

C O D E X

IMPERIUM - AGENTS OF THE IMPERIUM

classic2

INHALTSVERZEICHNIS

FRAKTIONSREGELN	5
DETACHMENTS	7
Detachments — Übersicht	7
Imperialis Fleet	9
Ordo Hereticus Purgation Force	11
Ordo Malleus Daemon Hunters	13
Ordo Xenos Alien Hunters	15
Veiled Blade Elimination Force	17
DATASHEETS	19
Aquila Kill Team	19
Callidus Assassin	23
Corvus Blackstar	25
Culexus Assassin	27
Daemonhost [Legends]	29
Damned Legionnaires [Legends]	31
Deathwatch Agent [Crucible]	33
Deathwatch Kill Team	39
Deathwatch Terminator Squad [Legends]	41
Enthroned Agent [Crucible]	43
Eversor Assassin	49
Exaction Squad	51
Fortis Kill Team [Legends]	53
Grey Knights Terminator Squad	57
Imperial Navy Breachers	59
Imperial Rhino	61
Indomitor Kill Team [Legends]	63
Inquisitor	65
Inquisitor Coteaz	67
Inquisitor Draxus	69
Inquisitor Eisenhorn [Legends]	71
Inquisitor Greyfax	73
Inquisitor Karamazov [Legends]	75
Inquisitor Kroyle	77
Inquisitor Ostromandeus [Legends]	79
Inquisitor in Terminator Armour [Legends]	81
Inquisitorial Agents	83
Inquisitorial Chimera	85

Janus Draik [Legends]	87
Jokaero Weaponsmith [Legends]	89
Kill Team Cassius [Legends]	91
Martial Agent [Crucible]	93
Ministorum Priest	99
Navigator	101
Neyam Shai Murad [Legends]	103
Proteus Kill Team [Legends]	105
Rogue Trader Entourage	109
Sanctifiers	113
Sisters of Battle Immolator	121
Sisters of Battle Squad	123
Spectrus Kill Team [Legends]	127
Subductor Squad	131
UR-025 [Legends]	133
Veteran Bike Squad [Legends]	135
Vigilant Squad	137
Vindicare Assassin	139
Voidsmen-at-Arms	141
Watch Captain Artemis	143
Watch Master	145
PUNKTELISTE	147

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

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 OCP.

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

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

INVIOULATE 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".

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 MALEUS 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 MALEUS 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 or the 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.

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 OCP.

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.

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 TEAM110–210 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, Power weapon, Xenophase blade

Options:

can replace



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

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

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

INVULNERABLE
SAVE



- 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

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).

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

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

INVULNERABLE
SAVE



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



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 occurring 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



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.

4-9x Legionnaire w/ heavy
weapon replace its Boltgun with
Bolt pistol and power weapon



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

DAMNED LEGIONNAIRES

[LEGENDS]

90–180 PTS

LEGIONNAIRE SERGEANT

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

- 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 - overcharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - overcharge, ➤ Plasma pistol - 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	INVULNERABLE SAVE	
6"	4	3+	5	6+	1	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



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 heavy bolter (Infernus), Black Shield blades (32mm), Heavy thunder hammer, Knives and Fists, Power weapon



KEYWORDS: Infantry, Battlineine, 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, Battline, 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



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 OCP, 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



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 - overcharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - overcharge, ➤ Plasma pistol - 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	INVULNERABLE SAVE	
8"	7	3+	9	6+	3	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



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 <small>ANTI-INFANTRY 3+ PISTOL PRECISION SUSTAINED HITS 3</small>	12"	4	2+	4	0	1

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power sword and neuro gauntlet <small>ANTI-INFANTRY 3+ PRECISION SUSTAINED HITS 3</small>	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

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

INVULNERABLE
SAVE



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-Exactiont - 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, Cybermastiff 25mm



KEYWORDS: Infantry, Grenades, Imperium, Retinue, Exaction Squad, Adeptus Arbites

FACTION KEYWORDS: Agents of the Imperium

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, Long Vigil melee weapon
Options: This unit can be equipped with the following options:
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



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



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 pistol and power weapon.
■ Each Navis Armsman w/ heavy shotgun can replace its heavy shotgun with Autopistol and chainsword or Bolt pistol and power weapon.



