

C O D E X

IMPERIUM - AGENTS OF THE IMPERIUM

newvision

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FRAKTIONSREGELN

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.

KILL TEAM

Each time an attack targets this unit, if it contains models with different Toughness characteristics, until the attacking unit has finished making its attacks, use the Toughness characteristic of the majority of the models in that unit when determining what roll is required for that attack to successfully wound. If two or more Toughness characteristics are tied for majority, use the highest value.

For the purposes of determining which models in this unit can embark within a TRANSPORT, Kill Team Terminator models, Kill Team Outrider models, Kill Team Biker models and models equipped with a jump pack each take up the space of 2 models, but can otherwise embark within any TRANSPORT their unit can embark within, even though similar models in other units have the TERMINATOR, MOUNTED or JUMP PACK keywords.

For the purposes of interacting with terrain features, all models in units with this ability are considered Infantry models, even though similar models in other units may have the Mounted or Jump Pack keywords.

Designer's Note: *While the abstractions in the above rule cause some models to behave differently to similar models in other units, they are designed to minimise complicated movement, Transport and Benefit of Cover rules.*

AQUILA KILL TEAM

100–200 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL LETHAL HITS	12"	1	3+	4	0	1
Deathwatch marksman bolt carbine HEAVY LETHAL HITS	24"	2	3+	5	-1	1
Frag cannon BLAST HEAVY LETHAL HITS RAPID FIRE D3	18"	D3	3+	7	-2	2
Hellstorm bolt rifle ASSAULT HEAVY LETHAL HITS	30"	2	3+	5	-2	2
Special-issue bolt pistol PISTOL PRECISION LETHAL HITS	18"	1	3+	4	-1	1
Stalker bolt rifle HEAVY LETHAL HITS PRECISION	30"	2	3+	5	-2	2
➤ Astartes grenade launcher - frag BLAST	24"	D3	3+	4	0	1
➤ Astartes grenade launcher - krak	24"	1	3+	9	-2	D3
➤ Infernus heavy bolter - heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
➤ Infernus heavy bolter - heavy flamer IGNORES COVER	12"	D6	N/A	5	-1	1
TORRENT						
➤ Plasma incinerator - Standard ASSAULT HEAVY	24"	2	3+	7	-2	1
➤ Plasma incinerator - Supercharge ASSAULT HAZARDOUS	24"	2	3+	8	-3	2
HEAVY						
➤ Plasma pistol - Standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - Supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Combat knife PRECISION	Melee	4	3+	4	-1	1
Heavy thunder hammer DEVASTATING WOUNDS	Melee	3	4+	10	-2	3
Power weapon SUSTAINED HITS 1	Melee	4	3+	5	-2	2
Xenophase blade DEVASTATING WOUNDS	Melee	4	3+	5	-2	1



AUFSTELLUNG

1x Aquila Kill Team

Equipped with: Bolt pistol, Deathwatch marksman bolt carbine, Frag cannon, Hellstorm bolt rifle, Special-issue bolt pistol, Stalker bolt rifle, ► Astartes grenade launcher - frag, ► Astartes grenade launcher - krak, ► Infernus heavy bolter - heavy bolter, ► Infernus heavy bolter - heavy flamer, ► Plasma incinerator - Standard, ► Plasma incinerator - Supercharge, ► Plasma pistol - Standard, ► Plasma pistol - Supercharge, Close combat weapon, Combat knife, Heavy thunder hammer, Power weapon, Xenophase blade

Wargear Options:

- This model can replace its 5 models with 10 models.
- This model can replace its Stalker bolt rifle with Plasma incinerator.
- This model can replace its Heavy thunder hammer with Power weapon and Astartes shield.
- This model can replace its Deathwatch marksman bolt carbine with Combat knife.
- This model can replace its Infernus heavy bolter with Frag cannon or Hellstorm bolt rifle and grenade launcher.

ABILITIES

Astartes shield

The bearer has a 4+ invulnerable save.

Attached Unit

If a Character unit from your army can be attached to a Deathwatch Kill Team unit, it can be attached to this unit instead.

Death to the Alien

Each time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target of that attack does not have the Imperium or Chaos keywords, you can re-roll the Hit roll instead.

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).*

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.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

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.

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).

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*



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.

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).

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.



CALLIDUS ASSASSIN

100 PTS



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

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Neural shredder	ANTI-INFANTRY 2+ PRECISION TORRENT	12"	D6	N/A	5	-2	1

MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Phase sword and poison blades	LETHAL HITS PRECISION	Melee	5	2+	5	-4	2

AUFSTELLUNG

1x Callidus Assassin

Equipped with: Neural shredder, Phase sword and poison blades

ABILITIES

Acrobatic Escape

- At the end of the Fight phase, if this unit is engaged, this unit can make a fall-back move of up to D6".
- At the end of your opponent's turn, if this unit is more than 3" from all enemy units, you can use this ability. If you do:
 - Place this unit in strategic reserves.
 - This unit must make an ingress move in your next Movement phase (including in your first turn).

Decoy Targets

Twice per battle, in your Movement phase, you can select one other friendly INFANTRY model that is on the battlefield and not within Engagement Range of one or more enemy units. The selected model is destroyed (ignoring any rules that are triggered when a model is destroyed) and this model is removed from the battlefield and set up again as close as possible to where that destroyed model was and not within Engagement Range of one or more enemy units. This ability cannot be used more than once in the same battle round.

Reign of Confusion

Once per turn, when your opponent targets a unit from their army within 12" of this model with a stratagem, this model can use this ability. If you do increase the CP cost of that use of that stratagem by 1CP.

Shadow Assignment

This model cannot be selected as your WARLORD. If your army faction is AGENTS OF THE IMPERIUM, then during the Declare Battle Formations step, you can replace this model with a different OFFICIO ASSASSINORUM model, provided that the points value of the new model does not exceed the points value of the model it replaced. Your army cannot include duplicates of the same model (i.e. after replacing this model with this rule, your army cannot have more than 1 VINDICARE ASSASSIN, it cannot have more than 1 CULEXUS ASSASSIN, it cannot have more than 1 EVERSOR ASSASSIN and it cannot have more than 1 CALLIDUS ASSASSIN).



