural Biotech, Micromelta Rounds

IMPERIUM - AGENTS OF THE IMPERIUM · DETACHMENT

IMPERIALIS FLEET

2 DP · RECONNAISSANCE

ENHANCEMENTS

Digital Weapons — **10 pts**

Each time the bearer is selected to fight, roll three D6; for each 4+, one enemy unit within Engagement Range of the bearer suffers 1 mortal wound. Mortal wounds inflicted by this Enhancement are allocated as if they have the [PRECISION] ability.

Clandestine Operation — **15 pts**

At the start of the Declare Battle Formations step, you can select up to three AGENTS OF THE IMPERIUM INFANTRY units from your army (excluding GREY KNIGHTS TERMINATOR SQUAD units) - those units gain the Infiltrators ability.

Fleetmaster — **20 pts**

Once per battle round, you can target the bearer's unit with the Violent Acquisition, Masters of the Void or Close-quarters Barrage Stratagems for 0CP.

Combat Landers — **10 pts**

At the start of the Declare Battle Formations step, you can select up to three VOIDFARERS units from your army - those units gain the Deep Strike ability.

DETACHMENT-REGEL

At the start of your Command phase, you can select one of the following to apply:

Eliminate At All Costs

Select one enemy unit on the battlefield. Until the start of your next Command phase, each time an Agents of the Imperium model from your army makes an attack that targets that enemy unit, add 1 to the Hit roll.

Acquire At All Costs

Select one objective marker on the battlefield. Until the start of your next Command phase, while an Agents of the Imperium unit from your army is within range of that objective marker, improve the Leadership and Objective Control characteristics of models in that unit by 1 and models in that unit have a 5+ invulnerable save.

STRATAGEMS

1 CP — IMPERIALIS FLEET – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

EMPEROR'S WILL

When: Your Movement phase.
Target: One AGENTS OF THE IMpERIUM unit from your army.
Effect: Until the end of the phase, your unit is eligible to shoot in a turn in which it Advanced or Fell Back.

1 CP — IMPERIALIS FLEET – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

CLOSE-QUARTERS BARRAGE

When: Your Shooting phase.
Target: One VOIDFARERS unit from your army.
Effect: Until the end of the phase, each time a model in your unit makes a ranged attack that targets a unit within 12", improve the Strength and Armour Penetration characteristics of that attack by 1.

1 CP — IMPERIALIS FLEET – WARGEAR STRATAGEM · WAHAPEDIA — SHOOTING

DISPLACER FIELD

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One AGENTS OF THE IMpERIUM CHARACTER unit from your army (excluding OFFICIO ASSASSINORUM units) that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, models in your unit have a 4+ invulnerable save and, after the attacking unit has resolved its attacks, unless your unit is within Engagement Range of one or more enemy units, it can make a Normal move of up to 6" (when doing so, models in this unit move as if they have the Fly keyword).

1 CP — IMPERIALIS FLEET – EPIC DEED STRATAGEM · WAHAPEDIA — SHOOTING

SELFLESS BODYGUARD

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One AGENTS OF THE IMpERIUM Attached unit that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time an attack with the [PRECISION] ability is allocated to a CHARACTER model in your unit, if there are one or more Bodyguard models in your unit, roll one D6: on a 2+, that attack is allocated to a Bodyguard model of your choice in your unit instead.

2 CP — IMPERIALIS FLEET – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

VIOLENT ACQUISITION

When: Your Shooting phase or the Fight phase.
Target: One AGENTS OF THE IMpERIUM unit from your army.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets an enemy unit within range of an objective marker, that attack has the [SUSTAINED HITS 1], [LANCE] and [IGNORES COVER] abilities.

1 CP — IMPERIALIS FLEET – EPIC DEED STRATAGEM · WAHAPEDIA — ANY

MASTERS OF THE VOID

IMPERIUM - AGENTS OF THE IMPERIUM · DETACHMENT

ORDO HERETICUS PURGATION FORCE

2 DP · TAKE AND HOLD

ENHANCEMENTS

Liber Heresius — **10 pts**

After both players have deployed their armies, select up to 3 AGENTS OF THE IMPERIUM units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

No Escape — **25 pts**

While an enemy unit is within 6" of the bearer, each time it is selected to Fall Back it must first take a Leadership test. If that test is failed, that unit must Remain Stationary this phase instead.

Witch Hunter — **15 pts**

While the bearer is leading a unit, each time a model in that unit makes an attack that targets a PSYKER unit, you can re-roll the Hit roll.

Ignis Judicium — **10 pts**

The bearer's ranged weapons have the [DEVASTATING WOUNDS], [MELTA 1] and [PRECISION] abilities.

DETACHMENT-REGEL

Ranged weapons equipped by Adeptus Arbites, Inquisitor, Inquisitorial Agents and Ordo Hereticus models from your army have the [IGNORES COVER] ability.

Each time an Adeptus Arbites, Inquisitor, Inquisitorial Agents or Ordo Hereticus model from your army makes an attack that targets a Chaos unit containing 5 or more models, that attack has the [SUSTAINED HITS 1] ability.

STRATAGEMS

2 CP — PURGATION FORCE – EPIC DEED STRATAGEM · WAHAPEDIA — COMMAND

EXECUTION ORDER

When: Your Command phase.
Target: One ADEpTUS ARbITES, INQUISITORIAl AGENTS or ORDO HERETICUS INFANTRy unit from your army.
Effect: Select one enemy CHARACTER unit on the battlefield. Until the start of your next Command phase, each time a model in your unit targets that CHARACTER unit, its weapons have the [PRECISION] ability.

1 CP — PURGATION FORCE – WARGEAR STRATAGEM · WAHAPEDIA — COMMAND

STUN GRENADES

When: Start of any phase (excluding the Command phase).
Target: One ADEpTUS ARbITES, INQUISITORIAl AGENTS or ORDO HERETICUS GRENADES unit from your army that is not within Engagement Range of one or more enemy units.
Effect: Select one enemy unit (excluding MONSTERS or VEHICLES) within 8" of and visible to your unit. That enemy unit must take a Battle-shock test and, until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

1 CP

PURGATION FORCE – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

DISPENSE JUSTICE

When: Your Shooting phase or the Fight phase.
Target: One ADEpTUS ARbITES, INQUISITORIAl AGENTS or ORDO HERETICUS unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, weapons equipped by models in your unit have the [LETHAL HITS] ability.

1 CP

PURGATION FORCE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

SHOOTING

EXACT PUNISHMENT

When: Your opponent's Shooting phase, just after an AGENTS OF THE IMpERIUM unit from your army is destroyed as the result of an enemy unit's attacks.
Target: One ADEpTUS ARbITES, INQUISITORIAl AGENTS or ORDO HERETICUS unit from your army that was within 6" of the destroyed unit (you cannot target the destroyed unit with the Stratagem).
Effect: After the attacking unit has shot, your unit can shoot as if it were your Shooting phase, but when resolving those attacks it can only target that enemy unit (and only if it is an eligible target).

1 CP

PURGATION FORCE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

SHOOTING

INVIOLATE JURISDICTION

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One ADEpTUS ARbITES, INQUISITORIAl AGENTS or ORDO HERETICUS INFANTRy unit from your army within range of an objective marker and that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, models in your unit have the Feel No Pain 5+ ability.

1 CP

PURGATION FORCE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

SHOOTING

LINE OF FIRE

When: Your Shooting phase.
Target: One ADEpTUS ARbITES, INQUISITORIAl AGENTS or ORDO HERETICUS unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, models in your unit can target enemy units that are within Engagement Range of one or more friendly units with ranged weapons (excluding Blast weapons), provided the target is within 12".

IMPERIUM - AGENTS OF THE IMPERIUM · DETACHMENT

ORDO MALLEUS DAEMON HUNTERS

2 DP · PRIORITY ASSETS

ENHANCEMENTS

Formidable Resolve — **5 pts**

Improve the bearer's Leadership and Wounds characteristics by 1. Once per battle, at the start of any phase, you can select one friendly Battle-shocked unit within 12" of the bearer. That unit is no longer Battle-shocked.

Daemon Slayer — **10 pts**

Add 1 to the Attacks characteristic of the bearer's melee weapons, and those weapons have the [ANTI-DAEMON 3+] ability.

Grimoire of True Names — **10 pts**

While an enemy unit is within 9" of the bearer, worsen the Leadership characteristic of models in that unit by 1. In addition, while an enemy DAEMON unit is within 9" of the bearer, each time a model in that DAEMON unit makes an attack, subtract 1 from the Hit roll and subtract 1 from the Wound roll.

Gift of the Prescient — **20 pts**

Once per battle, if the bearer is on the battlefield, you can use the Rapid Ingress Stratagem for 0CP. When doing so, you must target a GREY KNIGHTS TERMINATOR SQUAD unit from your army, and when using the Stratagem, that unit can be set up on the battlefield anywhere that is more than 6" from all enemy units.

DETACHMENT-REGEL

Each time an Inquisitor, Inquisitorial Agents or Ordo Malleus model from your army makes an attack, re-roll a Hit roll of 1 and, if the target is a Daemon unit, re-roll a Wound roll of 1 as well.

STRATAGEMS

1 CP — DAEMON HUNTERS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — COMMAND

RITUAL OF WARDING

When: Start of any Command phase.
Target: One INQUISITOR, INQUISITORIAl AGENTS or ORDO MAllEUS unit from your army that is within range of an objective marker you control.
Effect: That objective marker is said to be Warded and remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn. While an objective marker is Warded and under your control, enemy DAEMON units cannot be set up on the battlefield within 6" of it.

1 CP — DAEMON HUNTERS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

STEEL HEART

When: Your Movement phase, just after a GREy KNIGHTS TERMINATOR SQUAD unit from your army Falls Back.
Target: That GREY KNIGHTS TERMINATOR SQUAD unit.
Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

1 CP

DAEMON HUNTERS – WARGEAR STRATAGEM · WAHAPEDIA

SHOOTING

HEXAGRAMMIC WARDS

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One ORDO MAllEUS unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, all Psychic weapons equipped by models in the attacking unit have the [HAZARDOUS] ability.

1 CP

DAEMON HUNTERS – WARGEAR STRATAGEM · WAHAPEDIA

SHOOTING

PSYBOLT AMMUNITION

When: Your Shooting phase.
Target: One GREy KNIGHTS TERMINATOR SQUAD unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [LETHAL HITS] and [PSYCHIC] abilities.

1 CP

DAEMON HUNTERS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

SHOOTING

RITES OF EXORCISM

When: Your Shooting phase or the Fight phase.
Target: One INQUISITOR, INQUISITORIAl AGENTS or ORDO MAllEUS unit from your army.
Effect: Select one enemy DAEMON unit within 12" and visible to your unit. That unit must take a Battle-shock test. If that test is failed, then until the end of the phase, each time a friendly AGENTS OF THE IMpERIUM unit makes an attack that targets that DAEMON unit, that attack has the [DEVASTATING WOUNDS] ability.

1 CP

DAEMON HUNTERS – WARGEAR STRATAGEM · WAHAPEDIA

SHOOTING

TRUESILVER ARMOUR

When: Your opponent's Shooting phase orthe Fight phase, just after an enemy unit has selected its targets.
Target: One GREy KNIGHTS TERMINATOR SQUAD unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

IMPERIUM - AGENTS OF THE IMPERIUM · DETACHMENT

ORDO XENOS ALIEN HUNTERS

2 DP · PURGE THE FOE

ENHANCEMENTS

Universal Anathema — **10 pts**

Melee weapons equipped by the bearer have the [ANTI-INFANTRY 2+] and [ANTI-MONSTER 4+] abilities

Blackweave Shroud — **15 pts**

The bearer has the Feel No Pain 4+ ability.

Beacon Angelis — **30 pts**

Models in the bearer's unit have the Deep Strike ability. In addition, you can target the bearer's unit with the Rapid Ingress Stratagem for 0CP.

Amulet of Auto-chastisement — **25 pts**

At the start of your opponent's Shooting phase, select one enemy VEHICLE unit (excluding TITANIC units) within 12" of and visible to the bearer. That unit must take a Leadership test. If that test is passed, until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll. If that test is failed, that unit is not eligible to shoot this phase.

DETACHMENT-REGEL

At the start of your Command phase, you can select one of the Mission Tactics found below. Until the start of your next Command phase, that Mission Tactic is active and its effects apply to all Deathwatch units in your army. Each Mission Tactic can only be selected once per battle.

Furor Tactics

While this Mission Tactic is active, weapons equipped by Deathwatch units from your army have the [SUSTAINED HITS 1] ability.

Malleus Tactics

While this Mission Tactic is active, weapons equipped by Deathwatch units from your army have the [LETHAL HITS] ability.

Purgatus Tactics

While this Mission Tactic is active, each time a Deathwatch model from your army makes an attack, on a Critical Wound, that attack has the [PRECISION] ability.

STRATAGEMS

1 CP — ALIEN HUNTERS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — COMMAND

ADAPTIVE TACTICS

When: Your Command phase.
Target: One DEATHwATCH unit from your army.
Effect: Select the Furor Tactics, Malleus Tactics or Purgatus Tactics. Until the start of your next Command phase, that Deathwatch Mission Tactic is active for your unit instead of any other Deathwatch Mission Tactic that is active for your army, even if you have already selected that Deathwatch Mission Tactic this battle.

1 CP — ALIEN HUNTERS – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One DEATHwATCH unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP — ALIEN HUNTERS – WARGEAR STRATAGEM · WAHAPEDIA — SHOOTING

DRAGONFIRE ROUNDS

When: Your Shooting phase.
Target: One DEATHwATCH INFANTRy unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [ASSAULT] and [IGNORES COVER] abilities.
Restriction: You cannot select any units that have already been targeted with either the Kraken Rounds or Hellfire Rounds Stratagems this phase.

1 CP — ALIEN HUNTERS – WARGEAR STRATAGEM · WAHAPEDIA — SHOOTING

HELLFIRE ROUNDS

When: Your Shooting phase.
Target: One DEATHwATCH INFANTRy unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, ranged weapons (excluding Devastating Wounds weapons) equipped by models in your unit have the [ANTI-INFANTRY 2+] and [ANTI-MONSTER 5+] abilities.
Restriction: You cannot select any units that have already been targeted with either the Kraken Rounds or Dragonfire Rounds Stratagems this phase.

1 CP — ALIEN HUNTERS – WARGEAR STRATAGEM · WAHAPEDIA — SHOOTING

KRAKEN ROUNDS

When: Your Shooting phase.
Target: One DEATHwATCH INFANTRy unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, improve the Armour Penetration characteristic of ranged weapons equipped by models in your unit by 1 and improve the Range characteristic of those weapons by 6".
Restriction: You cannot select any units that have already been targeted with either the Dragonfire Rounds or Hellfire Rounds Stratagems this phase.

1 CP — ALIEN HUNTERS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — FIGHT

RAPID TACTICAL RELOCATION

When: End of your opponent's Fight phase.
Target: One INQUISITOR or DEATHwATCH INFANTRy unit from your army.
Effect: Remove your unit from the battlefield. In the Reinforcements step of your next Movement phase, set your unit up anywhere on the battlefield that is more than 8" horizontally away from all enemy models.
Restriction: You cannot select a unit that is within Engagement Range of one or more enemy units.

IMPERIUM - AGENTS OF THE IMPERIUM · DETACHMENT

VEILED BLADE ELIMINATION FORCE

1 DP · DISRUPTION

ENHANCEMENTS

Decoy Targets — **15 pts**

Callidus Assassin models only. Twice per battle, in your Movement phase, you can select one other friendly Infantry model that is on the battlefield and not within Engagement Range of one or more enemy units. The selected model is destroyed (ignoring any rules that are triggered when a model is destroyed) and this model is removed from the battlefield and set up again as close as possible to where that destroyed model was and not within Engagement Range of one or more enemy units. This ability cannot be used more than once in the same battle round.

Esoteric Explosives — **10 pts**

Culexus Assassin models only. Each time this model is targeted with the Explosives Stratagem, 1 mortal wound is inflicted for each D6 roll of 3+ instead of for each 4+.

Intraneural Biotech — **15 pts**

EVERSOR ASSASSIN model only. You can target this unit with the Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that stratagem on other units this phase.

Micromelta Rounds — **20 pts**

Vindicare Assassin models only. This model's exitus rifle has the [ANTI-MONSTER 4+] and [ANTI-VEHICLE 4+] abilities.

DETACHMENT-REGEL

Officio Assassinorum units from your army can use the Overkill, Soulless Horror and Shieldbreaker abilities twice per battle, instead of once per battle (but cannot use such an ability more than once in the same battle round).

When mustering your army, each Officio Assassinorum unit from your army has the relevant Extremis ability, and you must increase the points cost of each of those units by the amount shown. If this causes your army to exceed the points limit for the battle you are playing, you cannot include that unit in your army.

STRATAGEMS

2 CP — VEILED BLADE ELIMINATION FORCE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

HYPERSTIMMS

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One Agents of the Imperium Character unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, add 1 to the Toughness characteristic of models in your unit. In addition, if it is an Eversor Assassin unit, until the end of the phase, it has the Feel No Pain 4+ ability.

