

VOIDSMEN-AT-ARMS

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
1x Canid - Equipped with: Vicious bite
3x Voidsman - Equipped with: Laspistol, Close combat weapon, Lasgun
1x Voidsman w/ rotor cannon - Equipped with: Close combat weapon, Laspistol, Voidsman rotor cannon

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

ABILITIES

RULES - Assigned Agents

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.



Laspistol PISTOL	12"	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

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 RULES

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.

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).