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+.

LETHAL HITS

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

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.

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE 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.

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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.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Fights First

While every model in a unit has this ability, that unit is a Fights First unit. See the Resolve Fights First Combats step in the Fight phase (12.04).

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

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.



CORVUS BLACKSTAR

180 PTS



M	T	SV	W	LD	OC
14"	10	3+	14	6+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blackstar rocket launcher BLAST	30"	D6+1	3+	5	0	1
Hurricane bolter RAPID FIRE 6 TWIN-LINKED	24"	6	3+	4	0	1
Stormstrike missile launcher	48"	1	3+	10	-2	3
Twin assault cannon DEVASTATING WOUNDS TWIN-LINKED	24"	6	3+	6	0	1
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Corvus Blackstar

Equipped with: Blackstar rocket launcher, Hurricane bolter, Stormstrike missile launcher, Twin assault cannon, Twin lascannon, Armoured hull

Wargear Options:

- This model can replace its Twin assault cannon with Twin lascannon.
- This model can replace its 2 Blackstar rocket launchers with 2 Stormstrike missile launchers.
- This model can be equipped with one of: Auspex array, Infernum halo-launcher.

ABILITIES

Auspex Array

Ranged weapons equipped by the bearer have the **IGNORES COVER** ability.

Blackstar Cluster Launcher

Each time this model ends a Normal move, you can select one enemy unit it moved over during that move and roll six D6: for each 5+, that unit suffers 1 mortal wound.

Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Infernum Halo-launcher

The bearer has the SMOKE keyword.

Transport

This model has a transport capacity of 12 DEATHWATCH INFANTRY models.



WEAPON RULES

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).*

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).

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).*

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

◆ Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◆ Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

◆ Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).



CULEXUS ASSASSIN

85 PTS



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

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Animus speculum	ANTI-PSYKER 2+	ASSAULT	PRECISION	24"	3	2+	5 -2 D3
PSYCHIC ASSASSIN							

MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Life-draining touch	ANTI-PSYKER 2+	DEVASTATING WOUNDS	PRECISION	Melee	4	2+	4 -2 2

AUFSTELLUNG

1x Culexus Assassin

Equipped with: Animus speculum, Life-draining touch

ABILITIES

Abomination

This model has the Feel No Pain 2+ ability against Psychic Attacks.

Esoteric Explosives

Each time this model is targeted with the Grenades Stratagem, 1 mortal wound is inflicted for each D6 roll of 3+ instead of for each 4+

Etheric Emergence

In your Movement phase, when this model is set up on the battlefield using the Deep Strike ability, it can perform an etheric emergence. If it does, this model can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.

Shadow Assignment

This model cannot be selected as your WARLORD. If your army faction is AGENTS OF THE IMPERIUM, then during the Declare Battle Formations step, you can replace this model with a different OFFICIO ASSASSINORUM model, provided that the points value of the new model does not exceed the points value of the model it replaced. Your army cannot include duplicates of the same model (i.e. after replacing this model with this rule, your army cannot have more than 1 VINDICARE ASSASSIN, it cannot have more than 1 CULEXUS ASSASSIN, it cannot have more than 1 EVERSOR ASSASSIN and it cannot have more than 1 CALLIDUS ASSASSIN).

Soulless Horror

Once per battle, at the start of any Command phase, this model can use this ability. If it does, each enemy unit within 9" of this model must take a Battle-shock test, subtracting 1 from that test (or subtracting 2 if that unit is a PSYKER).



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+.

ASSAULT

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

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.

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.

CORE 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.

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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.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).



CYBER-MASTIFF



Keine Stat-Werte in BSData 11e hinterlegt.

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Mechanical bite	Melee	3	4+	4	0	1

AUFSTELLUNG

1x Cyber-mastiff

Equipped with: Mechanical bite

ABILITIES



DAEMONHOST

[LEGENDS]

DAEMONHOST

M	T	SV	W	LD	OC	
6"	3	5+	3	7+	0	5+



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Unholy gaze PSYCHIC	18"	3	4+	8	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Warp grasp LETHAL HITS PSYCHIC	Melee	4	3+	4	-2	1

AUFSTELLUNG

1-2x Daemonhost - Equipped with: Unholy gaze, Warp grasp

ABILITIES

Bound Daemon

While an INQUISITOR model is leading a unit that includes one or more DAEMONHOST models, the Objective Control characteristic of DAEMONHOST models in that unit is 1.

Inquisitorial Retinue

If your Army Faction is not AGENTS OF THE IMPERIUM, then for each unique pairing of 1 INQUISITORIAL AGENTS unit and 1 DAEMONHOST unit occurring in your army, increase the maximum number of RETINUE units permitted in your army by 1. At the start of the Declare Battle Formations step, this unit can join one INQUISITORIAL AGENTS unit from your army that is being led by an INQUISITOR model (a unit cannot have more than one DAEMONHOST unit joined to it). If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.

Malefic Warding

While an INQUISITOR model is leading a unit that contains one or more DAEMONHOST models, models in this unit have a 5+ invulnerable save.

WEAPON RULES

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

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).



DAMNED LEGIONNAIRES [LEGENDS]

90–180 PTS



LEGIONNAIRE SERGEANT

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



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol IGNORES COVER PISTOL	12"	1	3+	4	0	1
Boltgun RAPID FIRE 1	24"	1	3+	4	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Multi-melta HEAVY MELTA 2	18"	2	4+	9	-4	D6
► Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
► Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	3+	8	-3	2
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	5	3+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Power weapon	Melee	3	3+	5	-2	1

AUFSTELLUNG

1x Legionnaire Sergeant - Equipped with: Close combat weapon, Boltgun, Bolt pistol, Power weapon, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Astartes chainsword
4-9x Legionnaire w/ boltgun oder Legionnaire w/ heavy weapon oder Legionnaire w/ special weapon

Wargear Options:

- Each Legionnaire Sergeant can replace its Boltgun with Bolt pistol and power weapon, Plasma pistol and power weapon, Bolt pistol and astartes chainsword or Plasma pistol and astartes chainsword.
- Each Legionnaire w/ heavy weapon can replace its Multi-melta with Heavy flamer.
- Each Legionnaire w/ special weapon can replace its Plasma gun with Flamer or Meltagun.