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

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

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, Flamestorm gauntlets, Fragstorm grenade launcher, Heavy Bolter, Heavy bolt rifle, Melta rifle, Multi-melta

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: -

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

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

INVULNERABLE
SAVE



- 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

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

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

INVULNERABLE
SAVE



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

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

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

INVULNERABLE
SAVE



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.
- Psyculum**
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

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

INVULNERABLE
SAVE



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



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



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

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



STENTOR-I-52

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

AUFSTELLUNG

1x Inquisitor Ostromandeus -
Equipped with: Inferno pistol,
Power sword
1x Stentor-I-52 - Equipped with:
Hydraulic vox-ram

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

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



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 AGENTS50 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

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).*

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

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:

- Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
- For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
- Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
- 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

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 occurring 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 Sensus Natorian - Equipped with: Bolt pistol, Psychic Cleanse



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 - overcharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - overcharge, ➤ Plasma pistol - 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	INVULNERABLE SAVE	
6"	3	4+	4	6+	1	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



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

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

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

INVULNERABLE
SAVE



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

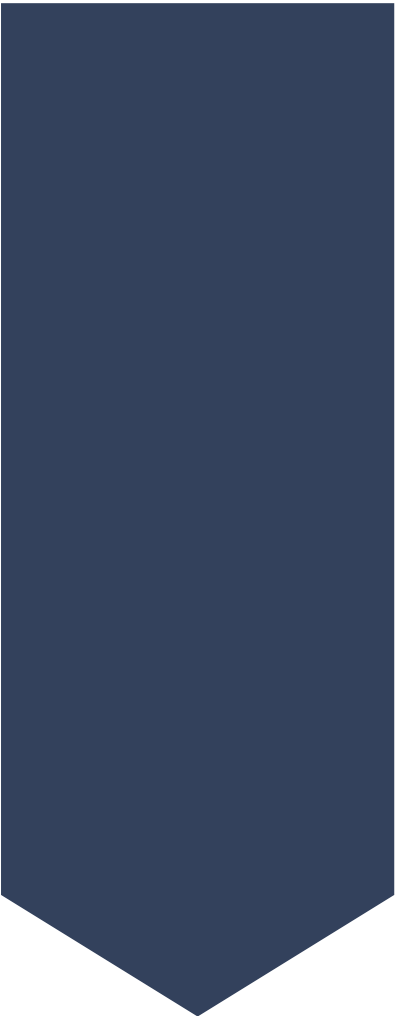
M	T	Sv	W	LD	OC
12"	5	3+	3	6+	2

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

75 PTS

ENTOURAGE

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+

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.



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



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

75 PTS

ENTOURAGE

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

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+

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

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 melee weapon, Ministorum hand flamer (25mm)

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

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	24"	1	3+	8	-3	2
HAZARDOUS						
RAPID FIRE 1						

⚔ 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

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 OCP, 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

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

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

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.

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

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.

SISTERS OF BATTLE
IMMOLATOR

90 PTS

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

INVULNERABLE
SAVE

6+

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.



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.



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



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.
Each Sister Superior can replace Boltgun with Condemnor boltgun, Combi-weapon.

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	INVULNERABLE SAVE	
6"	3	3+	1	7+	2		

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 OCP 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



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
Occlus 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/ occlus 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, Occlus 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 Array, Jump pack
 - Each Kill Team Infiltrator w/ Bolt sniper rifle can replace it with a Bolt pistol



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, Cybermastiff 25mm



KEYWORDS: Infantry, Grenades, Imperium, Retinue, Subductor Squad, Adeptus Arbites

FACTION KEYWORDS: Agents of the Imperium

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 ranged 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, Cybermastiff 25mm



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

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

VINDICARE ASSASSIN110 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

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

INVULNERABLE
SAVE**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



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)

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).



KEYWORDS: Infantry, Grenades, Imperium, Retinue, Voidsmen-at-Arms, Voidfarers
FACTION KEYWORDS: Agents of the Imperium

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 ARTEMIS75 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

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 <small>LANCE</small>	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