1 CP — VEILED BLADE ELIMINATION FORCE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

ORBITAL OVERSIGHT

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One Agents of the Imperium Infantry unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, your unit can only be selected as the target of a ranged attack if the attacking model is within 18", or, if your unit has the Lone Operative ability, if the attacking model is within 6".

1 CP — VEILED BLADE ELIMINATION FORCE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

PRIME TARGET

When: Your Shooting phase or the Fight phase.
Target: One Agents of the Imperium unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a CHARACTER unit, re-roll a Wound roll of 1. If that attack is made by an Officio Assassinorum model and it targets the enemy WARLORD, you can re-roll the Wound roll instead.

1 CP — VEILED BLADE ELIMINATION FORCE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

WILL-SAPPING SALVO

When: Your Shooting phase.
Target: One Agents of the Imperium Infantry unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability. In addition, if it is a Culexus Assassin unit, until the end of the phase, change the Damage characteristic of ranged weapons equipped by models in your unit to 3.

1 CP — VEILED BLADE ELIMINATION FORCE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — CHARGE

BLIND GRENADES

When: Your opponent's Charge phase, just after an enemy unit has declared a charge.
Target: One Agents of the Imperium Grenades or Vindicare Assassin unit from your army that was selected as one of the targets of that charge and is not within Engagement Range of one or more enemy units.
Effect: Until the end of the phase, subtract 1 from Charge rolls made for that enemy unit, or, if your unit is a VINDICARE ASSASSIN, subtract 2 from Charge rolls made for that enemy unit instead.

1 CP — VEILED BLADE ELIMINATION FORCE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — CHARGE

ENSNARING TRAP

When: End of your opponent's Charge phase.
Target: One Agents of the Imperium Infantry unit from your army that is within 6" of one or more enemy units and would be eligible to declare a charge against one or more of those enemy units.
Effect: Your unit can declare a charge. When doing so, you must select one or more of those enemy units as the targets of that charge. In addition, if it is a CALLIDUS ASSASSIN unit and it makes a Charge move as a result of this Stratagem, until the end of the turn, each time a model in your unit makes a melee attack, add 1 to the Wound roll

AQUILA KILL TEAM

110–210 PTS

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Deathwatch marksman bolt carbine HEAVY LETHAL HITS	24"	2	3+	5	-1	1
Frag cannon BLAST 1 HEAVY LETHAL HITS RAPID FIRE 1	18"	2	3+	7	-2	2
Hellstorm bolt rifle ASSAULT HEAVY LETHAL HITS	30"	2	3+	5	-2	2
Special-issue bolt pistol CLOSE-QUARTERS LETHAL HITS PRECISION	18"	1	3+	5	-1	1
Stalker bolt rifle HEAVY LETHAL HITS PRECISION	30"	2	3+	5	-2	2
➤ Grenade Launcher (Frag) BLAST 1	24"	4	3+	4	-1	1
➤ Grenade Launcher (Krak) RAPID FIRE 1	24"	1	3+	10	-2	3
➤ Infernus heavy bolter (Bolt) HEAVY RAPID FIRE 2 SUSTAINED HITS 1	36"	3	3+	5	-1	2
➤ Infernus heavy bolter (Infernus) BLAST 1 TORRENT	12"	3	-	5	-1	1
➤ Plasma incinerator - Standard ASSAULT RAPID FIRE 1	24"	2	3+	7	-2	2
➤ Plasma incinerator - Supercharge ASSAULT HAZARDOUS RAPID FIRE 1	24"	2	3+	8	-3	2
➤ Plasma pistol - Standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - Supercharge CLOSE-QUARTERS HAZARDOUS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Heavy thunder hammer DEVASTATING WOUNDS	Melee	3	4+	10	-2	3
Knives and Fists	Melee	3	3+	5	0	1
Power weapon SUSTAINED HITS 1	Melee	4	3+	5	-2	1
Xenophase blade DEVASTATING WOUNDS	Melee	4	3+	5	-2	1

AUFSTELLUNG

1x Aquila Kill Team

Basegrößen: Kill Team Sergeant and Deathwatch Veterans 32mm, Gravis Veterans 40mm

Equipped with: Bolt pistol, Deathwatch marksman bolt carbine, Frag cannon, Hellstorm bolt rifle, Special-issue bolt pistol, Stalker bolt rifle, ➤ Grenade Launcher (Frag), ➤ Grenade Launcher (Krak), ➤ Infernus heavy bolter (Bolt), ➤ Infernus heavy bolter (Infernus), ➤ Plasma incinerator - Standard, ➤ Plasma incinerator - Supercharge, ➤ Plasma pistol - Standard, ➤ Plasma pistol - Supercharge, Heavy thunder hammer, Knives and Fists, ower weapon, Xenophase blade

Options:
can repla

KEYWORDS: Infantry, Battleline, Imperium, Aquila Kill Team, Retinue, Ordo Xenos, Explosives, Gravis, Tacticus, Kill Team
FACTION KEYWORDS: Agents of the Imperium

AQUILA KILL TEAM

110–210 PTS

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	2

ABILITIES

Death to the Alien
This unit's attacks can:

- Re-roll hit rolls of 1.

- Or: If the target of those attacks does not have IMPERIUM/CHAOS, re-roll hit rolls.

Storm shield
This model has a 4+ InSv.

WEAPON ABILITIES

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.

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**].*

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.

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).*

KEYWORDS: Infantry, Battleline, Imperium, Aquila Kill Team, Retinue, Ordo Xenos, Explosives, Gravis, Tacticus, Kill Team
FACTION KEYWORDS: Agents of the Imperium

AQUILA KILL TEAM

110–210 PTS

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	2

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

Close-quarters
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.

KEYWORDS: Infantry, Battleline, Imperium, Aquila Kill Team, Retinue, Ordo Xenos, Explosives, Gravis, Tacticus, Kill Team
FACTION KEYWORDS: Agents of the Imperium

CALLIDUS ASSASSIN

100 PTS

M	T	Sv	W	LD	OC
7"	4	6+	4	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Neural shredder ANTI-INFANTRY 2+ BLAST 2 TORRENT	12"	D6	N/A	5	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Phase sword and poison blades LETHAL HITS PRECISION	Melee	5	2+	5	-4	2

ABILITIES

Acrobatic Escape

- At the end of the Fight phase, if this unit is engaged, this unit can make a fall-back move of up to D6".

- At the end of your opponent's turn, if this unit is more than 3" from all enemy units, you can use this ability. If you do:

- Place this unit in strategic reserves.

- This unit must make an ingress move in your next Movement phase (including in your first turn).

Decoy Targets

Twice per battle, in your Movement phase, you can select one other friendly INFANTRY model that is on the battlefield and not within Engagement Range of one or more enemy units. The selected model is destroyed (ignoring any rules that are triggered when a model is destroyed) and this model is removed from the battlefield and set up again as close as possible to where that destroyed model was and not within Engagement Range of one or more enemy units. This ability cannot be used more than once in the same battle round.

Reign of Confusion

Once per turn, when your opponent targets a unit from their army within 12" of this model with a stratagem, this model can use this ability. If you do increase the CP cost of that use of that stratagem by 1CP.

Shadow Assignment

This model cannot be selected as your WARLORD. If your army faction is AGENTS OF THE IMPERIUM, then during the Declare Battle Formations step, you can replace this model with a different OFFICIO ASSASSINORUM model, provided that the points value of the new model does not exceed the points value of the model it replaced. Your army cannot include duplicates of the same model (i.e. after replacing this model with this rule, your army cannot have more than 1 VINDICARE ASSASSIN, it cannot have more than 1 CULEXUS ASSASSIN, it cannot have more than 1 EVERSOR ASSASSIN and it cannot have more than 1 CALLIDUS ASSASSIN).

WEAPON ABILITIES

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+.*

Blast

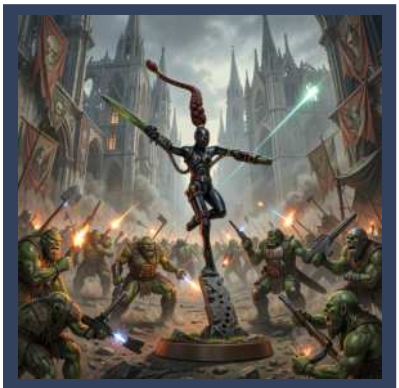
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack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

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].



AUFSTELLUNG

1x Callidus Assassin (32mm)

Equipped with: Neural shredder, Phase sword and poison blades

KEYWORDS: Infantry, Character, Epic Hero, Imperium, Callidus Assassin, Officio Assassinorum
FACTION KEYWORDS: Agents of the Imperium

CALLIDUS ASSASSIN

100 PTS

M	T	Sv	W	LD	OC
7"	4	6+	4	6+	1

INVULNERABLE SAVE 4+

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.

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

FACTION 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.

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Fights First
While every model in a unit has this ability, that unit is a Fights First unit.

See the Resolve Fights First Combats step in the Fight phase (12.04).

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

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 unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

KEYWORDS: Infantry, Character, Epic Hero, Imperium, Callidus Assassin, Officio Assassinorum
FACTION KEYWORDS: Agents of the Imperium

CORVUS BLACKSTAR

180 PTS

M	T	Sv	W	LD	OC
14"	10	3+	14	6+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Blackstar rocket launcher BLAST 1	30"	4	3+	5	0	1
Hurricane bolter RAPID FIRE 6 TWIN-LINKED	24"	6	3+	5	-1	1
2x Stormstrike missile launcher	48"	1	3+	10	-2	3
Twin assault cannon SUSTAINED HITS 1 TWIN-LINKED	24"	6	3+	6	-2	1
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D3+3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

Auspex Array
Ranged weapons equipped by the bearer have the [IGNORES COVER] ability.

Blackstar Cluster Launcher
In your Movement phase, when this unit ends a normal move, select up to one enemy unit this unit moved over during that move and roll six D6:

- For each 4+, that unit suffers 1 mortal wound.

Damaged: 1-5 Wounds Remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

TRANSPORT

Corvus Blackstar
This model has a transport capacity of 12 DEATHWATCH INFANTRY models.

WEAPON ABILITIES

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).

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).

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).

AUFSTELLUNG

1x Corvus Blackstar (120x92mm Oval Base)

Equipped with: 2x Blackstar rocket launcher, Hurricane bolter, 2x Stormstrike missile launcher, Twin assault cannon, Twin lascannon, Armoured hull

Wargear Options:
- This model can replace its Twin assault cannon with Twin lascannon.
- This model can replace its 2 Blackstar rocket launchers with 2 Stormstrike missile launchers.

KEYWORDS: Fly, Vehicle, Imperium, Transport, Retinue, Corvus Blackstar, Ordo Xenos, Smoke
FACTION KEYWORDS: Agents of the Imperium

CORVUS BLACKSTAR

180 PTS

M	T	Sv	W	LD	OC
14"	10	3+	14	6+	0

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).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Hover
Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KEYWORDS: Fly, Vehicle, Imperium, Transport, Retinue, Corvus Blackstar, Ordo Xenos, Smoke
FACTION KEYWORDS: Agents of the Imperium

CULEXUS ASSASSIN

85 PTS

M	T	Sv	W	LD	OC
7"	4	6+	4	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Animus speculum ANTI-PSYKER 2+ ASSAULT PRECISION PSYCHIC ASSASSIN	24"	3	2+	5	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Life-draining touch ANTI-PSYKER 2+ DEVASTATING WOUNDS PRECISION	Melee	4	2+	4	-2	2

ABILITIES

Abomination
This model has the Feel No Pain 2+ ability against Psychic Attacks.

Esoteric Explosives
Each time this model is targeted with the Grenades Stratagem, 1 mortal wound is inflicted for each D6 roll of 3+ instead of for each 4+

Etheric Emergence
In your Movement phase, when this model is set up on the battlefield using the Deep Strike ability, it can perform an etheric emergence. If it does, this model can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.

Shadow Assignment
This model cannot be selected as your WARLORD. If your army faction is AGENTS OF THE IMPERIUM, then during the Declare Battle Formations step, you can replace this model with a different OFFICIO ASSASSINORUM model, provided that the points value of the new model does not exceed the points value of the model it replaced. Your army cannot include duplicates of the same model (i.e. after replacing this model with this rule, your army cannot have more than 1 VINDICARE ASSASSIN, it cannot have more than 1 CULEXUS ASSASSIN, it cannot have more than 1 EVERSOR ASSASSIN and it cannot have more than 1 CALLIDUS ASSASSIN).

Soulless Horror
Once per battle, at the start of any Command phase, this model can use this ability. If it does, each enemy unit within 9" of this model must take a Battle-shock test, subtracting 1 from that test (or subtracting 2 if that unit is a PSYKER).

WEAPON ABILITIES

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).

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.*

AUFSTELLUNG

1x Culexus Assassin (32mm)

Equipped with: Animus speculum, Life-draining touch

KEYWORDS: Infantry, Character, Epic Hero, Grenades, Imperium, Culexus Assassin, Officio Assassinorum
FACTION KEYWORDS: Agents of the Imperium

CULEXUS ASSASSIN

85 PTS

M	T	Sv	W	LD	OC
7"	4	6+	4	6+	1

INVULNERABLE SAVE 4+

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.

FACTION 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.

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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 unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KEYWORDS: Infantry, Character, Epic Hero, Grenades, Imperium, Culexus Assassin, Officio Assassinorum
FACTION KEYWORDS: Agents of the Imperium

DAEMONHOST [LEGENDS]

DAEMONHOST

M	T	Sv	W	LD	OC
6"	3	5+	3	7+	0

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Unholy gaze PSYCHIC	18"	3	4+	8	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Warp grasp LETHAL HITS PSYCHIC	Melee	4	3+	4	-2	1

ABILITIES

Bound Daemon
While an INQUISITOR model is leading a unit that includes one or more DAEMONHOST models, the Objective Control characteristic of DAEMONHOST models in that unit is 1.

Inquisitorial Retinue
If your Army Faction is not AGENTS OF THE IMPERIUM, then for each unique pairing of 1 INQUISITORIAL AGENTS unit and 1 DAEMONHOST unit occuring in your army, increase the maximum number of RETINUE units permitted in your army by 1. At the start of the Declare Battle Formations step, this unit can join one INQUISITORIAL AGENTS unit from your army that is being led by an INQUISITOR model (a unit cannot have more than one DAEMONHOST unit joined to it). If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.

Malefic Warding
While an INQUISITOR model is leading a unit that contains one or more DAEMONHOST models, models in this unit have a 5+ invulnerable save.

WEAPON ABILITIES

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].

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).

AUFSTELLUNG

1-2x Daemonhost - Equipped with: Unholy gaze, Warp grasp

KEYWORDS: Infantry, Imperium, Psyker, Retinue, Daemon, Daemonhost
FACTION KEYWORDS: Agents of the Imperium

DAMNED LEGIONNAIRES [LEGENDS]

90–180 PTS

LEGIONNAIRE SERGEANT

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol IGNORES COVER PISTOL	12"	1	3+	4	0	1
Boltgun RAPID FIRE 1	24"	1	3+	4	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Multi-melta HEAVY MELTA 2	18"	2	4+	9	-4	D6
➤ 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
Astartes chainsword	Melee	5	3+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Power weapon	Melee	3	3+	5	-2	1

ABILITIES

Grim Spectres
In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. That enemy unit must take a Battle-shock test, subtracting 1 from the result when doing so.

WEAPON ABILITIES

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.

AUFSTELLUNG

1x Legionnaire Sergeant - Equipped with: Close combat weapon, Boltgun, Bolt pistol, Power weapon, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Astartes chainsword

4-9x Legionnaire w/ boltgun oder Legionnaire w/ heavy weapon oder Legionnaire w/ special weapon

Wargear Options:
- Each Legionnaire Sergeant can replace its Boltgun with Bolt pistol and power weapon, Plasma pistol and power weapon, Bolt pistol and astartes chainsword or Plasma pistol and astartes chainsword.
- Legionnaire w/ heav… …n replace i…

KEYWORDS: Infantry, Grenades, Imperium, Damned Legionaires, Retinue
FACTION KEYWORDS: Agents of the Imperium

DAMNED LEGIONNAIRES [LEGENDS]

90–180 PTS

LEGIONNAIRE SERGEANT

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

INVULNERABLE SAVE 4+

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).

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.

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).*

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

FACTION 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.

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Infantry, Grenades, Imperium, Damned Legionaires, Retinue
FACTION KEYWORDS: Agents of the Imperium

DEATHWATCH AGENT [CRUCIBLE]

105 PTS

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

INVULNERABLE SAVE 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

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 - [illegible]charge, ➤ Plasma pistol - [illegible], ➤ Plasma pistol - [illegible], Chainfist

KEYWORDS: Infantry, Character, Grenades, Imperium, Crucible, Ordo Xenos, Deathwatch, Deathwatch Agent
FACTION KEYWORDS: Agents of the Imperium

DEATHWATCH AGENT [CRUCIBLE]

105 PTS

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

INVULNERABLE SAVE 4+

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

ABILITIES

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

KEYWORDS: Infantry, Character, Grenades, Imperium, Crucible, Ordo Xenos, Deathwatch, Deathwatch Agent
FACTION KEYWORDS: Agents of the Imperium

DEATHWATCH AGENT [CRUCIBLE]

105 PTS

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

INVULNERABLE SAVE 4+

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)

WEAPON ABILITIES

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).