ABILITIES

Grim Spectres

In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. That enemy unit must take a Battle-shock test, subtracting 1 from the result when doing so.



WEAPON RULES

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

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.

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).

MELTA

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

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).

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE 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.

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.



IMPERIUM - AGENTS OF THE IMPERIUM

DEATHWATCH AGENT

[CRUCIBLE]

105 PTS

M

6"

T

4

SV

3+

W

5

LD

6+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Agent firearm	12"	1	3+	4	-1	1
Arbites combat shotgun	18"	2	3+	4	0	1
Artificer shotgun	12"	2	3+	4	0	2
Artificer-crafted storm bolter	24"	2	3+	4	0	2
Boltgun	24"	1	3+	4	0	1
Combi-weapon	24"	1	3+	4	-2	1
Condemnor boltgun	24"	1	3+	4	0	1
Executioner shotgun	24"	1	3+	5	-1	1
Heavy bolt pistol	12"	1	2+	4	-1	1
Heavy bolter	36"	3	4+	5	-1	2
Holy pistol	12"	3	3+	4	0	1
Household pistol	12"	2	3+	5	-2	2
Inferno pistol	6"	1	3+	8	-4	D3
Lasgun	24"	1	3+	3	0	1
Master-crafted bolt sniper rifle	36"	1	2+	5	-2	3

Meltagun	12"	1	3+	9	-4	D6
Ministorum flamer	12"	D6	N/A	5	0	1
Ministorum hand flamer	12"	D6	N/A	4	0	1
Ministorum heavy flamer	12"	D6	N/A	6	-1	1
Multi-melta	18"	2	4+	9	-4	D6
Psychic Shock Wave	18"	2D6	N/A	3	-2	1
Unholy Gaze	18"	3	3+	8	-2	D3
Vigil spear	24"	2	2+	4	-1	2
Voltaic pistol	12"	3	3+	4	-2	1
Webber	12"	D6	N/A	2	0	1
Arbites grenade launcher - frag	24"	D3	3+	4	0	1
Arbites grenade launcher - krak	24"	1	3+	9	-2	D3
Plasma gun - standard	24"	1	3+	7	-2	1
Plasma gun - supercharge	24"	1	3+	8	-3	2
Plasma pistol - standard	12"	1	3+	7	-2	1
Plasma pistol - supercharge	12"	1	3+	8	-3	2



MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainfist ANTI-VEHICLE 3+	Melee	3	4+	6	-2	2
Chainsword	Melee	5	3+	3	0	1
Close combat weapon	Melee	3	3+	3	0	1
Deathwatch weapon DEVASTATING WOUNDS	Melee	6	2+	6	-2	2
Eviscerator DEVASTATING WOUNDS	Melee	3	3+	6	-2	2
Excruciator maul	Melee	4	3+	4	-1	2
Force weapon PSYCHIC	Melee	4	3+	5	-2	D3
Power weapon	Melee	5	3+	4	-2	1
Warp grasp LETHAL HITS PSYCHIC	Melee	4	3+	4	-2	1

AUFSTELLUNG

1x Deathwatch Agent [Crucible]

Equipped with: Agent firearm, Arbites combat shotgun, Artificer shotgun, Artificer-crafted storm bolter, Boltgun, Combi-weapon, Condemnor boltgun, Executioner shotgun, Heavy bolt pistol, Heavy bolter, Holy pistol, Household pistol, Inferno pistol, Lasgun, Master-crafted bolt sniper rifle, Meltagun, Ministorum flamer, Ministorum hand flamer, Ministorum heavy flamer, Multi-melta, Psychic Shock Wave, Unholy Gaze, Vigil spear, Voltaic pistol, Webber, ► Arbites grenade launcher - frag, ► Arbites grenade launcher - krak, ► Plasma gun - standard, ► Plasma gun - supercharge, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainfist, Chainsword, Close combat weapon, Deathwatch weapon, Eviscerator, Excruciator maul, Force weapon, Power weapon, Warp grasp

Wargear Options:

- This model can be equipped with one of: Arbites combat shotgun, Arbites grenade launcher, Artificer-crafted storm bolter, Artificer shotgun, Boltgun, Combi-weapon, Condemnor boltgun, Executioner shotgun, Heavy bolter, Master-crafted bolt sniper rifle, Lasgun, Meltagun, Ministorum flamer, Ministorum heavy flamer, Multi-melta, Plasma gun, Psychic Shock Wave, Unholy Gaze, Vigil spear, Webber.
- This model can be equipped with up to 2 of: Agent firearm, Heavy bolt pistol, Holy pistol, Household pistol, Inferno pistol, Ministorum hand flamer, Plasma pistol, Voltaic pistol.

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader, Leader

KEYWORDS: Infantry, Character, Grenades, Imperium, Crucible, Ordo Xenos, Deathwatch, Deathwatch Agent

Backroom Deals

While this model is leading a unit, models in that unit have the Infiltrators ability.

High-handed Authority

While this model is leading a unit, it can embark within any Transport that its Bodyguard unit can embark within.

Holy Hatred

Melee weapons equipped by models in this unit have the [Sustained Hits 1] ability.

Nowhere to Hide

Ranged weapons equipped by models in this unit have the [Lethal Hits] ability.

Oracular Gifts

This model has the Psyker keyword. Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of this model.

Termination

Each time a model in this unit makes an attack that targets a unit that is below Half-Strength, add 1 to the Hit roll.

Your Vigil is Not Yet Ended

While this model is leading a unit, in your Command phase, you can returned 1 destroyed model (excluding Character models) to that unit.

Leader

This model can be attached to the following units: Kill Team (excluding Fly, Gravis and Terminator)



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+.*

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).*

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.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

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.

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).

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*

MELTA

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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.

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).

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).*



TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE 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.

