

NAVIGATOR

M	T	SV	W	LD	OC	
6"	3	5+	3	7+	1	4+

AUFSTELLUNG

1x Navigator

Equipped with: Laspistol, Force-orb cane

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

RULES - Assigned Agents, Leader

Gaze into the Emyprean (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 RULES

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).