KEYWORDS: Infantry, Character, Grenades, Imperium, Crucible, Ordo Xenos, Deathwatch, Deathwatch Agent
FACTION KEYWORDS: Agents of the Imperium

DEATHWATCH AGENT [CRUCIBLE]

105 PTS

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

INVULNERABLE SAVE 4+

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.

FACTION 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.

KEYWORDS: Infantry, Character, Grenades, Imperium, Crucible, Ordo Xenos, Deathwatch, Deathwatch Agent
FACTION KEYWORDS: Agents of the Imperium

DEATHWATCH AGENT [CRUCIBLE]

105 PTS

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

INVULNERABLE SAVE 4+

CORE RULES

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.

KEYWORDS: Infantry, Character, Grenades, Imperium, Crucible, Ordo Xenos, Deathwatch, Deathwatch Agent
FACTION KEYWORDS: Agents of the Imperium

DEATHWATCH KILL TEAM

115–220 PTS

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Boltgun RAPID FIRE 1	24"	2	3+	5	-1	1
Deathwatch shotgun ASSAULT	18"	2	3+	4	-1	2
Frag cannon BLAST 1 HEAVY LETHAL HITS RAPID FIRE 1	18"	2	4+	7	-1	2
Stalker-pattern boltgun HEAVY PRECISION	24"	1	3+	5	-1	2
➤ Combi-weapon (Damnatus) MELTA 2	12"	1	3+	9	-3	D3+2
➤ Combi-weapon (Infernus) BLAST 1 TORRENT	12"	3	-	4	0	1
➤ Combi-weapon (Purgatus)	24"	2	3+	7	-2	2
➤ Infernus heavy bolter (Bolt) HEAVY RAPID FIRE 2 SUSTAINED HITS 1	36"	3	4+	5	-1	2
➤ Infernus heavy bolter (Infernus) BLAST 1 TORRENT	12"	3	-	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Black Shield blades TWIN-LINKED	Melee	4	3+	5	-2	1
Heavy thunder hammer DEVASTATING WOUNDS	Melee	3	4+	10	-2	3
Knives and Fists	Melee	3	3+	5	0	1
Power weapon	Melee	3	3+	5	-2	1
Xenophase blade DEVASTATING WOUNDS	Melee	4	3+	5	-2	1

ABILITIES

Death to the Alien
Each time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target of that attack does not have the IMPERIUM or CHAOS keywords, you can re-roll the Hit roll instead.

Storm Shield
This model has a 4+ InSv.

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

AUFSTELLUNG

4-9x Veteran w/ boltgun and power weapon oder Veteran w/ Deathwatch thunder hammer oder Veteran w/ frag cannon oder Veteran w/ infernus heavy bolter oder Veteran w/ stalker-pattern boltgun oder Veteran w/ Deathwatch shotgun oder Veteran w/ Black Shield blades (32mm)

1x Watch Sergeant (32mm)

Equipped with: Boltgun, Deathwatch shotgun, Frag cannon, Stalker-pattern boltgun, ➤ Combi-weapon (Damnatus), ➤ Combi-weapon (Infernus), ➤ Combi-weapon (Purgatus), ➤ Infernus heavy bolter (Bolt), ➤ Infernus [illegible]vy bolter (Infernus), Black Shi[illegible] Heavy thunder hamm[illegible] [illegible]ists, Powe[illegible]

KEYWORDS: Infantry, Battleline, Imperium, Retinue, Ordo Xenos, Kill Team, Explosives
FACTION KEYWORDS: Agents of the Imperium

DEATHWATCH KILL TEAM

115–220 PTS

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	2

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.*

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.

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.*

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.

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.

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

KEYWORDS: Infantry, Battleline, Imperium, Retinue, Ordo Xenos, Kill Team, Explosives
FACTION KEYWORDS: Agents of the Imperium

DEATHWATCH TERMINATOR SQUAD [LEGENDS]

210–420 PTS

DEATHWATCH TERMINATOR SERGEANT

M	T	Sv	W	LD	OC
5"	5	2+	3	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault cannon DEVASTATING WOUNDS	24"	6	3+	6	0	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
➤ Cyclone missile launcher - frag BLAST	36"	2D6	3+	4	0	1
➤ Cyclone missile launcher - krak	36"	2	3+	9	-2	D6
➤ Plasma cannon - standard BLAST HEAVY	36"	D3	4+	7	-2	1
➤ Plasma cannon - supercharge BLAST HAZARDOUS HEAVY	36"	D3	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainfist ANTI-VEHICLE 3+	Melee	3	4+	8	-2	2
Power Fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Power weapon	Melee	3	3+	5	-2	1
Thunder hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	2
Twin lightning claws TWIN-LINKED	Melee	5	3+	5	-2	1

ABILITIES

Attached Unit
If a CHARACTER from your army with the Leader ability can be attached to a DEATHWATCH KILL TEAM, it can be attached to this unit instead.

Storm shield
The bearer has a Wounds characteristic of 4.

Teleport Homer
At the start of the battle, you can set up one Teleport Homer token for this unit anywhere on the battlefield that is not in your opponent's deployment zone. If you do, once per battle, you can target this unit with the Rapid Ingress Stratagem for 0CP, but when resolving that Stratagem, you must set this unit up within 3" of that token and not within 9" of any enemy models. That token is then removed.

Terminatus Assault
Each time this unit ends a Charge move, each enemy unit within Engagement Range of this unit must take a Battle-shock test.

AUFSTELLUNG

1x Deathwatch Terminator Sergeant - Equipped with: Storm bolter, Power Fist, Power weapon, Twin lightning claws, Thunder hammer, Chainfist

4-9x Deathwatch Terminator oder Deathwatch Terminator w/ Heavy Weapon

Wargear Options:

- Each Deathwatch Terminator Sergeant can replace its Power fist & storm bolter with Storm bolter & power weapon, Twin lightning claws, Thunder hammer & storm shield or Storm bolter & chainfist.

KEYWORDS: Infantry, Imperium, Terminator, Deathwatch Terminator Squad, Deathwatch
FACTION KEYWORDS: -

DEATHWATCH TERMINATOR SQUAD [LEGENDS]

210–420 PTS

DEATHWATCH TERMINATOR SERGEANT

M	T	Sv	W	LD	OC
5"	5	2+	3	6+	1

INVULNERABLE SAVE 4+

WEAPON ABILITIES

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+.*

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).

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).*

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

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Infantry, Imperium, Terminator, Deathwatch Terminator Squad, Deathwatch
FACTION KEYWORDS: -

ENTHRONED AGENT [CRUCIBLE]

120 PTS

M	T	Sv	W	LD	OC
8"	7	3+	9	6+	3

INVULNERABLE SAVE 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

AUFSTELLUNG

1x Enthroned 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 - [illegible]charge, ➤ Plasma pistol - [illegible], ➤ Plasma pistol - [illegible] Chainfist

KEYWORDS: Character, Imperium, Crucible, Vehicle, Walker, Enthroned Agent, Leader
FACTION KEYWORDS: Agents of the Imperium

ENTHRONED AGENT [CRUCIBLE]

120 PTS

M	T	Sv	W	LD	OC
8"	7	3+	9	6+	3

INVULNERABLE SAVE 4+

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

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader

KEYWORDS: Character, Imperium, Crucible, Vehicle, Walker, Enthroned Agent, Leader
FACTION KEYWORDS: Agents of the Imperium

ENTHRONED AGENT [CRUCIBLE]

120 PTS

M	T	Sv	W	LD	OC
8"	7	3+	9	6+	3

INVULNERABLE SAVE 4+

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.

Towering Reputation (Aura)
While a friendly unit is within 6" of this model, improve the Leadership characteristic of models in that unit by 1. While an enemy unit is within 6" of this model, worsen the Leadership characteristic of models in that unit by 1.

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

WEAPON ABILITIES

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).

KEYWORDS: Character, Imperium, Crucible, Vehicle, Walker, Enthroned Agent, Leader
FACTION KEYWORDS: Agents of the Imperium

ENTHRONED AGENT [CRUCIBLE]

120 PTS

M	T	Sv	W	LD	OC
8"	7	3+	9	6+	3

INVULNERABLE SAVE 4+

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.

FACTION 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.

KEYWORDS: Character, Imperium, Crucible, Vehicle, Walker, Enthroned Agent, Leader
FACTION KEYWORDS: Agents of the Imperium

ENTHRONED AGENT [CRUCIBLE]

120 PTS

M	T	Sv	W	LD	OC
8"	7	3+	9	6+	3

INVULNERABLE SAVE 4+

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Character, Imperium, Crucible, Vehicle, Walker, Enthroned Agent, Leader
FACTION KEYWORDS: Agents of the Imperium

EVERSOR ASSASSIN

100 PTS

M	T	Sv	W	LD	OC
9"	4	6+	4	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Executioner pistol ANTI-INFANTRY 3+ PISTOL PRECISION SUSTAINED HITS 3	12"	4	2+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power sword and neuro gauntlet ANTI-INFANTRY 3+ PRECISION SUSTAINED HITS 3	Melee	6	2+	5	-2	2

ABILITIES

Frenzon
This model is eligible to shoot and declare a charge in a turn in which it Advanced.

Intra-neural Biotech
You can target this unit with the Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:

- That use is -1 CP.

- That use does not prevent any uses of that stratagem on other units this phase.

Overkill
Once per battle, in your Movement phase, this model can use this ability before it makes a Normal move. If it does, until the end of the turn, add 6" to this model's Movement characteristic and add 3 to the Attacks characteristic of this model's melee weapons.

Shadow Assignment
This model cannot be selected as your WARLORD. If your army faction is AGENTS OF THE IMPERIUM, then during the Declare Battle Formations step, you can replace this model with a different OFFICIO ASSASSINORUM model, provided that the points value of the new model does not exceed the points value of the model it replaced. Your army cannot include duplicates of the same model (i.e. after replacing this model with this rule, your army cannot have more than 1 VINDICARE ASSASSIN, it cannot have more than 1 CULEXUS ASSASSIN, it cannot have more than 1 EVERSOR ASSASSIN and it cannot have more than 1 CALLIDUS ASSASSIN).

WEAPON ABILITIES

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+.*

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.

AUFSTELLUNG

1x Eversor Assassin (32mm)

Equipped with: Executioner pistol, Power sword and neuro gauntlet

KEYWORDS: Infantry, Character, Epic Hero, Grenades, Imperium, Eversor Assassin, Officio Assassinorum
FACTION KEYWORDS: Agents of the Imperium

EVERSOR ASSASSIN

100 PTS

M	T	Sv	W	LD	OC
9"	4	6+	4	6+	1

INVULNERABLE SAVE 4+

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).*

FACTION 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.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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 unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

Scouts 9"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Infantry, Character, Epic Hero, Grenades, Imperium, Eversor Assassin, Officio Assassinorum
FACTION KEYWORDS: Agents of the Imperium

EXACTION SQUAD

90 PTS

PROCTOR-EXACTANT

M	T	Sv	W	LD	OC
6"	3	4+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arbites combat shotgun ASSAULT	18"	2	4+	4	0	1
Arbites shotpistol PISTOL	12"	1	4+	4	0	1
Executioner shotgun IGNORES COVER PRECISION	24"	1	4+	5	-1	1
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Webber ASSAULT DEVASTATING WOUNDS TORRENT	12"	D6	N/A	2	0	1
➤ Arbites grenade launcher - frag BLAST	24"	D3	4+	4	0	1
➤ Arbites grenade launcher - krak	24"	1	4+	9	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1
Excruciator maul	Melee	2	3+	4	-1	2
Mechanical bite	Melee	3	4+	4	0	1

ABILITIES

Arbites medi-kit
At the start of your Command phase, if the bearer's unit is below its Starting Strength, you can return up to D3 destroyed Exaction Vigilants to this unit.

Imperial Law
At the start of the battle, select one unit from your opponent's army. Each time a model in this unit makes an attack that targets that unit, that attack has the [Lethal Hits] and [**Precision**] abilities.

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.

Soulguilt scanner
Ranged weapons equipped by models in the bearer's unit have the [**IGNORES COVER**] ability.

WEAPON ABILITIES

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).*

AUFSTELLUNG

1x Proctor-Exactant - Equipped with: Close combat weapon, Arbites combat shotgun, Arbites shotpistol

9x Exaction Vigilant w/ medi-kit oder Exaction Vigilant w/ excruciator maul oder Exaction Vigilant w/ soulguilt scanner oder Exaction Vigilant w/ shotgun

Basegrößen: 28.5mm, Cyber-mastiff 25mm

KEYWORDS: Infantry, Grenades, Imperium, Retinue, Exaction Squad, Adeptus Arbites
FACTION KEYWORDS: Agents of the Imperium

EXACTION SQUAD

90 PTS

PROCTOR-EXACTANT

M	T	Sv	W	LD	OC
6"	3	4+	1	7+	1

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.*

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).

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.

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).*

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

FACTION 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.

CORE RULES

Feel No Pain
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

KEYWORDS: Infantry, Grenades, Imperium, Retinue, Exaction Squad, Adeptus Arbites
FACTION KEYWORDS: Agents of the Imperium

FORTIS KILL TEAM [LEGENDS]

100–200 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Rifle ASSAULT HEAVY	24"	2	3+	4	-1	1
Bolt pistol PISTOL	12"	1	3+	4	0	1
Hand Flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Heavy bolt pistol PISTOL	12"	1	3+	4	-1	1
Long Vigil ranged weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Twin Bolt Rifle TWIN-LINKED	24"	2	3+	4	-1	1
➤ Plasma incinerator - Standard ASSAULT HEAVY	24"	2	3+	7	-2	1
➤ Plasma incinerator - Supercharge ASSAULT HAZARDOUS HEAVY	24"	2	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
Astartes chainsword	Melee	4	4+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Long Vigil melee weapon	Melee	3	3+	5	-2	1

ABILITIES

Attached Unit
If a CHARACTER from your army with the Leader ability can be attached to an DEATHWATCH KILL TEAM, it can be attached to this unit instead.

Fortis Doctrines
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.

TRANSPORT

Fortis Kill Team
This unit cannot embark within an IMPERIAL RHINO.

AUFSTELLUNG

5-10x Kill Team Intercessor oder Kill Team Intercessor w/ Special Weapon oder Kill Team Intercessor w/ Melee Option oder Kill Team Intercessor w/ LV Ranged Weapon

4x Kill Team Intercessor w/ Heavy Bolt Pistol oder Kill Team Outrider

Equipped with: Bolt Rifle, Bolt pistol, Hand Flamer, Heavy bolt pistol, Long Vigil ranged weapon, Twin Bolt Rifle, ➤ Plasma incinerator - Standard, ➤ Plasma incinerator - Supercharge, ➤ Plasma pistol - Standard, ➤ Plasma pistol - Supercharge, Astartes chainsword, Close combat weapon, [illegible]g Vigil melee weapon

[illegible]Options:
[illegible]an be [illegible]

KEYWORDS: Infantry, Grenades, Imperium, Deathwatch, Fortis Kill Team
FACTION KEYWORDS: -

FORTIS KILL TEAM [LEGENDS]

100–200 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

WEAPON ABILITIES

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).

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).

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.

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).*

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

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

KEYWORDS: Infantry, Grenades, Imperium, Deathwatch, Fortis Kill Team
FACTION KEYWORDS: -

FORTIS KILL TEAM [LEGENDS]

100–200 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

FACTION RULES

Kill Team
Each time an attack targets this unit, if it contains models with different Toughness characteristics, until the attacking unit has finished making its attacks, use the Toughness characteristic of the majority of the models in that unit when determining what roll is required for that attack to successfully wound. If two or more Toughness characteristics are tied for majority, use the highest value.

For the purposes of determining which models in this unit can embark within a TRANSPORT, Kill Team Terminator models, Kill Team Outrider models, Kill Team Biker models and models equipped with a jump pack each take up the space of 2 models, but can otherwise embark within any TRANSPORT their unit can embark within, even though similar models in other units have the TERMINATOR, MOUNTED or JUMP PACK keywords.

For the purposes of interacting with terrain features, all models in units with this ability are considered Infantry models, even though similar models in other units may have the Mounted or Jump Pack keywords.