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



IMPERIUM - AGENTS OF THE IMPERIUM

DEATHWATCH KILL TEAM

100–190 PTS

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

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Boltgun	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Deathwatch shotgun ASSAULT	18"	2	3+	4	0	2
Frag cannon BLAST HEAVY RAPID FIRE D3	18"	D3	4+	7	-1	2
Stalker-pattern boltgun HEAVY PRECISION	24"	1	3+	4	-1	2
► Infernus heavy bolter - heavy bolter HEAVY SUSTAINED HITS 1	36"	3	4+	5	-1	2
► Infernus heavy bolter - heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Black Shield blades TWIN-LINKED	Melee	4	3+	5	-2	1
Close combat weapon	Melee	3	3+	4	0	1
Deathwatch thunder hammer DEVASTATING WOUNDS	Melee	3	4+	10	-2	3
Power weapon	Melee	3	3+	5	-2	1
Xenophase blade DEVASTATING WOUNDS	Melee	4	3+	5	-2	1

AUFSTELLUNG

4-9x Veteran w/ boltgun and power weapon oder Veteran w/ Deathwatch thunder hammer oder Veteran w/ frag cannon and CCW oder Veteran w/ infernus heavy bolter and CCW oder Veteran w/ Astartes shield and boltgun oder Veteran w/ Astartes shield and power weapon oder Veteran w/ stalker-pattern boltgun and CCW oder Veteran w/ Deathwatch shotgun and CCW oder Veteran w/ Black Shield blades

1x Watch Sergeant

Equipped with: Boltgun, Combi-weapon, Deathwatch shotgun, Frag cannon, Stalker-pattern boltgun, ► Infernus heavy bolter - heavy bolter, ► Infernus heavy bolter - heavy flamer, Black Shield blades, Close combat weapon, Deathwatch thunder hammer, Power weapon, Xenophase blade

Wargear Options:

- Each Watch Sergeant can replace its Boltgun and power weapon with Deathwatch shotgun and close combat weapon, Frag cannon and close combat weapon, Infernus heavy bolter and close combat weapon, Stalker-pattern boltgun and close combat weapon, Black Shield blades or Deathwatch thunder hammer.
- Each Watch Sergeant can replace its Boltgun with Combi-weapon or Astartes shield.
- Each Watch Sergeant can replace its Power weapon with Xenophase blade or Astartes shield.

ABILITIES

Astartes shield

The bearer has a 4+ invulnerable save.



Death to the Alien

Each time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target of that attack does not have the IMPERIUM or CHAOS keywords, you can re-roll the Hit roll instead.

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+.

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).

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.

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.

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).



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.

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).

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.



DEATHWATCH TERMINATOR SQUAD

[LEGENDS]

210-420 PTS



DEATHWATCH TERMINATOR SERGEANT

M	T	SV	W	LD	OC	
5"	5	2+	3	6+	1	4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault cannon DEVASTATING WOUNDS	24"	6	3+	6	0	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
► Cyclone missile launcher - frag BLAST	36"	2D6	3+	4	0	1
► Cyclone missile launcher - krak	36"	2	3+	9	-2	D6
► Plasma cannon - standard BLAST HEAVY	36"	D3	4+	7	-2	1
► Plasma cannon - supercharge BLAST HAZARDOUS HEAVY	36"	D3	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainfist ANTI-VEHICLE 3+	Melee	3	4+	8	-2	2
Power Fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Power weapon	Melee	4	3+	5	-2	1
Power weapon	Melee	3	3+	5	-2	1
Thunder hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	2

Thunder hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	2
Twin lightning claws TWIN-LINKED	Melee	5	3+	5	-2	1
Twin lightning claws TWIN-LINKED	Melee	5	3+	5	-2	1

AUFSTELLUNG

1x Deathwatch Terminator Sergeant - Equipped with: Storm bolter, Power Fist, Power weapon, Twin lightning claws, Thunder hammer, Chainfist
 4-9x Deathwatch Terminator oder Deathwatch Terminator w/ Heavy Weapon

Wargear Options:

- Each Deathwatch Terminator Sergeant can replace its Power fist & storm bolter with Storm bolter & power weapon, Twin lightning claws, Thunder hammer & storm shield or Storm bolter & chainfist.

ABILITIES

Attached Unit

If a CHARACTER from your army with the Leader ability can be attached to a DEATHWATCH KILL TEAM, it can be attached to this unit instead.

Storm shield

The bearer has a Wounds characteristic of 4.

Storm shield

The bearer has a Wounds characteristic of 4.



Teleport Homer

At the start of the battle, you can set up one Teleport Homer token for this unit anywhere on the battlefield that is not in your opponent's deployment zone. If you do, once per battle, you can target this unit with the Rapid Ingress Stratagem for OCP, but when resolving that Stratagem, you must set this unit up within 3" of that token and not within 9" of any enemy models. That token is then removed.

Terminatus Assault

Each time this unit ends a Charge move, each enemy unit within Engagement Range of this unit must take a Battle-shock test.

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+.

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).

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.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

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.

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).



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.

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.



IMPERIUM - AGENTS OF THE IMPERIUM

DEATHWATCH VETERAN W/
CARBINE

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

 RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Deathwatch marksman bolt carbine	HEAVY LETHAL HITS	24"	2	3+	5	-1	1
Special-issue bolt pistol	PISTOL PRECISION LETHAL HITS	18"	1	3+	4	-1	1

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Combat knife	Melee	4	3+	4	-1	1

AUFSTELLUNG

1x Deathwatch Veteran w/ carbine

Equipped with: Deathwatch marksman bolt carbine, Special-issue bolt pistol, Close combat weapon, Combat knife

Wargear Options:

- This model can replace its Deathwatch marksman bolt carbine with Combat knife.

ABILITIES

WEAPON RULES

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.

LETHAL HITS

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

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.



DEATHWATCH VETERAN W/ HEAVY THUNDER HAMMER

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



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL LETHAL HITS	12"	1	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Heavy thunder hammer DEVASTATING WOUNDS	Melee	3	4+	10	-2	3
Power weapon SUSTAINED HITS 1	Melee	4	3+	5	-2	2

AUFSTELLUNG

1x Deathwatch Veteran w/ heavy thunder hammer

Equipped with: Bolt pistol, Heavy thunder hammer, Power weapon

Wargear Options:

- This model can replace its Heavy thunder hammer with Power weapon and Astartes shield.

