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.

KEYWORDS: Infantry, Battleline, Grenades, Imperium, Retinue, Vigilant Squad, Adeptus Arbites

FACTION: Agents of the Imperium

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AUFSTELLUNG

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

WEAPON RULES

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).*

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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).

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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.

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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.

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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.

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