Designer's Note: *While the abstractions in the above rule cause some models to behave differently to similar models in other units, they are designed to minimise complicated movement, Transport and Benefit of Cover rules.*

KEYWORDS: Infantry, Grenades, Imperium, Deathwatch, Fortis Kill Team
FACTION KEYWORDS: -

GREY KNIGHTS TERMINATOR SQUAD

175 PTS

TERMINATOR JUSTICAR

M	T	Sv	W	LD	OC
5"	6	2+	3	6+	2

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Incinerator IGNORES COVER TORRENT	12"	D6	N/A	6	-1	1
Psilencer PSYCHIC SUSTAINED HITS 1	24"	6	3+	5	0	1
Psycannon PSYCHIC	24"	3	3+	8	-1	2
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Nemesis force weapon PSYCHIC	Melee	4	3+	6	-2	2

ABILITIES

Ancient's Banner
Add 1 to the Objective Control characteristic of models in the bearer's unit.

Hammerhand (Psychic)
Each time this unit makes a Charge move, until the end of the turn, melee weapons equipped by models in this unit have the [LETHAL HITS] ability.

Narthecium
In your Command phase, you can return 1 destroyed model (excluding CHARACTERS) to the bearer's unit.

Rites of Teleportation
If one or more INQUISITOR units are attached to this unit during the Declare Battle Formations step, models in those units have the Deep Strike ability.

WEAPON ABILITIES

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).

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.

AUFSTELLUNG

1x Terminator Justicar - Equipped with: Storm bolter, Nemesis force weapon (40mm)

4x Terminator oder Terminator w/ heavy weapon oder Terminator w/ narthecium oder Terminator w/ Ancient's Banner (40mm)

Wargear Options:
- Each Terminator w/ heavy weapon can replace its Incinerator with Psilencer or Psycannon.

KEYWORDS: Infantry, Psyker, Terminator, Grenades, Imperium, Ordo Malleus, Requisitioned, Grey Knights Terminator Squad
FACTION KEYWORDS: Agents of the Imperium

GREY KNIGHTS TERMINATOR SQUAD

175 PTS

TERMINATOR JUSTICAR

M	T	Sv	W	LD	OC
5"	6	2+	3	6+	2

INVULNERABLE SAVE 4+

FACTION 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.

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Infantry, Psyker, Terminator, Grenades, Imperium, Ordo Malleus, Requisitioned, Grey Knights Terminator Squad
FACTION KEYWORDS: Agents of the Imperium

IMPERIAL NAVY BREACHERS

90 PTS

NAVIS SERGEANT-AT-ARMS

M	T	Sv	W	LD	OC
6"	3	4+	1	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	4+	3	0	1
Bolt pistol PISTOL	12"	1	4+	4	0	1
Demolition charge ASSAULT BLAST HAZARDOUS ONE SHOT	6"	D6	5+	9	-2	2
Meltagun MELTA 2	12"	1	4+	9	-4	D6
Navis heavy shotgun ASSAULT	12"	4	4+	4	0	1
Navis las-volley	18"	4	4+	6	0	1
Navis shotgun ASSAULT	12"	2	4+	4	0	1
➤ Plasma gun - standard RAPID FIRE 1	24"	1	4+	7	-1	1
➤ Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	4+	8	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainfist ANTI-VEHICLE 3+	Melee	1	5+	6	-2	2
Chainsword	Melee	3	4+	3	0	1
Close combat weapon	Melee	1	4+	3	0	1
Power weapon	Melee	2	4+	4	-2	1

ABILITIES

Breaching Team
Each time a model in this unit makes an attack, re-roll a Wound roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the Wound roll instead.

CAT Unit
Once per battle, when this unit is selected to shoot, until the end of the phase, ranged weapons equipped by this unit gain the [Ignores Cover] ability.

Endurant shield
The bearer has a 4+ invulnerable save.

Gheistskull
Once per battle, when you select this unit as the target of the Grenade Stratagem, you can target one enemy unit visible to and within 18" of this unit that is not within Engagement Range of any units from your army, instead of one within 8".

WEAPON ABILITIES

AUFSTELLUNG

1x Navis Sergeant-at-Arms - Equipped with: Close combat weapon, Navis shotgun, Chainsword, Autopistol, Bolt pistol, Power weapon

9x Navis Armsman w/ heavy shotgun oder Navis Armsman w/ special weapon oder Navis Armsman w/ power weapon oder Navis Armsman oder Navis Armsman w/ chainfist

Basegrößen: 25mm, Navis las-volley, endurant shield 28.5mm

Wargear Options:
- Each Navis Sergeant-at-Arms can replace its Navis shotgun with Autopistol and chainsword or Bolt ...tol and power weapon.
- ...avis Armsman w... ...replac...

KEYWORDS: Infantry, Grenades, Imperium, Retinue, Imperial Navy Breachers, Battleline, Smoke, Voidfarers
FACTION KEYWORDS: Agents of the Imperium

IMPERIAL NAVY BREACHERS

90 PTS

NAVIS SERGEANT-AT-ARMS

M	T	Sv	W	LD	OC
6"	3	4+	1	7+	2

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).*

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.

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.*

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

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.

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).*

KEYWORDS: Infantry, Grenades, Imperium, Retinue, Imperial Navy Breachers, Battleline, Smoke, Voidfarers
FACTION KEYWORDS: Agents of the Imperium

IMPERIAL RHINO

65 PTS

M	T	Sv	W	LD	OC
12"	9	3+	10	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

Self-repair
At the start of your Command phase, this model regains 1 lost wound.

TRANSPORT

Imperial Rhino
This model has a transport capacity of 12 AGENTS OF THE IMPERIUM INFANTRY models. It cannot transport TERMINATOR or OFFICIO ASSASSINORUM models.

WEAPON ABILITIES

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

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).

FACTION 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.

AUFSTELLUNG

1x Imperial Rhino (Hull)

Equipped with: Hunter-killer missile, Storm bolter, Armoured tracks

KEYWORDS: Dedicated Transport, Vehicle, Smoke, Transport, Imperium, Imperial Rhino, Frame
FACTION KEYWORDS: Agents of the Imperium

IMPERIAL RHINO

65 PTS

M	T	Sv	W	LD	OC
12"	9	3+	10	6+	2

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Firing Deck 2

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [**ONE SHOT**] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

KEYWORDS: Dedicated Transport, Vehicle, Smoke, Transport, Imperium, Imperial Rhino, Frame
FACTION KEYWORDS: Agents of the Imperium

INDOMITOR KILL TEAM [LEGENDS]

120–240 PTS

M	T	Sv	W	LD	OC
5"	6	3+	3	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault bolters ASSAULT PISTOL SUSTAINED HITS 2 TWIN-LINKED	18"	3	3+	5	-1	2
Auto boltstorm gauntlets TWIN-LINKED	18"	3	3+	4	0	1
Bolt pistol PISTOL	12"	1	3+	4	0	1
Flamestorm gauntlets IGNORES COVER TORRENT TWIN-LINKED	12"	D6+1	N/A	4	0	1
Fragstorm grenade launcher BLAST	18"	D6	3+	4	0	1
Heavy Bolter ASSAULT HEAVY SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy bolt rifle ASSAULT HEAVY	30"	2	3+	5	-1	1
Melta rifle HEAVY MELTA 2	18"	1	3+	9	-4	D6
Multi-melta HEAVY MELTA 2	18"	2	4+	9	-4	D6
➤ Plasma exterminators - Standard ASSAULT PISTOL TWIN-LINKED	18"	2	3+	7	-2	2
➤ Plasma exterminators - Supercharge ASSAULT HAZARDOUS PISTOL TWIN-LINKED	18"	2	3+	8	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Power fists TWIN-LINKED	Melee	3	4+	8	-2	2

ABILITIES

Attached Unit
If a CHARACTER unit from your army can be attached to a DEATHWATCH KILL TEAM, it can be attached to this unit instead.

Indomitor Doctrines
Each time a model in this unit makes an attack, add 1 to the Hit roll if this unit is below its Starting Strength, and add 1 to the Wound roll as well if this unit is Below Half-strength.

Jump pack
The bearer has a Move characteristic of 10" and can move over models and terrain features as if they were not there.

AUFSTELLUNG

5-10x Kill Team Heavy Intercessor oder Kill Team Heavy Intercessor w/ Heavy Bolter

2x Kill Team Heavy Intercessor w/ power fists & flamestorm gauntlets oder Kill Team Heavy Intercessor w/ power fists & auto boltstorm gauntlets oder Kill Team Heavy Intercessor w/ melta rifle oder Kill Team Heavy Intercessor w/ Multi-melta oder Kill Team Heavy Intercessor w/ jump pack & assault bolters oder Kill Team Heavy Intercessor w/ jump pack & plasma exterminators

Equipped with: Assault bolters, Auto boltstorm gauntlets, Bolt pistol, [illegible]estorm gauntlets, Fragstor[illegible] [illegible]auncher, Heavy B[illegible] [illegible]a, Melta[illegible]

KEYWORDS: Infantry, Grenades, Imperium, Indomitor Kill Team, Deathwatch
FACTION KEYWORDS: -

INDOMITOR KILL TEAM [LEGENDS]

120–240 PTS

M	T	Sv	W	LD	OC
5"	6	3+	3	6+	1

TRANSPORT

Indomitor Kill Team
This unit cannot embark within an IMPERIAL RHINO.

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

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).

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.

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.

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

KEYWORDS: Infantry, Grenades, Imperium, Indomitor Kill Team, Deathwatch
FACTION KEYWORDS: -

INQUISITOR

55 PTS

M	T	Sv	W	LD	OC
6"	3	4+	4	6+	1

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	-2	1
Psychic Shock Wave DEVASTATING WOUNDS PSYCHIC TORRENT	18"	2D6	N/A	3	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon PSYCHIC	Melee	4	3+	5	-2	D3
Inquisitorial melee weapon	Melee	5	3+	4	-2	1

ABILITIES

CORE - Leader

Authority of the Inquisition
While this model is leading a unit, it can embark within any Transport that its Bodyguard unit can embark within.

Blessed Wardings
While this model is leading a unit, models in that unit have a 6+ invulnerable save.

Power of the Rosette
Each time you target this model's unit with a Stratagem, roll one D6: on a 3+, you gain 1CP.

Psychic gifts
The bearer has the PSYKER keyword.

Leader
This model can be attached to the following units: AQUILA KILL TEAM, BATTLELINE IMPERIUM INFANTRY, EXACTION SQUAD, GREY KNIGHTS TERMINATOR SQUAD, IMPERIAL NAVY BREACHERS, INQUISITORIAL AGENTS, SANCTIFIERS, SISTERS OF BATTLE SQUAD, SUBDUCTOR SQUAD, VIGILANT SQUAD

WEAPON ABILITIES

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+.*

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.*

AUFSTELLUNG

1x Inquisitor (32mm)

Equipped with: Bolt pistol, Combi-weapon, Psychic Shock Wave, Force weapon, Inquisitorial melee weapon

Wargear Options:
- This model can replace its Inquisitorial melee weapon with Force weapon.
- This model can replace its Bolt pistol with Combi-weapon.
- This model can replace its Blessed wardings with Psychic gifts.

KEYWORDS: Infantry, Character, Grenades, Imperium, Inquisitor, Leader
FACTION KEYWORDS: Agents of the Imperium

INQUISITOR

55 PTS

M	T	Sv	W	LD	OC
6"	3	4+	4	6+	1

INVULNERABLE SAVE 5+

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.

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).*

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

FACTION 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.

CORE RULES

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.

KEYWORDS: Infantry, Character, Grenades, Imperium, Inquisitor, Leader
FACTION KEYWORDS: Agents of the Imperium

INQUISITOR COTEAZ

75 PTS

M	T	Sv	W	LD	OC
6"	3	2+	4	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
Psychic Blast ANTI-DAEMON 4+ ANTI-INFANTRY 5+ DEVASTATING WOUNDS PSYCHIC	18"	D6	3+	3	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Nemesis daemon hammer PSYCHIC	Melee	3	3+	9	-3	3

ABILITIES

CORE - Leader

Authority of the Inquisition
While this model is leading a unit, it can embark within any Transport that its Bodyguard unit can embark within.

Glovodan Psyber-eagle
In your Command phase, you can select one enemy unit within 18" of the bearer. Until the start of your next Command phase, that unit cannot have the Benefit of Cover.

Malefic Wardings (Psychic)
While this model is leading a unit, models in that unit have a 6+ invulnerable save, and 4+ invulnerable save against **Psychic** Attacks and attacks made by DAEMON models.

Spy Network
Each time your opponent gains a CP as the result of an ability, roll one D6: on a 2+, you also gain 1CP.

Leader
This model can be attached to the following units: BATTLELINE IMPERIUM INFANTRY, EXACTION SQUAD, GREY KNIGHTS TERMINATOR SQUAD, IMPERIAL NAVY BREACHERS, INQUISITORIAL AGENTS, SUBDUCTOR SQUAD, VIGILANT SQUAD

WEAPON ABILITIES

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+.*

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.*

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.

AUFSTELLUNG

1x Inquisitor Coteaz (40mm)

Equipped with: Bolt pistol, Psychic Blast, Nemesis daemon hammer

KEYWORDS: Infantry, Character, Epic Hero, Psyker, Imperium, Inquisitor, Coteaz, Ordo Malleus, Leader
FACTION KEYWORDS: Agents of the Imperium

INQUISITOR COTEAZ

75 PTS

M	T	Sv	W	LD	OC
6"	3	2+	4	6+	1

INVULNERABLE SAVE 4+

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).

FACTION 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.

CORE RULES

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.

KEYWORDS: Infantry, Character, Epic Hero, Psyker, Imperium, Inquisitor, Coteaz, Ordo Malleus, Leader
FACTION KEYWORDS: Agents of the Imperium

INQUISITOR DRAXUS

75 PTS

M	T	Sv	W	LD	OC
6"	3	3+	4	6+	1

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dirgesinger ANTI-INFANTRY 4+ ASSAULT DEVASTATING WOUNDS	18"	4	3+	4	0	2
Psychic Tempest PSYCHIC SUSTAINED HITS 2	18"	6	3+	6	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power fist	Melee	3	3+	6	-2	2

ABILITIES

CORE - Leader

Authority of the Inquisition
While this model is leading a unit, it can embark within any Transport that its Bodyguard unit can embark within.

Psychic Veil (Psychic)
In your Command phase, this PSYKER can use this ability. If it does, roll one D6: on a 1, this PSYKER's unit suffers D3 mortal wounds; on a 2+, until the start of your next Command phase, this PSYKER's unit can only be selected as the target of a ranged attack if the attacking model is within 18".

Xenos Hunter
While this model is leading a unit, each time a model in that unit makes an attack that targets an enemy unit that does not have the IMPERIUM or CHAOS keywords, add 1 to the Hit roll.

Leader
This model can be attached to the following units: AQUILA KILL TEAM, BATTLELINE IMPERIUM INFANTRY, EXACTION SQUAD, IMPERIAL NAVY BREACHERS, INQUISITORIAL AGENTS, SUBDUCTOR SQUAD, VIGILANT SQUAD

WEAPON ABILITIES

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).

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.*

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).

AUFSTELLUNG

1x Inquisitor Draxus (32mm)

Equipped with: Dirgesinger, Psychic Tempest, Power fist

KEYWORDS: Infantry, Character, Epic Hero, Psyker, Grenades, Imperium, Inquisitor, Draxus, Ordo Xenos, Leader
FACTION KEYWORDS: Agents of the Imperium

INQUISITOR DRAXUS

75 PTS

M	T	Sv	W	LD	OC
6"	3	3+	4	6+	1

INVULNERABLE SAVE 5+

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).*

FACTION 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.

CORE RULES

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.

KEYWORDS: Infantry, Character, Epic Hero, Psyker, Grenades, Imperium, Inquisitor, Draxus, Ordo Xenos, Leader
FACTION KEYWORDS: Agents of the Imperium

INQUISITOR EISENHORN [LEGENDS]

65 PTS

M	T	Sv	W	LD	OC
6"	3	4+	4	6+	1

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Artificer bolt pistol	12"	4	3+	4	0	2
Mind Assault DEVASTATING WOUNDS PRECISION PSYCHIC SUSTAINED HITS 1	18"	2	3+	5	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Runestaff and Barbarisater PSYCHIC	Melee	5	3+	6	-2	2

ABILITIES

CORE - Leader

Authority of the Inquisition
While this model is leading a unit, it can embark within any Transport that its Bodyguard unit can embark within.

Dominate Will (Psychic)
At the start of your opponent's Shooting phase, select one enemy INFANTRY unit that is within 12" of and visible to this model and roll one D6: on a 1, this model suffers D3 mortal wounds; on a 2-5, until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll; on a 6, until the end of the phase, that unit is not eligible to shoot.

Malus Codicium
While this model is leading a unit, double the Attacks characteristic of weapons equipped by Daemonhost models in that unit.

Leader
This model can be attached to the following units: DAEMONHOST, DEATHWATCH KILL TEAM, DEATHWATCH TERMINATOR SQUAD, EXACTION SQUAD, FORTIS KILL TEAM, IMPERIAL NAVY BREACHERS, INDOMITOR KILL TEAM, INQUISITORIAL AGENTS, PROTEUS KILL TEAM, SPECTRUS KILL TEAM, SUBDUCTOR SQUAD, VIGILANT SQUAD

WEAPON ABILITIES

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.