ABILITIES

Astartes shield

The bearer has a 4+ invulnerable save.

WEAPON RULES

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.*

LETHAL HITS

Each time an attack made with a **LETHAL HITS** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **DEVASTATING WOUNDS**.*

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.

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).*

DEATHWATCH VETERAN W/ STALKER BOLT RIFLE

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



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL LETHAL HITS	12"	1	3+	4	0	1
Stalker bolt rifle HEAVY LETHAL HITS PRECISION	30"	2	3+	5	-2	2
► Plasma incinerator - Standard ASSAULT HEAVY	24"	2	3+	7	-2	1
► Plasma incinerator - Supercharge ASSAULT HAZARDOUS HEAVY	24"	2	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

AUFSTELLUNG

1x Deathwatch Veteran w/ stalker bolt rifle

Equipped with: Bolt pistol, Stalker bolt rifle, ► Plasma incinerator - Standard, ► Plasma incinerator - Supercharge, Close combat weapon

Wargear Options:

- This model can replace its Stalker bolt rifle with Plasma incinerator.

ABILITIES

WEAPON RULES

ASSAULT

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

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.

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

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.



ENTHRONED AGENT [CRUCIBLE]

120 PTS

M8"

T7

SV3+

W9

LD6+

OC3

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Agent firearm PISTOL	12"	1	3+	4	-1	1
Arbites combat shotgun ASSAULT	18"	2	3+	4	0	1
Artificer shotgun ASSAULT	12"	2	3+	4	0	2
Artificer-crafted storm bolter RAPID FIRE 2	24"	2	3+	4	0	2
Boltgun RAPID FIRE 1	24"	1	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	-2	1
Condemnor boltgun ANTI-PSYKER 2+ DEVASTATING WOUNDS PRECISION RAPID FIRE 1	24"	1	3+	4	0	1
Executioner shotgun IGNORES COVER PRECISION	24"	1	3+	5	-1	1
Heavy bolt pistol PISTOL	12"	1	2+	4	-1	1
Heavy bolter HEAVY SUSTAINED HITS 1	36"	3	4+	5	-1	2
Holy pistol PISTOL	12"	3	3+	4	0	1
Household pistol DEVASTATING WOUNDS PISTOL	12"	2	3+	5	-2	2
Inferno pistol MELTA 2 PISTOL	6"	1	3+	8	-4	D3
Lasgun RAPID FIRE 1	24"	1	3+	3	0	1
Master-crafted bolt sniper rifle HEAVY PRECISION	36"	1	2+	5	-2	3

Meltagun MELTA 2	12"	1	3+	9	-4	D6
Ministorum flamer IGNORES COVER TORRENT	12"	D6	N/A	5	0	1
Ministorum hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	4	0	1
Ministorum heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	6	-1	1
Multi-melta HEAVY MELTA 4	18"	2	4+	9	-4	D6
Psychic Shock Wave DEVASTATING WOUNDS PSYCHIC TORRENT	18"	2D6	N/A	3	-2	1
Unholy Gaze PSYCHIC	18"	3	3+	8	-2	D3
Vigil spear	24"	2	2+	4	-1	2
Voltaic pistol PISTOL SUSTAINED HITS 2	12"	3	3+	4	-2	1
Webber ASSAULT DEVASTATING WOUNDS TORRENT	12"	D6	N/A	2	0	1
► Arbites grenade launcher - frag BLAST	24"	D3	3+	4	0	1
► Arbites grenade launcher - krak	24"	1	3+	9	-2	D3
► Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
► Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	3+	8	-3	2
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2



MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainfist ANTI-VEHICLE 3+	Melee	3	4+	6	-2	2
Chainsword	Melee	5	3+	3	0	1
Close combat weapon	Melee	3	3+	3	0	1
Deathwatch weapon DEVASTATING WOUNDS	Melee	6	2+	6	-2	2
Eviscerator DEVASTATING WOUNDS	Melee	3	3+	6	-2	2
Excruciator maul	Melee	4	3+	4	-1	2
Force weapon PSYCHIC	Melee	4	3+	5	-2	D3
Power weapon	Melee	5	3+	4	-2	1
Warp grasp LETHAL HITS PSYCHIC	Melee	4	3+	4	-2	1

AUFSTELLUNG

1x Enthroned Agent [Crucible]

Equipped with: Agent firearm, Arbites combat shotgun, Artificer shotgun, Artificer-crafted storm bolter, Boltgun, Combi-weapon, Condemnor boltgun, Executioner shotgun, Heavy bolt pistol, Heavy bolter, Holy pistol, Household pistol, Inferno pistol, Lasgun, Master-crafted bolt sniper rifle, Meltagun, Ministorum flamer, Ministorum hand flamer, Ministorum heavy flamer, Multi-melta, Psychic Shock Wave, Unholy Gaze, Vigil spear, Voltaic pistol, Webber, ► Arbites grenade launcher - frag, ► Arbites grenade launcher - krak, ► Plasma gun - standard, ► Plasma gun - supercharge, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainfist, Chainsword, Close combat weapon, Deathwatch weapon, Eviscerator, Excruciator maul, Force weapon, Power weapon, Warp grasp

Wargear Options:

- This model can be equipped with one of: Arbites combat shotgun, Arbites grenade launcher, Artificer-crafted storm bolter, Artificer shotgun, Boltgun, Combi-weapon, Condemnor boltgun, Executioner shotgun, Heavy bolter, Master-crafted bolt sniper rifle, Lasgun, Meltagun, Ministorum flamer, Ministorum heavy flamer, Multi-melta, Plasma gun, Psychic Shock Wave, Unholy Gaze, Vigil spear, Webber.
- This model can be equipped with up to 2 of: Agent firearm, Heavy bolt pistol, Holy pistol, Household pistol, Inferno pistol, Ministorum hand flamer, Plasma pistol, Voltaic pistol.

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader

Backroom Deals

While this model is leading a unit, models in that unit have the Infiltrators ability.

