

UR-025 [LEGENDS] - IMPERIUM - AGENTS OF THE IMPERIUM

55 PTS

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

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

🔫 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.