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).

AUFSTELLUNG

1x Inquisitor Eisenhorn [Legends]

Equipped with: Artificer bolt pistol, Mind Assault, Runestaff and Barbarisater

KEYWORDS: Infantry, Character, Epic Hero, Psyker, Grenades, Imperium, Inquisitor, Eisenhorn, Ordo Xenos, Leader
FACTION KEYWORDS: Agents of the Imperium

INQUISITOR EISENHORN [LEGENDS]

65 PTS

M	T	Sv	W	LD	OC
6"	3	4+	4	6+	1

INVULNERABLE SAVE 5+

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).*

FACTION 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.

CORE RULES

Feel No Pain 6+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

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.

KEYWORDS: Infantry, Character, Epic Hero, Psyker, Grenades, Imperium, Inquisitor, Eisenhorn, Ordo Xenos, Leader
FACTION KEYWORDS: Agents of the Imperium

INQUISITOR GREYFAX

65 PTS

M	T	Sv	W	LD	OC
6"	3	3+	4	6+	1

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Castigation ANTI-CHARACTER 4+ DEVASTATING WOUNDS PRECISION PSYCHIC	18"	1	3+	8	-2	3
Condemnor stake ANTI-PSYKER 2+ DEVASTATING WOUNDS PRECISION RAPID FIRE 1	24"	1	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted power sword	Melee	4	3+	4	-2	2

ABILITIES

CORE - Leader

Authority of the Inquisition
While this model is leading a unit, it can embark within any Transport that its Bodyguard unit can embark within.

No Mercy
While this model is leading a unit, each time a model in that unit makes an attack that targets a unit that is Below Half-strength, add 1 to the Hit roll.

Psyoculum
While this model is leading a unit, ranged weapons equipped by models in that unit have the [ANTI-PSYKER 4+] ability.

Leader
This model can be attached to the following units: BATTLELINE IMPERIUM INFANTRY, EXACTION SQUAD, IMPERIAL NAVY BREACHERS, INQUISITORIAL AGENTS, SANCTIFIERS, SISTERS OF BATTLE SQUAD, SUBDUCTOR SQUAD, VIGILANT SQUAD

WEAPON ABILITIES

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+.

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.

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.

AUFSTELLUNG

1x Inquisitor Greyfax (32mm)

Equipped with: Castigation, Condemnor stake, Master-crafted power sword

KEYWORDS: Infantry, Character, Epic Hero, Psyker, Grenades, Imperium, Inquisitor, Greyfax, Ordo Hereticus, Leader
FACTION KEYWORDS: Agents of the Imperium

INQUISITOR GREYFAX

65 PTS

M	T	Sv	W	LD	OC
6"	3	3+	4	6+	1

INVULNERABLE SAVE 5+

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).*

FACTION 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.

CORE RULES

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.

KEYWORDS: Infantry, Character, Epic Hero, Psyker, Grenades, Imperium, Inquisitor, Greyfax, Ordo Hereticus, Leader
FACTION KEYWORDS: Agents of the Imperium

INQUISITOR KARAMAZOV [LEGENDS]

140 PTS

M	T	Sv	W	LD	OC
8"	9	3+	10	6+	3

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Master-crafted multi-melta MELTA 3	18"	3	3+	10	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted power sword	Melee	6	3+	6	-2	2

ABILITIES

Throne of Judgement (Aura)
While a friendly unit is within 6" of this model, improve the Leadership characteristic of models in that unit by 1. While an enemy unit is within 6" of this model, worsen the Leadership characteristic of models in that unit by 1.

Unsubtle Crusader
At the start of the Declare Battle Formations step, you can select up to 3 Agents of the Imperium Infantry units from your army, or one Imperium Battleline unit from your army - those units gain the Scouts 6" ability.

WEAPON ABILITIES

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.*

FACTION 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.

AUFSTELLUNG

1x Inquisitor Karamazov [Legends]

Equipped with: Master-crafted multi-melta, Master-crafted power sword

KEYWORDS: Vehicle, Walker, Character, Epic Hero, Imperium, Inquisitor, Karamazov, Ordo Hereticus
FACTION KEYWORDS: Agents of the Imperium

INQUISITOR KARAMAZOV [LEGENDS]

140 PTS

M	T	Sv	W	LD	OC
8"	9	3+	10	6+	3

INVULNERABLE SAVE 4+

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Walker, Character, Epic Hero, Imperium, Inquisitor, Karamazov, Ordo Hereticus
FACTION KEYWORDS: Agents of the Imperium

INQUISITOR KROYLE

100 PTS

M	T	Sv	W	LD	OC
12"	4	3+	6	6+	2

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Jindarii tox-cycler ANTI-MONSTER 2+ HEAVY PRECISION	36"	1	2+	6	-2	2
Stubcarbine PISTOL	12"	2	2+	5	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Butcher blade	Melee	5	3+	4	-2	1
Garralisk's claws and teeth EXTRA ATTACKS	Melee	4	4+	5	-1	1

ABILITIES

On My Signal, Fire!
After this unit has shot, you can select one enemy unit hit by those attacks. Until the end of the phase, each time an Agents of the Imperium or Imperium Infantry Battleline model from your army makes an attack that targets that enemy unit, you can re-roll the Hit roll.

Tox-cycler
In your Shooting phase, after this unit has shot, if this model scored a hit with its Jindarii tox-cycler, until the end of the battle, add 2 to the Strength and Damage characteristics of that weapon (to a maximum Damage characteristic of 6).

WEAPON ABILITIES

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+.*

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.
- One of that model's other melee weapons, if possible.

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.

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.

AUFSTELLUNG

1x Inquisitor Kroyle (60mm)

Equipped with: Jindarii tox-cycler, Stubcarbine, Butcher blade, Garralisk's claws and teeth

KEYWORDS: Mounted, Character, Epic Hero, Imperium, Grenades, Ordo Xenos, Inquisitor, Kroyle, Leader
FACTION KEYWORDS: Agents of the Imperium

INQUISITOR KROYLE

100 PTS

M	T	Sv	W	LD	OC
12"	4	3+	6	6+	2

INVULNERABLE SAVE 4+

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.

FACTION 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.

CORE RULES

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 unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

Scouts 6"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Mounted, Character, Epic Hero, Imperium, Grenades, Ordo Xenos, Inquisitor, Kroyle, Leader
FACTION KEYWORDS: Agents of the Imperium

INQUISITOR OSTROMANDEUS [LEGENDS]

65 PTS

INQUISITOR OSTROMANDEUS

M	T	Sv	W	LD	OC
6"	3	3+	4	6+	1

INVULNERABLE SAVE 5+

STENTOR-I-52

M	T	Sv	W	LD	OC
6"	3	3+	3	8+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Inferno pistol MELTA 2 PISTOL	6"	1	3+	8	-4	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hydraulic vox-ram	Melee	3	4+	6	-2	2
Power sword	Melee	5	3+	4	-2	1

ABILITIES

CORE - Leader

Authority of the Inquisition
While this model is leading a unit, it can embark within any Transport that its Bodyguard unit can embark within.

Vox-skull
Once per battle, at the start of any phase, you can select one enemy unit (excluding Monsters and Vehicles) within 12" of the bearer. That unit must take a Battle-shock test; if that test is failed, until the end of your next turn, that unit cannot have the Benefit of Cover.

Designer's Note: *Place a vox-skull token next to the unit, removing it once this ability has been used.*

Vox-cast Proclamations (Aura)
Each time your opponent targets a unit from their army with a Stratagem, if that unit is within 12" of this unit's Inquisitor Ostromandeus model, increase the cost of that use of that Stratagem by 1CP.

Ward Against the Malefic Arts
While this unit is leading a unit, each time a Psychic Attack targets that unit, subtract 1 from the Hit roll and subtract 1 from the Wound roll.

Leader
This model can be attached to the following units: EXACTION SQUAD, IMPERIAL NAVY BREACHERS, INQUISITORIAL AGENTS, SISTERS OF BATTLE SQUAD, SUBDUCTOR SQUAD, VIGILANT SQUAD

AUFSTELLUNG

1x Inquisitor Ostromandeus - Equipped with: Inferno pistol, Power sword

1x Stentor-I-52 - Equipped with: Hydraulic vox-ram

KEYWORDS: Epic Hero, Infantry, Imperium, Grenades, Character, Inquisitor, Ostromandeus, Leader
FACTION KEYWORDS: Agents of the Imperium

INQUISITOR OSTROMANDEUS [LEGENDS]

65 PTS

INQUISITOR OSTROMANDEUS

M	T	Sv	W	LD	OC
6"	3	3+	4	6+	1

INVULNERABLE SAVE 5+

STENTOR-I-52

M	T	Sv	W	LD	OC
6"	3	3+	3	8+	1

WEAPON ABILITIES

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.

FACTION 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.

CORE RULES

Feel No Pain 4+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

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.

KEYWORDS: Epic Hero, Infantry, Imperium, Grenades, Character, Inquisitor, Ostromandeus, Leader
FACTION KEYWORDS: Agents of the Imperium

INQUISITOR IN TERMINATOR ARMOUR [LEGENDS]

70 PTS

M	T	Sv	W	LD	OC
5"	4	2+	5	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	-2	1
Psycannon PSYCHIC	24"	3	3+	8	-1	2
Psychic shock wave DEVASTATING WOUNDS PSYCHIC TORRENT	18"	2D6	N/A	3	-2	1
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon PSYCHIC	Melee	4	3+	5	-2	D3
Inquisitorial melee weapon	Melee	5	3+	4	-2	1

ABILITIES

CORE - Leader

Authority of the Inquisition
While this model is leading a unit, it can embark within any Transport that its Bodyguard unit can embark within.

Blessed Wardings
While this model is leading a unit, models in that unit have a 6+ invulnerable save.

Power of the Rosette
Each time you target this model's unit with a Stratagem, roll one D6: on a 3+, you gain 1CP.

Psychic Gifts
The bearer has the PSYKER keyword.

Leader
This model can be attached to the following units: DEATHWATCH KILL TEAM, DEATHWATCH TERMINATOR SQUAD, EXACTION SQUAD, FORTIS KILL TEAM, GREY KNIGHTS TERMINATOR SQUAD, IMPERIAL NAVY BREACHERS, INDOMITOR KILL TEAM, INQUISITORIAL AGENTS, PROTEUS KILL TEAM, SISTERS OF BATTLE SQUAD, SPECTRUS KILL TEAM, SUBDUCTOR SQUAD, VIGILANT SQUAD

WEAPON ABILITIES

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+.*

AUFSTELLUNG

1x Inquisitor in Terminator Armour [Legends]

Equipped with: Combi-weapon, Psycannon, Psychic shock wave, Storm bolter, Force weapon, Inquisitorial melee weapon

Wargear Options:
- This model can replace its Inquisitorial melee weapon with Force weapon.
- This model can replace its Storm bolter with Combi-weapon or Psycannon.
- This model can replace its Blessed wardings with Psychic gifts.

KEYWORDS: Infantry, Character, Grenades, Terminator, Imperium, Inquisitor, Leader
FACTION KEYWORDS: Agents of the Imperium

INQUISITOR IN TERMINATOR ARMOUR [LEGENDS]

70 PTS

M	T	Sv	W	LD	OC
5"	4	2+	5	6+	1

INVULNERABLE SAVE 4+

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.*

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).*

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

FACTION 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.

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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.

KEYWORDS: Infantry, Character, Grenades, Terminator, Imperium, Inquisitor, Leader
FACTION KEYWORDS: Agents of the Imperium

INQUISITORIAL AGENTS

50 PTS

M	T	Sv	W	LD	OC
6"	3	5+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Agent firearm PISTOL	12"	1	3+	4	-1	1
Heavy bolter HEAVY SUSTAINED HITS 1	36"	3	4+	5	-1	2
Multi-melta HEAVY MELTA 2	18"	2	4+	9	-4	D6
➤ Plasma cannon - standard BLAST HEAVY	36"	D3	4+	7	-1	1
➤ Plasma cannon - supercharge BLAST HAZARDOUS HEAVY	36"	D3	4+	8	-2	2
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-1	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Agent melee weapon	Melee	3	3+	3	0	1
Eviscerator DEVASTATING WOUNDS	Melee	2	3+	6	-2	2
Mystic stave ANTI-INFANTRY 4+ PSYCHIC	Melee	2	3+	5	-1	D3

ABILITIES

Inquisitorial Henchmen
If your Army Faction is not AGENTS OF THE IMPERIUM, then for each INQUISITOR unit you include in your army, you can include one INQUISITORIAL AGENTS unit in your army that does not count towards the number of RETINUE units your army can include.

Loyal Henchmen
While an INQUISITOR model is leading this unit, each time an attack targets this unit, subtract 1 from the Wound roll.

Tome-skull
Once per battle for each Tome-skull this unit is equipped with, at the start of any phase, you can select one other friendly AGENTS OF THE IMPERIUM unit that is Battle-shocked and within 6" of this unit or one enemy unit within 6" of this unit. If you select a friendly unit, that unit is no longer Battle-shocked. If you select an enemy unit, it must take a Battle-shock test.

WEAPON ABILITIES

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+.*

AUFSTELLUNG

5x Agent oder Agent w/ plasma pistol oder Agent w/ eviscerator oder Agent w/ mystic stave

1x Servitor w/ heavy bolter oder Servitor w/ multi-melta oder Servitor w/ plasma cannon

Basegrößen: 25mm, Gun Servitors 32mm

Equipped with: Agent firearm, Heavy bolter, Multi-melta, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Agent melee weapon, Eviscerator, Mystic stave

KEYWORDS: Infantry, Grenades, Imperium, Retinue, Inquisitorial Agents
FACTION KEYWORDS: Agents of the Imperium

INQUISITORIAL AGENTS

50 PTS

M	T	Sv	W	LD	OC
6"	3	5+	1	7+	1

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.

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.

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).

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).*

KEYWORDS: Infantry, Grenades, Imperium, Retinue, Inquisitorial Agents
FACTION KEYWORDS: Agents of the Imperium

INQUISITORIAL CHIMERA

60 PTS

M	T	Sv	W	LD	OC
10"	9	3+	11	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Lasgun array RAPID FIRE 6	24"	6	4+	3	0	1
Multi-laser	36"	4	4+	6	0	1
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

Rapid Deployment
Units can disembark from this TRANSPORT after it has Advanced. Units that do so count as having made a Normal move that phase, and cannot declare a charge in the same turn, but can otherwise act normally.

TRANSPORT

Inquisitorial Chimera
This model has a transport capacity of 13 INQUISITOR INFANTRY and INQUISITORIAL AGENT models. It cannot transport TERMINATOR models.

WEAPON ABILITIES

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).

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

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).

AUFSTELLUNG

1x Inquisitorial Chimera (Hull)

Equipped with: Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Lasgun array, Multi-laser, Storm bolter, Armoured tracks

Wargear Options:
- This model can replace its Heavy bolter with Heavy flamer.
- This model can be equipped with one of: Storm bolter, Heavy stubber.
- This model can replace its Multi-laser with Heavy bolter or Heavy flamer.

KEYWORDS: Dedicated Transport, Vehicle, Smoke, Transport, Imperium, Inquisitorial Chimera, Frame
FACTION KEYWORDS: Agents of the Imperium

INQUISITORIAL CHIMERA

60 PTS

M	T	Sv	W	LD	OC
10"	9	3+	11	7+	2

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.

FACTION 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.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Firing Deck 2
This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).

2. For each selected model, select one of its ranged weapons (excluding [**ONE SHOT**] weapons).

3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.

4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

KEYWORDS: Dedicated Transport, Vehicle, Smoke, Transport, Imperium, Inquisitorial Chimera, Frame
FACTION KEYWORDS: Agents of the Imperium

JANUS DRAIK [LEGENDS]

40 PTS

M	T	Sv	W	LD	OC
6"	3	4+	4	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heirloom pistol ANTI-INFANTRY 4+ PISTOL	12"	1	3+	4	-1	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Monomolecular rapier SUSTAINED HITS 1	Melee	4	3+	3	-2	1

ABILITIES

CORE - Leader

Backroom Deals
If your army contains one or more units with this ability, during the Declare Battle Formations step, select one of those units. While the selected unit is leading a unit, models in that unit have the Infiltrators ability.

Warrant of Trade
If your army includes one or more units with this ability, after both players have deployed their armies, select up to D3 Imperium Battleline units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

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

WEAPON ABILITIES

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+.*

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.

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).*

AUFSTELLUNG

1x Janus Draik [Legends]

Equipped with: Heirloom pistol, Monomolecular rapier

KEYWORDS: Infantry, Character, Epic Hero, Grenades, Imperium, Janus Draik, Voidfarer Character, Voidfarers, Leader
FACTION KEYWORDS: Agents of the Imperium

JANUS DRAIK [LEGENDS]

40 PTS

M	T	Sv	W	LD	OC
6"	3	4+	4	6+	1

INVULNERABLE SAVE 4+

FACTION 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.