High-handed Authority

While this model is leading a unit, it can embark within any Transport that its Bodyguard unit can embark within.

Holy Hatred

Melee weapons equipped by models in this unit have the [Sustained Hits 1] ability.

Nowhere to Hide

Ranged weapons equipped by models in this unit have the [Lethal Hits] ability.

Oracular Gifts

This model has the Psyker keyword. Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of this model.

Termination

Each time a model in this unit makes an attack that targets a unit that is below Half-Strength, add 1 to the Hit roll.

Towering Reputation (Aura)

While a friendly unit is within 6" of this model, improve the Leadership characteristic of models in that unit by 1. While an enemy unit is within 6" of this model, worsen the Leadership characteristic of models in that unit by 1.

Leader

This model can be attached to the following units: Kill Team (excluding Fly, Gravis and Terminator)



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+.

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).

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.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

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.

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).

LETHAL HITS

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

MELTA

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

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.

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).

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).



TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE 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.

◆ Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").



EVERSOR ASSASSIN

100 PTS



M

9"

T

4

SV

6+

W

4

LD

6+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Executioner pistol	12"	4	2+	4	0	1
SUSTAINED HITS 3						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power sword and neuro gauntlet	Melee	6	2+	5	-2	2
SUSTAINED HITS 3						

AUFSTELLUNG

1x Eversor Assassin

Equipped with: Executioner pistol, Power sword and neuro gauntlet

ABILITIES

- Frenzon**
This model is eligible to shoot and declare a charge in a turn in which it Advanced.
- Intra-neural Biotech**
Once per battle round, you can target this model with the Heroic Intervention or Counter-offensive Stratagem for OCP, and can do so even if you have already used that Stratagem on a different unit this phase.

- Overkill**
Once per battle, in your Movement phase, this model can use this ability before it makes a Normal move. If it does, until the end of the turn, add 6" to this model's Movement characteristic and add 3 to the Attacks characteristic of this model's melee weapons.
- Shadow Assignment**
This model cannot be selected as your WARLORD. If your army faction is AGENTS OF THE IMPERIUM, then during the Declare Battle Formations step, you can replace this model with a different OFFICIO ASSASSINORUM model, provided that the points value of the new model does not exceed the points value of the model it replaced. Your army cannot include duplicates of the same model (i.e. after replacing this model with this rule, your army cannot have more than 1 VINDICARE ASSASSIN, it cannot have more than 1 CULEXUS ASSASSIN, it cannot have more than 1 EVERSOR ASSASSIN and it cannot have more than 1 CALLIDUS ASSASSIN).



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+.*

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).*

CORE 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.

◆ Deadly Demise D3

This ability always takes the form **Deadly Demise X**. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◆ 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.

◆ Scouts 9"

This ability always takes the form **Scouts X"**. In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a **DEDICATED TRANSPORT** that is wholly within your deployment zone, and if every model embarked within that **DEDICATED TRANSPORT** has the **Scouts** ability, that **DEDICATED TRANSPORT** can make a scout move.



EXACTION SQUAD

90 PTS



PROCTOR-EXACTANT

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

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
Excruciator maul	Melee	2	3+	4	-1	2
Mechanical bite	Melee	3	4+	4	0	1

AUFSTELLUNG

1x Proctor-Exactant - Equipped with: Close combat weapon, Arbites combat shotgun, Arbites shotpistol
9x Exaction Vigilant w/ medi-kit oder Exaction Vigilant w/ excruciator maul oder Exaction Vigilant w/ soulguilt scanner oder Exaction Vigilant w/ shotgun

ABILITIES

Arbites medi-kit

At the start of your Command phase, if the bearer's unit is below its Starting Strength, you can return up to D3 destroyed Exaction Vigilants to this unit.

Imperial Law

At the start of the battle, select one unit from your opponent's army. Each time a model in this unit makes an attack that targets that unit, that attack has the [Lethal Hits] and [Precision] abilities.

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.

Soulguilt scanner

Ranged weapons equipped by models in the bearer's unit have the [IGNORES COVER] ability.



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).*

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).

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.

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.

CORE 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.

◆ Feel No Pain

This ability always takes the form **Feel No Pain X+**. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.



IMPERIUM - AGENTS OF THE IMPERIUM

FORTIS KILL TEAM

[LEGENDS]

100–200 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Rifle ASSAULT HEAVY	24"	2	3+	4	-1	1
Bolt Rifle ASSAULT HEAVY	24"	2	3+	4	-1	1
Bolt Rifle ASSAULT HEAVY	24"	2	3+	4	-1	1
Bolt pistol PISTOL	12"	1	3+	4	0	1
Bolt pistol PISTOL	12"	1	3+	4	0	1
Hand Flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Heavy bolt pistol PISTOL	12"	1	3+	4	-1	1
Long Vigil ranged weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Twin Bolt Rifle TWIN-LINKED	24"	2	3+	4	-1	1
► Plasma incinerator - Standard ASSAULT HEAVY	24"	2	3+	7	-2	1
► Plasma incinerator - Supercharge ASSAULT HAZARDOUS HEAVY	24"	2	3+	8	-3	2
► Plasma pistol - Standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - Supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	4+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Long Vigil melee weapon	Melee	3	3+	5	-2	1

AUFSTELLUNG

- 5-10x Kill Team Intercessor oder Kill Team Intercessor w/ Special Weapon oder Kill Team Intercessor w/ Melee Option oder Kill Team Intercessor w/ LV Ranged Weapon
- 4x Kill Team Intercessor w/ Heavy Bolt Pistol oder Kill Team Outrider
- Equipped with:** Bolt Rifle, Bolt pistol, Hand Flamer, Heavy bolt pistol, Long Vigil ranged weapon, Twin Bolt Rifle, ► Plasma incinerator - Standard, ► Plasma incinerator - Supercharge, ► Plasma pistol - Standard, ► Plasma pistol - Supercharge, Astartes chainsword, Close combat weapon, Long Vigil melee weapon
- Wargear Options:**
- This model can be equipped with 1x Long Vigil ranged weapon.
 - Each Kill Team Intercessor w/ Special Weapon can replace its Hand Flamer with Bolt Rifle, Plasma pistol, Long Vigil melee weapon or Astartes chainsword.
 - Each Kill Team Intercessor w/ Melee Option can replace its Close combat weapon with Astartes chainsword or Long Vigil melee weapon.



