

ROGUE TRADER ENTOURAGE

ROGUE TRADER

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

DEATH CULT ASSASSIN

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

LECTRO-MAESTER

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

REJUVENANT ADEPT

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

AUFSTELLUNG

- 1x Rogue Trader - Equipped with: Monomolecular cane-rapier, Household pistol
- 1x Death Cult Assassin - Equipped with: Dartmask, Death Cult power blade
- 1x Lectro-maester - Equipped with: Close combat weapon, Voltaic pistol
- 1x Rejuvenant Adept - Equipped with: Close combat weapon, Laspistol

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

ABILITIES

CORE - Leader

RULES - Leader

Rogue Trader **KEYWORDS:** Character
KEYWORDS: Infantry, Character, Grenades, Imperium, Rogue Trader Entourage, Voidfarers, Voidfarer Character, Leader



FACTION: Agents of the Imperium **75 PTS**

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

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.

Leader

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



WEAPON RULES

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).