CORE RULES

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

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.

KEYWORDS: Infantry, Character, Epic Hero, Grenades, Imperium, Janus Draik, Voidfarer Character, Voidfarers, Leader
FACTION KEYWORDS: Agents of the Imperium

JOKAERO WEAPONSMITH [LEGENDS]

30 PTS

M	T	Sv	W	LD	OC
6"	3	5+	2	7+	0

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Jokaero weapons - focused	24"	1	4+	10	-1	3
Jokaero weapons - scattered TORRENT	12"	D6	N/A	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	5+	4	0	1

ABILITIES

CORE - Leader

A Weaponsmith, Not a Warlord
This model cannot be selected to be your Warlord. While an INQUISITOR model is leading a unit that includes one or more JOKAERO WEAPONSMITH models, the Objective Control characteristic of JOKAERO WEAPONSMITH models in that unit is 1.

Inconceivable Augmentation
While this model is leading a unit, ranged weapons equipped by models in that unit have the [LETHAL HITS] ability.

Inquisitorial Agent
If your Army Faction is not AGENTS OF THE IMPERIUM, then for each unique pairing of 1 INQUISITORIAL AGENTS unit and 1 JOKAERO WEAPONSMITH unit occuring in your army, increase the maximum number of CHARACTER units permitted in your army by 1.

Leader
This model can be attached to the following units: INQUISITORIAL AGENTS

WEAPON ABILITIES

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

CORE RULES

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.

AUFSTELLUNG

1x Jokaero Weaponsmith [Legends]

Equipped with: Jokaero weapons - focused, Jokaero weapons - scattered, Close combat weapon

KEYWORDS: Infantry, Imperium, Character, Jokaero Weaponsmith, Leader
FACTION KEYWORDS: Agents of the Imperium

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Deathwatch twin boltgun	24"	4	3+	4	0	1
Frag cannon BLAST HEAVY RAPID FIRE D3	18"	D3	4+	7	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Long Vigil ranged weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Psychic Cleanse PSYCHIC	24"	D6	3+	5	-1	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Artificer crozius	Melee	5	2+	6	-1	2
Close combat weapon	Melee	3	3+	5	-2	1
Force weapon PSYCHIC	Melee	5	2+	5	-3	D3
Long Vigil melee weapon	Melee	3	3+	5	-2	1
Power fist	Melee	3	3+	8	-2	2
Twin lightning claws TWIN-LINKED	Melee	4	3+	5	-2	1

ABILITIES

Catechism of Death
While this unit contains Chaplain Cassius, melee weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.

Jump Pack
The bearer has a Move characteristic of 12" and can move over models and terrain as if they were not there.

Psychic Hood
Models in the bearer's unit have the Feel No Pain 4+ ability against Psychic Attacks.

Unflinching
You can re-roll Battle-shock tests for this unit.

WEAPON ABILITIES

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+.

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).

AUFSTELLUNG

1x Chaplain Cassius - Equipped with: Bolt pistol, Artificer crozius

1x Vael Donatus - Equipped with: Bolt pistol, Boltgun, Close combat weapon

1x Zameon Gydrael - Equipped with: Long Vigil ranged weapon, Long Vigil melee weapon

1x Rodricus Grytt - Equipped with: Bolt pistol, Close combat weapon, Frag cannon

1x Antor Delassio - Equipped with: Long Vigil ranged weapon, Long Vigil melee weapon

1x Edryc Setorax - Equipped with: Twin lightning claws

1x [illegible]ensus Natorian - Equipped [illegible]lt pistol, Psychic C[illegible]

Chaplain Cassius KEYWORDS: Epic Hero, Character
KEYWORDS: Infantry, Grenades, Imperium, Kill Team Cassius, Deathwatch, Ordo Xenos, Kill Team
FACTION KEYWORDS: Agents of the Imperium

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.*

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).

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.

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).*

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

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Chaplain Cassius KEYWORDS: Epic Hero, Character
KEYWORDS: Infantry, Grenades, Imperium, Kill Team Cassius, Deathwatch, Ordo Xenos, Kill Team
FACTION KEYWORDS: Agents of the Imperium

MARTIAL AGENT [CRUCIBLE]

60 PTS

M	T	Sv	W	LD	OC
6"	3	4+	4	6+	1

INVULNERABLE SAVE 5+

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

AUFSTELLUNG

1x Martial 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 - [illegible]charge, ➤ Plasma pistol - [illegible], ➤ Plasma pistol - [illegible] Chainfist

KEYWORDS: Infantry, Character, Grenades, Imperium, Martial Agent, Crucible, Leader
FACTION KEYWORDS: Agents of the Imperium

MARTIAL AGENT [CRUCIBLE]

60 PTS

M	T	Sv	W	LD	OC
6"	3	4+	4	6+	1

INVULNERABLE SAVE 5+

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

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader

KEYWORDS: Infantry, Character, Grenades, Imperium, Martial Agent, Crucible, Leader
FACTION KEYWORDS: Agents of the Imperium

MARTIAL AGENT [CRUCIBLE]

60 PTS

M	T	Sv	W	LD	OC
6"	3	4+	4	6+	1

INVULNERABLE SAVE 5+

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.

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.

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.

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

WEAPON ABILITIES

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).

KEYWORDS: Infantry, Character, Grenades, Imperium, Martial Agent, Crucible, Leader
FACTION KEYWORDS: Agents of the Imperium

MARTIAL AGENT [CRUCIBLE]

60 PTS

M	T	Sv	W	LD	OC
6"	3	4+	4	6+	1

INVULNERABLE SAVE 5+

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.

FACTION 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.

KEYWORDS: Infantry, Character, Grenades, Imperium, Martial Agent, Crucible, Leader
FACTION KEYWORDS: Agents of the Imperium

MARTIAL AGENT [CRUCIBLE]

60 PTS

M	T	Sv	W	LD	OC
6"	3	4+	4	6+	1

INVULNERABLE SAVE 5+

CORE RULES

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.

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 unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

KEYWORDS: Infantry, Character, Grenades, Imperium, Martial Agent, Crucible, Leader
FACTION KEYWORDS: Agents of the Imperium

MINISTORUM PRIEST

40 PTS

M	T	Sv	W	LD	OC
6"	3	6+	3	7+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Holy Pistol PISTOL	12"	3	4+	4	0	1
Zealot's vindictor IGNORES COVER TORRENT	12"	D6	N/A	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power weapon	Melee	3	4+	4	-2	1
Zealot's vindictor	Melee	3	4+	5	-1	2

ABILITIES

CORE - Support

Holy Hatred
While this model is leading a unit, melee weapons equipped by that unit have the [SUSTAINED HITS 1] ability.

Zealot
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.

Leader
This model can be attached to the following units: EXACTION SQUAD, IMPERIAL NAVY BREACHERS, INQUISITORIAL AGENTS, SANCTIFIERS, SISTERS OF BATTLE SQUAD, SUBDUCTOR SQUAD, VIGILANT SQUAD

WEAPON ABILITIES

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).

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

CORE RULES

Support
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.

AUFSTELLUNG

1x Ministorum Priest (32mm)

Equipped with: Holy Pistol, Zealot's vindictor, Power weapon

Wargear Options:
- This model can replace its Zealot's vindictor with Holy Pistol and Power Weapon.

KEYWORDS: Infantry, Character, Imperium, Ordo Hereticus, Ministorum Priest, Support
FACTION KEYWORDS: Agents of the Imperium

NAVIGATOR

60 PTS

M	T	Sv	W	LD	OC
6"	3	5+	3	7+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Laspistol PISTOL	12"	1	4+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force-orb cane PSYCHIC	Melee	3	4+	6	-1	D3

ABILITIES

CORE - Leader

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.

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.

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

WEAPON ABILITIES

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.

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).

FACTION 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.

AUFSTELLUNG

1x Navigator (32mm)

Equipped with: Laspistol, Force-orb cane

KEYWORDS: Infantry, Character, Psyker, Imperium, Voidfarers, Navigator, Voidfarer Character, Leader
FACTION KEYWORDS: Agents of the Imperium

NAVIGATOR

60 PTS

M	T	Sv	W	LD	OC
6"	3	5+	3	7+	1

INVULNERABLE SAVE 4+

CORE RULES

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.

KEYWORDS: Infantry, Character, Psyker, Imperium, Voidfarers, Navigator, Voidfarer Character, Leader
FACTION KEYWORDS: Agents of the Imperium

NEYAM SHAI MURAD [LEGENDS]

40 PTS

M	T	Sv	W	LD	OC
6"	3	4+	4	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Negotiator pistols PRECISION	12"	4	3+	4	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	3	0	1

ABILITIES

CORE - Leader

Backroom Deals
If your army contains one or more units with this ability, during the Declare Battle Formations step, select one of those units. While the selected unit is leading a unit, models in that unit have the Infiltrators ability.

Warrant of Trade
If your army includes one or more units with this ability, after both players have deployed their armies, select up to D3 Imperium Battleline units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

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

WEAPON ABILITIES

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.

FACTION 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.

AUFSTELLUNG

1x Neyam Shai Murad [Legends]

Equipped with: Negotiator pistols, Close combat weapon

KEYWORDS: Infantry, Character, Epic Hero, Grenades, Imperium, Neyam Shai Murad, Voidfarers, Voidfarer Character, Leader
FACTION KEYWORDS: Agents of the Imperium

NEYAM SHAI MURAD [LEGENDS]

40 PTS

M	T	Sv	W	LD	OC
6"	3	4+	4	6+	1

INVULNERABLE SAVE 4+

CORE RULES

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

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.

KEYWORDS: Infantry, Character, Epic Hero, Grenades, Imperium, Neyam Shai Murad, Voidfarers, Voidfarer Character, Leader
FACTION KEYWORDS: Agents of the Imperium

PROTEUS KILL TEAM [LEGENDS]

160–320 PTS

M	T	Sv	W	LD	OC
12"	5	3+	3	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault cannon DEVASTATING WOUNDS	24"	6	3+	6	0	1
Bolt pistol PISTOL	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Frag Cannon BLAST HEAVY RAPID FIRE D3	18"	D3	4+	7	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Long Vigil ranged weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
Twin boltgun TWIN-LINKED	24"	2	3+	4	0	1
➤ Cyclone missile launcher - frag BLAST	36"	2D6	3+	4	0	1
➤ Cyclone missile launcher - krak	36"	2	3+	9	-2	D6
➤ Infernus heavy bolter - heavy bolter HEAVY SUSTAINED HITS 1	36"	3	4+	5	-1	2
➤ Infernus heavy bolter - heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
➤ Plasma cannon - standard BLAST HEAVY	36"	D3	4+	7	-2	1
➤ Plasma cannon - supercharge BLAST HAZARDOUS HEAVY	36"	D3	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainfist ANTI-VEHICLE 3+	Melee	3	4+	8	-2	2
Close combat weapon	Melee	3	3+	4	0	1
Deathwatch thunder hammer DEVASTATING WOUNDS	Melee	3	4+	10	-2	3
Long Vigil melee weapon	Melee	3	3+	5	-2	1
Power Fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Power weapon	Melee	4	3+	5	-2	1

KEYWORDS: Infantry, Grenades, Imperium, Proteus Kill Team, Deathwatch, Kill Team
FACTION KEYWORDS: -

PROTEUS KILL TEAM [LEGENDS]

160–320 PTS

M	T	Sv	W	LD	OC
12"	5	3+	3	6+	2

Power weapon	Melee	3	3+	5	-2	1
Thunder hammer **DEVASTATING WOUNDS**	Melee	3	4+	8	-2	2
Twin lightning claws **TWIN-LINKED**	Melee	5	3+	5	-2	1

ABILITIES

Astartes shield
The bearer has a 4+ invulnerable save.

Attached Unit
If a CHARACTER from your army with the Leader ability can be attached to a DEATHWATCH KILL TEAM, it can be attached to this unit instead.

Invulnerable Save
4+

Jump Pack
The bearer has a Move characteristic of 12" and can move over models and terrain features as if they were not there.

Proteus Doctrines
Each time a model in this unit makes an attack that targets a unit that is not Below Half-strength, add 1 to the Hit roll.

Storm shield
The bearer has a Wounds characteristic of 4.

WEAPON ABILITIES

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+.*

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.

KEYWORDS: Infantry, Grenades, Imperium, Proteus Kill Team, Deathwatch, Kill Team
FACTION KEYWORDS: -

PROTEUS KILL TEAM [LEGENDS]

160–320 PTS

M	T	Sv	W	LD	OC
12"	5	3+	3	6+	2

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).

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.

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.

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Kill Team
Each time an attack targets this unit, if it contains models with different Toughness characteristics, until the attacking unit has finished making its attacks, use the Toughness characteristic of the majority of the models in that unit when determining what roll is required for that attack to successfully wound. If two or more Toughness characteristics are tied for majority, use the highest value.

For the purposes of determining which models in this unit can embark within a TRANSPORT, Kill Team Terminator models, Kill Team Outrider models, Kill Team Biker models and models equipped with a jump pack each take up the space of 2 models, but can otherwise embark within any TRANSPORT their unit can embark within, even though similar models in other units have the TERMINATOR, MOUNTED or JUMP PACK keywords.

For the purposes of interacting with terrain features, all models in units with this ability are considered Infantry models, even though similar models in other units may have the Mounted or Jump Pack keywords.

Designer's Note: *While the abstractions in the above rule cause some models to behave differently to similar models in other units, they are designed to minimise complicated movement, Transport and Benefit of Cover rules.*

KEYWORDS: Infantry, Grenades, Imperium, Proteus Kill Team, Deathwatch, Kill Team
FACTION KEYWORDS: -

ROGUE TRADER ENTOURAGE

75 PTS

ROGUE TRADER

M	T	Sv	W	LD	OC
6"	3	4+	4	6+	1

INVULNERABLE SAVE 4+

DEATH CULT ASSASSIN

M	T	Sv	W	LD	OC
6"	3	4+	2	7+	1

INVULNERABLE SAVE 4+

LECTRO-MAESTER

M	T	Sv	W	LD	OC
6"	3	4+	2	7+	1

INVULNERABLE SAVE 4+

REJUVENANT ADEPT

M	T	Sv	W	LD	OC
6"	3	4+	2	7+	1

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Rogue Trader - Equipped with: Monomolecular cane-rapier, Household pistol (25mm)

1x Death Cult Assassin - Equipped with: Dartmask, Death Cult power blade (25mm)

1x Lectro-maester - Equipped with: Close combat weapon, Voltaic pistol (25mm)

1x Rejuvenant Adept - Equipped with: Close combat weapon, Laspistol (25mm)

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dartmask ANTI-INFANTRY 2+ PISTOL PRECISION	12"	1	4+	2	-1	D3
Household pistol PISTOL DEVASTATING WOUNDS	12"	2	3+	5	-2	2
Laspistol PISTOL	12"	1	4+	3	0	1
Voltaic pistol PISTOL SUSTAINED HITS 2	12"	3	3+	4	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1
Death Cult power blade PRECISION	Melee	5	2+	4	-2	1
Monomolecular cane-rapier	Melee	4	3+	4	-1	1

ABILITIES

CORE - Leader

Backroom Deals
If your army contains one or more units with this ability, during the Declare Battle Formations step, select one of those units. While the selected unit is leading a unit, models in that unit have the Infiltrators ability.

Healing Serum
At the start of your Command phase, if the bearer's unit is below its Starting Strength, you can return up to D3 destroyed models (excluding CHARACTERS) to the bearer's unit.

Warrant of Trade
If your army contains one or more models with this ability, after both players have deployed their armies, select up to D3 IMPERIUM BATTLELINE units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserve, regardless of how many units are already in Strategic Reserve.

Rogue Trader KEYWORDS: Character
KEYWORDS: Infantry, Character, Grenades, Imperium, Rogue Trader Entourage, Voidfarers, Voidfarer Character, Leader
FACTION KEYWORDS: Agents of the Imperium

ROGUE TRADER ENTOURAGE

75 PTS

ROGUE TRADER

M	T	Sv	W	LD	OC
6"	3	4+	4	6+	1

INVULNERABLE SAVE 4+

DEATH CULT ASSASSIN

M	T	Sv	W	LD	OC
6"	3	4+	2	7+	1

INVULNERABLE SAVE 4+

LECTRO-MAESTER

M	T	Sv	W	LD	OC
6"	3	4+	2	7+	1

INVULNERABLE SAVE 4+

REJUVENANT ADEPT

M	T	Sv	W	LD	OC
6"	3	4+	2	7+	1

INVULNERABLE SAVE 4+

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

WEAPON ABILITIES

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+.*

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.*

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.