ABILITIES

Attached Unit

If a CHARACTER from your army with the Leader ability can be attached to an DEATHWATCH KILL TEAM, it can be attached to this unit instead.

Fortis Doctrines

Each time a model in this unit makes an attack that targets a unit that is Below Half-strength, add 1 to the Hit roll.

Transport

This unit cannot embark within an IMPERIAL RHINO.

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+.

ASSAULT

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

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.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

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.

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).

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).*

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

◆ Kill Team

Each time an attack targets this unit, if it contains models with different Toughness characteristics, until the attacking unit has finished making its attacks, use the Toughness characteristic of the majority of the models in that unit when determining what roll is required for that attack to successfully wound. If two or more Toughness characteristics are tied for majority, use the highest value.

For the purposes of determining which models in this unit can embark within a TRANSPORT, Kill Team Terminator models, Kill Team Outrider models, Kill Team Biker models and models equipped with a jump pack each take up the space of 2 models, but can otherwise embark within any TRANSPORT their unit can embark within, even though similar models in other units have the TERMINATOR, MOUNTED or JUMP PACK keywords.

For the purposes of interacting with terrain features, all models in units with this ability are considered Infantry models, even though similar models in other units may have the Mounted or Jump Pack keywords.

Designer's Note: *While the abstractions in the above rule cause some models to behave differently to similar models in other units, they are designed to minimise complicated movement, Transport and Benefit of Cover rules.*



GRAVIS VETERAN W/ INFERNUS HEAVY BOLTER

M	T	SV	W	LD	OC
5"	6	3+	3	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL LETHAL HITS	12"	1	3+	4	0	1
Frag cannon BLAST HEAVY LETHAL HITS RAPID FIRE D3	18"	D3	3+	7	-2	2
Hellstorm bolt rifle ASSAULT HEAVY LETHAL HITS	30"	2	3+	5	-2	2
► Astartes grenade launcher - frag BLAST	24"	D3	3+	4	0	1
► Astartes grenade launcher - krak	24"	1	3+	9	-2	D3
► Infernus heavy bolter - heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
► Infernus heavy bolter - heavy flamer IGNORES COVER	12"	D6	N/A	5	-1	1
TORRENT						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

AUFSTELLUNG

1x Gravis Veteran w/ infernus heavy bolter

Equipped with: Bolt pistol, Frag cannon, Hellstorm bolt rifle, ► Astartes grenade launcher - frag, ► Astartes grenade launcher - krak, ► Infernus heavy bolter - heavy bolter, ► Infernus heavy bolter - heavy flamer, Close combat weapon

Wargear Options:

- This model can replace its Infernus heavy bolter with Frag cannon or Hellstorm bolt rifle and grenade launcher.

ABILITIES



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).*

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.

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).

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*

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).*

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

GREY KNIGHTS TERMINATOR SQUAD

175 PTS

TERMINATOR JUSTICAR

M

5"

T

5

SV

2+

W

3

LD

6+

OC

2

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Incinerator IGNORES COVER TORRENT	12"	D6	N/A	6	-1	1
Psilencer PSYCHIC SUSTAINED HITS 1	24"	6	3+	5	0	1
Psycannon PSYCHIC	24"	3	3+	8	-1	2
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Nemesis force weapon PSYCHIC	Melee	4	3+	6	-2	2

AUFSTELLUNG

1x Terminator Justicar - Equipped with: Storm bolter, Nemesis force weapon
4x Terminator oder Terminator w/ heavy weapon oder Terminator w/ narthecium
oder Terminator w/ Ancient's Banner

Wargear Options:

- Each Terminator w/ heavy weapon can replace its Incinerator with Psilencer or Psycannon.

ABILITIES

Ancient's Banner

Add 1 to the Objective Control characteristic of models in the bearer's unit.

Hammerhand (Psychic)

Each time this unit makes a Charge move, until the end of the turn, melee weapons equipped by models in this unit have the [LETHAL HITS] ability.

Narthecium

In your Command phase, you can return 1 destroyed model (excluding CHARACTERS) to the bearer's unit.

Rites of Teleportation

If one or more INQUISITOR units are attached to this unit during the Declare Battle Formations step, models in those units have the Deep Strike ability.



WEAPON RULES

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).

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).

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).*

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

CORE 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.

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.



IMPERIAL NAVY BREACHERS

90 PTS



NAVIS SERGEANT-AT-ARMS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	4+	3	0	1
Autopistol PISTOL	12"	1	4+	3	0	1
Autopistol PISTOL	12"	1	4+	3	0	1
Bolt pistol PISTOL	12"	1	4+	4	0	1
Demolition charge ASSAULT BLAST HAZARDOUS ONE SHOT	6"	D6	5+	9	-2	2
Meltagun MELTA 2	12"	1	4+	9	-4	D6
Navis heavy shotgun ASSAULT	12"	4	4+	4	0	1
Navis las-volley	18"	4	4+	6	0	1
Navis shotgun ASSAULT	12"	2	4+	4	0	1
► Plasma gun - standard RAPID FIRE 1	24"	1	4+	7	-1	1
► Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	4+	8	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainfist ANTI-VEHICLE 3+	Melee	1	5+	6	-2	2
Chainsword	Melee	3	4+	3	0	1

Close combat weapon	Melee	1	4+	3	0	1
Power weapon	Melee	2	4+	4	-2	1
Power weapon	Melee	2	4+	4	-2	1

AUFSTELLUNG

1x Navis Sergeant-at-Arms - Equipped with: Close combat weapon, Navis shotgun, Chainsword, Autopistol, Bolt pistol, Power weapon
 9x Navis Armsman w/ heavy shotgun oder Navis Armsman w/ special weapon oder Navis Armsman w/ power weapon oder Navis Armsman oder Navis Armsman w/ chainfist

Wargear Options:

- Each Navis Sergeant-at-Arms can replace its Navis shotgun with Autopistol and chainsword or Bolt pistol and power weapon.
- Each Navis Armsman w/ special weapon can replace its Navis las-volley with Plasma gun or Meltagun.