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).*

Rogue Trader KEYWORDS: Character
KEYWORDS: Infantry, Character, Grenades, Imperium, Rogue Trader Entourage, Voidfarers, Voidfarer Character, Leader
FACTION KEYWORDS: Agents of the Imperium

ROGUE TRADER ENTOURAGE

75 PTS

ROGUE TRADER

M	T	Sv	W	LD	OC
6"	3	4+	4	6+	1

INVULNERABLE SAVE 4+

DEATH CULT ASSASSIN

M	T	Sv	W	LD	OC
6"	3	4+	2	7+	1

INVULNERABLE SAVE 4+

LECTRO-MAESTER

M	T	Sv	W	LD	OC
6"	3	4+	2	7+	1

INVULNERABLE SAVE 4+

REJUVENANT ADEPT

M	T	Sv	W	LD	OC
6"	3	4+	2	7+	1

INVULNERABLE SAVE 4+

CORE RULES

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.

Rogue Trader KEYWORDS: Character
KEYWORDS: Infantry, Character, Grenades, Imperium, Rogue Trader Entourage, Voidfarers, Voidfarer Character, Leader
FACTION KEYWORDS: Agents of the Imperium

SANCTIFIERS

100 PTS

MIRACULIST

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SALVATIONIST

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

DEATH CULT ASSASSIN

M	T	Sv	W	LD	OC
6"	3	4+	2	7+	1

INVULNERABLE SAVE 4+

MISSIONARY W/ PLASMA GUN

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

MISSIONARY W/ FLAMER

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SANCTIFIER W/ HAND FLAMER

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SANCTIFIER W/ TWO HAND FLAMERS

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SANCTIFIER W/ SIMULACRUM IMPERIALIS

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Miraculist - Equipped with: Holy fire, Burning hands (25mm)

1x Salvationist - Equipped with: Close combat weapon (25mm)

1x Death Cult Assassin - Equipped with: Death Cult blades (25mm)

1x Missionary w/ plasma gun - Equipped with: Sanctifier melee weapon, Holy fire, Meltagun, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge (25mm)

1x Missionary w/ flamer - Equipped with: Sanctifier melee weapon, Ministorum flamer (25mm)

1x Sanctifier w/ hand flamer - Equipped with: Sanctifier m… Ministorum h…

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Holy fire IGNORES COVER ONE SHOT TORRENT	12"	D6	N/A	6	-1	2
Meltagun MELTA 2	12"	1	4+	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
➤ Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1

KEYWORDS: Infantry, Grenades, Imperium, Sanctifiers, Retinue
FACTION KEYWORDS: Agents of the Imperium

SANCTIFIERS

100 PTS

MIRACULIST

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SALVATIONIST

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

DEATH CULT ASSASSIN

M	T	Sv	W	LD	OC
6"	3	4+	2	7+	1

INVULNERABLE SAVE 4+

MISSIONARY W/ PLASMA GUN

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

MISSIONARY W/ FLAMER

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SANCTIFIER W/ HAND FLAMER

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SANCTIFIER W/ TWO HAND FLAMERS

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SANCTIFIER W/ SIMULACRUM IMPERIALIS

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

➤ Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Burning hands DEVASTATING WOUNDS	Melee	1	2+	6	-2	3
Close combat weapon	Melee	2	3+	3	0	1
Death Cult blades PRECISION	Melee	4	2+	4	-2	1
Sanctifier melee weapon	Melee	3	3+	3	0	1

ABILITIES

KEYWORDS: Infantry, Grenades, Imperium, Sanctifiers, Retinue
FACTION KEYWORDS: Agents of the Imperium

SANCTIFIERS

100 PTS

MIRACULIST

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SALVATIONIST

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

DEATH CULT ASSASSIN

M	T	Sv	W	LD	OC
6"	3	4+	2	7+	1

INVULNERABLE SAVE 4+

MISSIONARY W/ PLASMA GUN

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

MISSIONARY W/ FLAMER

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SANCTIFIER W/ HAND FLAMER

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SANCTIFIER W/ TWO HAND FLAMERS

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SANCTIFIER W/ SIMULACRUM IMPERIALIS

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

Attached Unit
If a Ministorum Priest or Inquisitor model from your army with the Leader ability can be attached to a Sisters of Battle Squad, it can be attached to this unit instead. If a Ministorum Priest or Inquisitor model from your army is attached to this unit during the Declare Battle Formations step, that model gains the Scouts 6" ability.

Cherub
Once per battle, you can target this unit with the Command Re-roll Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

Ministorum Sermon
While this unit contains a Ministorum Priest, each time a model in this unit makes a melee attack, add 1 to the Wound roll.

Salvationist Medikit
In your Command phase, if the bearer is on the battlefield, you can return up to D3 destroyed models (excluding Character models) to this unit.

Simulacrum Imperialis
Improve the Leadership characteristic of models in the bearer's unit by 1.

WEAPON ABILITIES

KEYWORDS: Infantry, Grenades, Imperium, Sanctifiers, Retinue
FACTION KEYWORDS: Agents of the Imperium

SANCTIFIERS

100 PTS

MIRACULIST

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SALVATIONIST

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

DEATH CULT ASSASSIN

M	T	Sv	W	LD	OC
6"	3	4+	2	7+	1

INVULNERABLE SAVE 4+

MISSIONARY W/ PLASMA GUN

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

MISSIONARY W/ FLAMER

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SANCTIFIER W/ HAND FLAMER

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SANCTIFIER W/ TWO HAND FLAMERS

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SANCTIFIER W/ SIMULACRUM IMPERIALIS

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

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.

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).

KEYWORDS: Infantry, Grenades, Imperium, Sanctifiers, Retinue
FACTION KEYWORDS: Agents of the Imperium

SANCTIFIERS

100 PTS

MIRACULIST

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SALVATIONIST

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

DEATH CULT ASSASSIN

M	T	Sv	W	LD	OC
6"	3	4+	2	7+	1

INVULNERABLE SAVE 4+

MISSIONARY W/ PLASMA GUN

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

MISSIONARY W/ FLAMER

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SANCTIFIER W/ HAND FLAMER

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SANCTIFIER W/ TWO HAND FLAMERS

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SANCTIFIER W/ SIMULACRUM IMPERIALIS

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

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.*

One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

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.

KEYWORDS: Infantry, Grenades, Imperium, Sanctifiers, Retinue
FACTION KEYWORDS: Agents of the Imperium

SANCTIFIERS

100 PTS

MIRACULIST

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SALVATIONIST

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

DEATH CULT ASSASSIN

M	T	Sv	W	LD	OC
6"	3	4+	2	7+	1

INVULNERABLE SAVE 4+

MISSIONARY W/ PLASMA GUN

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

MISSIONARY W/ FLAMER

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SANCTIFIER W/ HAND FLAMER

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SANCTIFIER W/ TWO HAND FLAMERS

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SANCTIFIER W/ SIMULACRUM IMPERIALIS

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

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.

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).*

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

KEYWORDS: Infantry, Grenades, Imperium, Sanctifiers, Retinue
FACTION KEYWORDS: Agents of the Imperium

SANCTIFIERS

100 PTS

MIRACULIST

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SALVATIONIST

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

DEATH CULT ASSASSIN

M	T	Sv	W	LD	OC
6"	3	4+	2	7+	1

INVULNERABLE SAVE 4+

MISSIONARY W/ PLASMA GUN

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

MISSIONARY W/ FLAMER

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SANCTIFIER W/ HAND FLAMER

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SANCTIFIER W/ TWO HAND FLAMERS

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SANCTIFIER W/ SIMULACRUM IMPERIALIS

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

FACTION 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.

KEYWORDS: Infantry, Grenades, Imperium, Sanctifiers, Retinue
FACTION KEYWORDS: Agents of the Imperium

SANCTIFIERS

100 PTS

MIRACULIST

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SALVATIONIST

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

DEATH CULT ASSASSIN

M	T	Sv	W	LD	OC
6"	3	4+	2	7+	1

INVULNERABLE SAVE 4+

MISSIONARY W/ PLASMA GUN

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

MISSIONARY W/ FLAMER

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SANCTIFIER W/ HAND FLAMER

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SANCTIFIER W/ TWO HAND FLAMERS

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SANCTIFIER W/ SIMULACRUM IMPERIALIS

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

CORE RULES

Scouts 6"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Infantry, Grenades, Imperium, Sanctifiers, Retinue
FACTION KEYWORDS: Agents of the Imperium

SISTERS OF BATTLE IMMOLATOR

90 PTS

M	T	Sv	W	LD	OC
12"	10	3+	11	7+	2

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x Sisters of Battle Immolator (Hull)

Equipped with: Heavy bolter, Hunter-killer missile, Immolation flamers, Twin heavy bolter, Twin multi-melta, Armoured tracks

Wargear Options:
- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Immolation flamers with Twin heavy bolter or Twin multi-melta.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Immolation flamers IGNORES COVER TORRENT	18"	2D6	N/A	6	-1	1
Twin heavy bolter SUSTAINED HITS 2 TWIN-LINKED	36"	3	3+	5	-1	2
Twin multi-melta MELTA 2 TWIN-LINKED	18"	2	3+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

Purge and Cleanse

Each time this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.

TRANSPORT

Sisters of Battle Immolator

This model has a transport capacity of 6 ORDO HERETICUS INFANTRY models.

At the start of the Declare Battle Formations step, you can select one SISTERS OF BATTLE SQUAD from your army. If you do, that unit is split into two units, each containing as equal a number of models as possible (when splitting a unit in this way, make a note of which models form each of the two new units). One of these units must start the battle embarked within this TRANSPORT; the other can start the battle embarked within another TRANSPORT, or it can be deployed as a separate unit.

WEAPON ABILITIES

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).

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.

One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

KEYWORDS: Dedicated Transport, Vehicle, Smoke, Transport, Imperium, Ordo Hereticus, Sisters of Battle Immolator, Frame
FACTION KEYWORDS: Agents of the Imperium

SISTERS OF BATTLE
IMMOLATOR

90 PTS

M	T	Sv	W	LD	OC
12"	10	3+	11	7+	2

INVULNERABLE SAVE 6+

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.

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Dedicated Transport, Vehicle, Smoke, Transport, Imperium, Ordo Hereticus, Sisters of Battle Immolator, Frame
FACTION KEYWORDS: Agents of the Imperium

SISTERS OF BATTLE SQUAD

100 PTS

SISTER SUPERIOR

M	T	Sv	W	LD	OC
6"	3	3+	1	7+	2

INVULNERABLE SAVE 6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Artificer-crafted storm bolter RAPID FIRE 2	24"	2	3+	4	0	2
Bolt pistol PISTOL	12"	1	3+	4	0	1
Boltgun RAPID FIRE 1	24"	1	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Condemnor boltgun ANTI-PSYKER 2+ DEVASTATING WOUNDS PRECISION RAPID FIRE 1	24"	1	3+	4	0	1
Heavy bolter HEAVY SUSTAINED HITS 1	36"	3	4+	5	-1	2
Inferno pistol MELTA 2 PISTOL	6"	1	3+	8	-4	D3
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 2	18"	2	4+	9	-4	D6
➤ 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
Chainsword	Melee	3	4+	3	-1	1
Close combat weapon	Melee	1	4+	3	-1	1
Power weapon	Melee	2	4+	4	-2	1

AUFSTELLUNG

1x Sister Superior - Equipped with: Bolt pistol, Close combat weapon, Chainsword, Power weapon, Condemnor boltgun, Combi-weapon, Ministorum hand flamer, Inferno pistol, ➤ Plasma pistol - supercharge, ➤ Plasma pistol - standard, Boltgun (32mm)

9x Battle Sister oder Battle Sister w/ Simulacrum Imperialis oder Battle Sister w/ Special or Heavy Weapon oder Battle Sister w/ Special Weapon (32mm)

Wargear Options:

- Each Sister Superior can be equipped with one of: Chainsword, Power weapon. ...ch Sister Superior can repl... ...tgun with Condemn... ...mbi-wea...

KEYWORDS: Infantry, Grenades, Imperium, Ordo Hereticus, Sisters of Battle Squad, Requisitioned
FACTION KEYWORDS: Agents of the Imperium

SISTERS OF BATTLE SQUAD

100 PTS

SISTER SUPERIOR

M	T	Sv	W	LD	OC
6"	3	3+	1	7+	2

INVULNERABLE SAVE 6+

ABILITIES

Defenders of the Faith
If you control an objective marker at the end of your Command phase and this unit is within range of that objective marker, that objective marker remains under your control, even if you have no models in range of it, until your opponent controls it at the start or end of any turn.

Incensor Cherub
Once per battle, you can target this unit with the Command Re-roll Stratagem for 0CP and can do so if you have already targeted a different unit with that Stratagem this phase.

Simulacrum Imperialis
Improve the Leadership characteristic of models in the bearer's unit by 1.

WEAPON ABILITIES

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+.*

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).

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.

KEYWORDS: Infantry, Grenades, Imperium, Ordo Hereticus, Sisters of Battle Squad, Requisitioned
FACTION KEYWORDS: Agents of the Imperium

SISTERS OF BATTLE SQUAD

100 PTS

SISTER SUPERIOR

M	T	Sv	W	LD	OC
6"	3	3+	1	7+	2

INVULNERABLE SAVE 6+

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.

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.

KEYWORDS: Infantry, Grenades, Imperium, Ordo Hereticus, Sisters of Battle Squad, Requisitioned
FACTION KEYWORDS: Agents of the Imperium

SPECTRUS KILL TEAM [LEGENDS]

90–180 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Accelerator autocannon HEAVY	48"	3	4+	8	-1	2
Bolt carbine PRECISION	24"	2	3+	4	0	1
Bolt pistol PISTOL	12"	1	3+	4	0	1
Bolt sniper rifle HEAVY PRECISION	36"	1	3+	5	-2	3
Las fusil HEAVY	36"	1	3+	9	-3	D6
Marksman bolt carbine HEAVY	24"	2	3+	4	0	1
Occulus bolt carbine ASSAULT IGNORES COVER	24"	2	3+	4	0	1
Special-issue bolt pistol PISTOL PRECISION	12"	1	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Close combat weapon	Melee	3	3+	4	0	1
Combat knife PRECISION	Melee	4	3+	4	0	1
Paired combat blades SUSTAINED HITS 1	Melee	3	3+	4	0	1

ABILITIES

Attached Unit
If a CHARACTER unit from your army can be attached to a DEATHWATCH KILL TEAM, it can be attached to this unit instead.

Helix Gauntlet
Models in the bearer's unit have the Feel No Pain 6+ ability.

Infiltrator Comms Array
Each time you target the bearer's unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.

Jump pack
The bearer has a Move characteristic of 12" and can move over models and terrain features as if they were not there.

Spectrus Doctrines
At the end of your opponent's turn, if this unit is more than 6" away from all enemy units, you can remove this unit from the battlefield and place it into Strategic Reserves. It will arrive back on the battlefield in the Reinforcements step of your next Movement phase.

TRANSPORT

Spectrus Kill Team
This unit cannot embark within an IMPERIAL RHINO.

AUFSTELLUNG

5-10x Kill Team Infiltrator oder Kill Team Infiltrator w/ jump pack oder Kill Team Infiltrator w/ occulus bolt carbine oder Kill Team Infiltrator w/ combat knife oder Kill Team Infiltrator w/ Bolt sniper rifle

Equipped with: Accelerator autocannon, Bolt carbine, Bolt pistol, Bolt sniper rifle, Las fusil, Marksman bolt carbine, Occulus bolt carbine, Special-issue bolt pistol, Close combat weapon, Combat knife, Paired combat blades

Wargear Options:
- Each Kill Team Infiltrator can be equipped with one of: Helix Gauntlet, Infiltrator Comms Arr
- Kill Team Infiltrator w
- ife can repl

KEYWORDS: Infantry, Grenades, Imperium, Smoke, Spectrus Kill Team, Deathwatch, Kill Team
FACTION KEYWORDS: -

SPECTRUS KILL TEAM [LEGENDS]

90–180 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

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).

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.

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).*

FACTION RULES

Kill Team
Each time an attack targets this unit, if it contains models with different Toughness characteristics, until the attacking unit has finished making its attacks, use the Toughness characteristic of the majority of the models in that unit when determining what roll is required for that attack to successfully wound. If two or more Toughness characteristics are tied for majority, use the highest value.

For the purposes of determining which models in this unit can embark within a TRANSPORT, Kill Team Terminator models, Kill Team Outrider models, Kill Team Biker models and models equipped with a jump pack each take up the space of 2 models, but can otherwise embark within any TRANSPORT their unit can embark within, even though similar models in other units have the TERMINATOR, MOUNTED or JUMP PACK keywords.

For the purposes of interacting with terrain features, all models in units with this ability are considered Infantry models, even though similar models in other units may have the Mounted or Jump Pack keywords.

Designer's Note: *While the abstractions in the above rule cause some models to behave differently to similar models in other units, they are designed to minimise complicated movement, Transport and Benefit of Cover rules.*

KEYWORDS: Infantry, Grenades, Imperium, Smoke, Spectrus Kill Team, Deathwatch, Kill Team
FACTION KEYWORDS: -

SPECTRUS KILL TEAM [LEGENDS]

90–180 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

CORE RULES

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Scouts 6"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Infantry, Grenades, Imperium, Smoke, Spectrus Kill Team, Deathwatch, Kill Team
FACTION KEYWORDS: -

SUBDUCTOR SQUAD

85 PTS

PROCTOR SUBDUCTOR

M	T	Sv	W	LD	OC
6"	3	3+	1	7+	1

INVULNERABLE SAVE 4+

SUBDUCTOR

M	T	Sv	W	LD	OC
6"	3	3+	1	7+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arbites shotpistol PISTOL	12"	1	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Mechanical bite	Melee	3	4+	4	0	1
Shock maul	Melee	2	4+	4	-1	1

ABILITIES

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.

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.

WEAPON ABILITIES

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.

FACTION 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.

AUFSTELLUNG

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

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

Basegrößen: 28.5mm, Cyber-mastiff 25mm

KEYWORDS: Infantry, Grenades, Imperium, Retinue, Subductor Squad, Adeptus Arbites
FACTION KEYWORDS: Agents of the Imperium

UR-025 [LEGENDS]

55 PTS

M	T	Sv	W	LD	OC
5"	5	3+	4	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Mk 1 assault weapon ASSAULT	24"	4	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power claw	Melee	3	4+	8	-2	2

ABILITIES

Evade and Survive
Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this model, if this model is not within Engagement Range of one or more enemy units, it can make a Normal move.

Self Repair
At the start of your Command phase, this model regains 1 lost wound.

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

FACTION 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.

CORE RULES

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 unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

AUFSTELLUNG

1x UR-025 [Legends]

Equipped with: Mk 1 assault weapon, Power claw

KEYWORDS: Infantry, Character, Epic Hero, Imperium, UR-025
FACTION KEYWORDS: Agents of the Imperium

VETERAN BIKE SQUAD [LEGENDS]

70–140 PTS

VETERAN BIKER SERGEANT

M	T	Sv	W	LD	OC
12"	5	3+	3	6+	2

VETERAN BIKER

M	T	Sv	W	LD	OC
12"	5	3+	3	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
Long Vigil ranged weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Twin boltgun TWIN-LINKED	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Long Vigil melee weapon	Melee	3	3+	5	-2	1
Xenophase blade DEVASTATING WOUNDS	Melee	4	3+	5	-2	1

ABILITIES

Astartes Shield
The bearer has a 4+ invulnerable save.

Turbo-boost
Each time this unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

WEAPON ABILITIES

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+.*

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.*

AUFSTELLUNG

1x Veteran Biker Sergeant - Equipped with: Twin boltgun, Bolt pistol, Close combat weapon, Long Vigil ranged weapon, Long Vigil melee weapon, Xenophase blade

2-5x Veteran Biker - Equipped with: Bolt pistol, Close combat weapon, Twin boltgun, Long Vigil melee weapon

Wargear Options:

- Each Veteran Biker Sergeant can be equipped with one of: Xenophase blade, Astartes Shield, Long Vigil ranged weapon, Long Vigil melee weapon.
- Each Veteran Biker can be equipped with 1x Long Vigil melee weapon.

KEYWORDS: Mounted, Grenades, Imperium, Veteran Bike Squad, Deathwatch
FACTION KEYWORDS: -

VETERAN BIKE SQUAD [LEGENDS]

70–140 PTS

VETERAN BIKER SERGEANT

M	T	Sv	W	LD	OC
12"	5	3+	3	6+	2

VETERAN BIKER

M	T	Sv	W	LD	OC
12"	5	3+	3	6+	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.

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).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

KEYWORDS: Mounted, Grenades, Imperium, Veteran Bike Squad, Deathwatch
FACTION KEYWORDS: -

VIGILANT SQUAD

85 PTS

PROCTOR-VIGILANT

M	T	Sv	W	LD	OC
6"	3	4+	1	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arbites combat shotgun ASSAULT	18"	2	4+	4	0	1
Arbites shotpistol PISTOL	12"	1	4+	4	0	1
Executioner shotgun IGNORES COVER PRECISION	24"	1	4+	5	-1	1
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Webber ASSAULT DEVASTATING WOUNDS TORRENT	12"	D6	N/A	2	0	1
➤ Arbites grenade launcher - frag BLAST	24"	D3	4+	4	0	1
➤ Arbites grenade launcher - krak	24"	1	4+	9	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1
Mechanical bite	Melee	3	4+	4	0	1

ABILITIES

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.

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.

WEAPON ABILITIES

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).*

AUFSTELLUNG

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

9x Vigilant w/ shotgun

Basegrößen: 28.5mm, Cyber-mastiff 25mm

KEYWORDS: Infantry, Battleline, Grenades, Imperium, Retinue, Vigilant Squad, Adeptus Arbites
FACTION KEYWORDS: Agents of the Imperium

VIGILANT SQUAD

85 PTS

PROCTOR-VIGILANT

M	T	Sv	W	LD	OC
6"	3	4+	1	7+	2

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.*

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).

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.

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).*

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

FACTION 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.

KEYWORDS: Infantry, Battleline, Grenades, Imperium, Retinue, Vigilant Squad, Adeptus Arbites
FACTION KEYWORDS: Agents of the Imperium

VINDICARE ASSASSIN

110 PTS

M	T	Sv	W	LD	OC
7"	4	6+	4	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Exitus pistol DEVASTATING WOUNDS IGNORES COVER PISTOL PRECISION	12"	3	2+	6	-2	3
Exitus rifle DEVASTATING WOUNDS HEAVY IGNORES COVER PRECISION	48"	1	2+	8	-3	D3+3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Vindicare combat knife	Melee	4	2+	4	-1	1

ABILITIES

Dead-shot
When this unit is selected to shoot, until this unit has shot:

- Enemy units do not have Lone Operative.

- Hidden enemy units have +15" detection range.'

Micromelta Rounds
This model's exitus rifle has the [**ANTI**-MONSTER 4+] and [**ANTI**-VEHICLE 4+] abilities.

Shadow Assignment
This model cannot be selected as your WARLORD. If your army faction is AGENTS OF THE IMPERIUM, then during the Declare Battle Formations step, you can replace this model with a different OFFICIO ASSASSINORUM model, provided that the points value of the new model does not exceed the points value of the model it replaced. Your army cannot include duplicates of the same model (i.e. after replacing this model with this rule, your army cannot have more than 1 VINDICARE ASSASSIN, it cannot have more than 1 CULEXUS ASSASSIN, it cannot have more than 1 EVERSOR ASSASSIN and it cannot have more than 1 CALLIDUS ASSASSIN).

Shieldbreaker
Once per battle, when selecting targets for this model's exitus rifle, it can fire a shieldbreaker round. If it does, until the end of the phase, each time this model makes an attack with that weapon, add 1 to the Wound roll and any successful Wound roll scores a Critical Wound.

WEAPON ABILITIES

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+.*

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.*

AUFSTELLUNG

1x Vindicare Assassin (32mm)

Equipped with: Exitus pistol, Exitus rifle, Vindicare combat knife

KEYWORDS: Infantry, Character, Epic Hero, Smoke, Imperium, Vindicare Assassin, Officio Assassinorum
FACTION KEYWORDS: Agents of the Imperium

VINDICARE ASSASSIN

110 PTS

M	T	Sv	W	LD	OC
7"	4	6+	4	6+	1

INVULNERABLE SAVE 4+

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).

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.

FACTION 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.

CORE RULES

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

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 unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KEYWORDS: Infantry, Character, Epic Hero, Smoke, Imperium, Vindicare Assassin, Officio Assassinorum
FACTION KEYWORDS: Agents of the Imperium

VOIDSMEN-AT-ARMS

50 PTS

VOIDMASTER

M	T	Sv	W	LD	OC
6"	3	4+	1	7+	2

CANID

M	T	Sv	W	LD	OC
6"	3	4+	1	7+	2

VOIDSMAN

M	T	Sv	W	LD	OC
6"	3	4+	1	7+	2

VOIDSMAN W/ ROTOR CANNON

M	T	Sv	W	LD	OC
6"	3	4+	1	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Artificer shotgun ASSAULT	12"	2	4+	4	0	2
Lasgun RAPID FIRE 1	24"	1	4+	3	0	1
Laspistol PISTOL	12"	1	4+	3	0	1
Voidsman rotor cannon HEAVY SUSTAINED HITS 1	24"	6	5+	6	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1
Vicious bite	Melee	3	4+	4	0	1

ABILITIES

Masters of Close Confines
Each time a model in this unit makes a ranged attack that targets the closest eligible target, that attack has the [LETHAL HITS] ability.

Navy Bodyguards
If your Army Faction is not AGENTS OF THE IMPERIUM, then for each VOIDFARERS CHARACTER unit you include in your army, you can include one VOIDSMEN-AT-ARMS unit in your army that does not count towards the number of RETINUE units your army can include.

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

AUFSTELLUNG

1x Voidmaster - Equipped with: Laspistol, Close combat weapon, Artificer shotgun (25mm)

1x Canid - Equipped with: Vicious bite (25mm)

3x Voidsman - Equipped with: Laspistol, Close combat weapon, Lasgun (25mm)

1x Voidsman w/ rotor cannon - Equipped with: Close combat weapon, Laspistol, Voidsman rotor cannon (25mm)

KEYWORDS: Infantry, Grenades, Imperium, Retinue, Voidsmen-at-Arms, Voidfarers
FACTION KEYWORDS: Agents of the Imperium

VOIDSMEN-AT-ARMS

50 PTS

VOIDMASTER

M	T	Sv	W	LD	OC
6"	3	4+	1	7+	2

CANID

M	T	Sv	W	LD	OC
6"	3	4+	1	7+	2

VOIDSMAN

M	T	Sv	W	LD	OC
6"	3	4+	1	7+	2

VOIDSMAN W/ ROTOR CANNON

M	T	Sv	W	LD	OC
6"	3	4+	1	7+	2

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.

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.

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).*

FACTION 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.

KEYWORDS: Infantry, Grenades, Imperium, Retinue, Voidsmen-at-Arms, Voidfarers
FACTION KEYWORDS: Agents of the Imperium

WATCH CAPTAIN ARTEMIS

75 PTS

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

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hellfire Extremis **ANTI-INFANTRY 4+** **DEVASTATING WOUNDS** **IGNORES COVER** **TORRENT**	12"	3	-	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	6	2+	6	-2	2

ABILITIES

CORE - Leader

Tactical Instinct
This unit's attacks have [Sustained Hits 1].

Unstoppable Champion
At the end of a phase in which this model is destroyed, roll one D6:

- On a 2+, set this model back up on the battlefield as close as possible to where it was destroyed, unengaged with 3 wounds remaining.

Leader
This model can be attached to the following units: AQUILA KILL TEAM, DEATHWATCH KILL TEAM, DEATHWATCH TERMINATOR SQUAD, FORTIS KILL TEAM, INDOMITOR KILL TEAM, PROTEUS KILL TEAM, SPECTRUS KILL TEAM

WEAPON ABILITIES

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+.*

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.*

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).

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

CORE RULES

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.

AUFSTELLUNG

1x Watch Captain Artemis (32mm)

Equipped with: Hellfire Extremis, Master-crafted power weapon

KEYWORDS: Epic Hero, Character, Infantry, Grenades, Imperium, Watch Captain Artemis, Ordo Xenos, Leader, Captain
FACTION KEYWORDS: Agents of the Imperium

WATCH MASTER

105 PTS

M	T	Sv	W	LD	OC
6"	5	2+	5	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Vigil spear	24"	2	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Vigil spear LANCE	Melee	6	2+	6	-2	2

ABILITIES

CORE - Leader

Purgatus Quarry
At the start of the first battle round, select up to one enemy unit to be this unit's hunted:

- This unit's attacks that target this unit's hunted unit can re-roll wound rolls of 1.

- Each time this unit's hunted is destroyed, select up to one enemy unit to be this unit's hunted.

Strategic Acumen
n your Command phase, you can use this ability. If you do, select one combat doctrine to be active for this unit until the start of your next Command phase.

Watch Master
This model's attacks that target a Character unit can:

- Re-roll hit rolls of 1.

- Re-roll wound rolls of 1.

Leader
This model can be attached to the following units: AQUILA KILL TEAM, DEATHWATCH KILL TEAM, DEATHWATCH TERMINATOR SQUAD, FORTIS KILL TEAM, INDOMITOR KILL TEAM, PROTEUS KILL TEAM, SPECTRUS KILL TEAM

WEAPON ABILITIES

Lance
Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

CORE RULES

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.

AUFSTELLUNG

1x Watch Master (32mm)

Equipped with: Vigil spear

KEYWORDS: Character, Infantry, Imperium, Watch Master, Ordo Xenos, Leader, Explosives
FACTION KEYWORDS: Agents of the Imperium

PUNKTELISTE

EINHEIT	PUNKTE
Aquila Kill Team	110 pts (bis 0 Modelle) · 210 pts (ab 1 Modell)
Callidus Assassin	100 pts
Corvus Blackstar	180 pts
Culexus Assassin	85 pts
Damned Legionnaires [Legends]	90 pts (bis 5 Modelle) · 180 pts (ab 6 Modellen)
Deathwatch Agent [Crucible]	105 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Deathwatch Kill Team	115 pts (bis 5 Modelle) · 220 pts (ab 6 Modellen)
Deathwatch Terminator Squad [Legends]	210 pts (bis 5 Modelle) · 420 pts (ab 6 Modellen)
Enthroned Agent [Crucible]	120 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Eversor Assassin	100 pts · +10 pts (Sonderbedingung)
Exaction Squad	90 pts
Fortis Kill Team [Legends]	100 pts (bis 5 Modelle) · 200 pts (ab 6 Modellen)
Grey Knights Terminator Squad	175 pts · +15 pts (Sonderbedingung)
Imperial Navy Breachers	90 pts
Imperial Rhino	65 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Indomitor Kill Team [Legends]	120 pts (bis 5 Modelle) · 240 pts (ab 6 Modellen)
Inquisitor	55 pts · +10 pts (Sonderbedingung)
Inquisitor Coteaz	75 pts · +20 pts (Sonderbedingung)
Inquisitor Draxus	75 pts · +35 pts (Sonderbedingung)
Inquisitor Eisenhorn [Legends]	65 pts
Inquisitor Greyfax	65 pts
Inquisitor Karamazov [Legends]	140 pts
Inquisitor Kroyle	100 pts
Inquisitor Ostromandeus [Legends]	65 pts
Inquisitor in Terminator Armour [Legends]	70 pts
Inquisitorial Agents	50 pts
Inquisitorial Chimera	60 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Janus Draik [Legends]	40 pts
Jokaero Weaponsmith [Legends]	30 pts
Kill Team Cassius [Legends]	220 pts
Martial Agent [Crucible]	60 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Ministorum Priest	40 pts
Navigator	60 pts · +15 pts (Sonderbedingung)
Neyam Shai Murad [Legends]	40 pts
Proteus Kill Team [Legends]	160 pts (bis 5 Modelle) · 320 pts (ab 6 Modellen)

EINHEIT	PUNKTE
Rogue Trader Entourage	75 pts · +30 pts (Sonderbedingung)
Sanctifiers	100 pts
Sisters of Battle Immolator	90 pts · +15 pts (Sonderbedingung) · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Sisters of Battle Squad	100 pts · +10 pts (Sonderbedingung)
Spectrus Kill Team [Legends]	90 pts (bis 5 Modelle) · 180 pts (ab 6 Modellen)
Subductor Squad	85 pts · +15 pts (Sonderbedingung)
UR-025 [Legends]	55 pts
Veteran Bike Squad [Legends]	70 pts (bis 3 Modelle) · 140 pts (ab 4 Modellen)
Vigilant Squad	85 pts
Vindicare Assassin	110 pts · +15 pts (Sonderbedingung)
Voidsmen-at-Arms	50 pts · +20 pts (Sonderbedingung)
Watch Captain Artemis	75 pts
Watch Master	105 pts

ENHANCEMENTS — IMPERIALIS FLEET

ENHANCEMENT	PUNKTE
Digital Weapons	10 pts
Clandestine Operation	15 pts
Fleetmaster	20 pts
Combat Landers	10 pts

ENHANCEMENTS — ORDO HERETICUS PURGATION FORCE

ENHANCEMENT	PUNKTE
Liber Heresius	10 pts
No Escape	25 pts
Witch Hunter	15 pts
Ignis Judicium	10 pts

ENHANCEMENTS — ORDO MALLEUS DAEMON HUNTERS

ENHANCEMENT	PUNKTE
Formidable Resolve	5 pts
Daemon Slayer	10 pts
Grimoire of True Names	10 pts
Gift of the Prescient	20 pts

ENHANCEMENTS — ORDO XENOS ALIEN HUNTERS

ENHANCEMENT	PUNKTE
Universal Anathema	10 pts
Blackweave Shroud	15 pts
Beacon Angelis	30 pts

ENHANCEMENT	PUNKTE
Amulet of Auto-chastisement	25 pts

ENHANCEMENTS — VEILED BLADE ELIMINATION FORCE

ENHANCEMENT	PUNKTE
Decoy Targets	15 pts
Esoteric Explosives	10 pts
Intraneural Biotech	15 pts
Micromelta Rounds	20 pts