ABILITIES

Breaching Team

Each time a model in this unit makes an attack, re-roll a Wound roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the Wound roll instead.

CAT Unit

Once per battle, when this unit is selected to shoot, until the end of the phase, ranged weapons equipped by this unit gain the [Ignores Cover] ability.



Endurant shield

The bearer has a 4+ invulnerable save.

Gheistskull

Once per battle, when you select this unit as the target of the Grenade Stratagem, you can target one enemy unit visible to and within 18" of this unit that is not within Engagement Range of any units from your army, instead of one within 8".

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+.

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).

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

MELTA

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

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).



IMPERIAL RHINO

65 PTS



M	T	SV	W	LD	OC
12"	9	3+	10	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Imperial Rhino

Equipped with: Hunter-killer missile, Storm bolter, Armoured tracks

ABILITIES

Self-repair

At the start of your Command phase, this model regains 1 lost wound.

Imperial Rhino (Transport)

Capacity: This model has a transport capacity of 12 AGENTS OF THE IMPERIUM INFANTRY models. It cannot transport TERMINATOR or OFFICIO ASSASSINORUM models.

WEAPON RULES

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle. If a destroyed model is returned to a unit, all of its **ONE SHOT** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again. If a new unit is added to an army, all **ONE SHOT** weapons in that unit can be selected to make attacks with once per battle.

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).*



CORE 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.

◆ Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◆ Firing Deck 2

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.



IMPERIUM - AGENTS OF THE IMPERIUM

INDOMITOR KILL TEAM

[LEGENDS]

120–240 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault bolters ASSAULT PISTOL SUSTAINED HITS 2 TWIN-LINKED	18"	3	3+	5	-1	2
Auto boltstorm gauntlets TWIN-LINKED	18"	3	3+	4	0	1
Bolt pistol PISTOL	12"	1	3+	4	0	1
Flamestorm gauntlets IGNORES COVER TORRENT TWIN-LINKED	12"	D6+1	N/A	4	0	1
Fragstorm grenade launcher BLAST	18"	D6	3+	4	0	1
Heavy Bolter ASSAULT HEAVY SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy bolt rifle ASSAULT HEAVY	30"	2	3+	5	-1	1
Melta rifle HEAVY MELTA 2	18"	1	3+	9	-4	D6
Multi-melta HEAVY MELTA 2	18"	2	4+	9	-4	D6
► Plasma exterminators - Standard ASSAULT PISTOL TWIN-LINKED	18"	2	3+	7	-2	2
► Plasma exterminators - Supercharge ASSAULT HAZARDOUS PISTOL TWIN-LINKED	18"	2	3+	8	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
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Close combat weapon	Melee	3	3+	4	0	1
Power fists TWIN-LINKED	Melee	3	4+	8	-2	2
Power fists TWIN-LINKED	Melee	3	4+	8	-2	2

AUFSTELLUNG

5-10x Kill Team Heavy Intercessor oder Kill Team Heavy Intercessor w/ Heavy Bolter
2x Kill Team Heavy Intercessor w/ power fists & flamestorm gauntlets oder Kill Team Heavy Intercessor w/ power fists & auto boltstorm gauntlets oder Kill Team Heavy Intercessor w/ melta rifle oder Kill Team Heavy Intercessor w/ Multi-melta oder Kill Team Heavy Intercessor w/ jump pack & assault bolters oder Kill Team Heavy Intercessor w/ jump pack & plasma exterminators
Equipped with: Assault bolters, Auto boltstorm gauntlets, Bolt pistol, Flamestorm gauntlets, Fragstorm grenade launcher, Heavy Bolter, Heavy bolt rifle, Melta rifle, Multi-melta, ► Plasma exterminators - Standard, ► Plasma exterminators - Supercharge, Close combat weapon, Power fists

ABILITIES

Attached Unit
If a CHARACTER unit from your army can be attached to a DEATHWATCH KILL TEAM, it can be attached to this unit instead.

Indomitor Doctrines
Each time a model in this unit makes an attack, add 1 to the Hit roll if this unit is below its Starting Strength, and add 1 to the Wound roll as well if this unit is Below Half-strength.

Jump pack

The bearer has a Move characteristic of 10" and can move over models and terrain features as if they were not there.

Jump pack

The bearer has a Move characteristic of 10" and can move over models and terrain features as if they were not there.

Transport

This unit cannot embark within an IMPERIAL RHINO.

WEAPON RULES

ASSAULT

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

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.

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).

MELTA

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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.

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).*

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.



TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.



INQUISITOR

55 PTS



M

6"

T

3

SV

4+

W

4

LD

6+

OC

1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	-2	1
Psychic Shock Wave DEVASTATING WOUNDS PSYCHIC TORRENT	18"	2D6	N/A	3	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon PSYCHIC	Melee	4	3+	5	-2	D3
Inquisitorial melee weapon	Melee	5	3+	4	-2	1

AUFSTELLUNG

1x Inquisitor

Equipped with: Bolt pistol, Combi-weapon, Psychic Shock Wave, Force weapon, Inquisitorial melee weapon

Wargear Options:

- This model can replace its Inquisitorial melee weapon with Force weapon.
- This model can replace its Bolt pistol with Combi-weapon.
- This model can replace its Blessed wardings with Psychic gifts.

ABILITIES

CORE - Leader

Authority of the Inquisition

While this model is leading a unit, it can embark within any Transport that its Bodyguard unit can embark within.

Blessed Wardings

While this model is leading a unit, models in that unit have a 6+ invulnerable save.

Power of the Rosette

Each time you target this model's unit with a Stratagem, roll one D6: on a 3+, you gain 1CP.

Psychic gifts

The bearer has the PSYKER keyword.

Leader

This model can be attached to the following units: AQUILA KILL TEAM, BATTLELINE IMPERIUM INFANTRY, EXACTION SQUAD, GREY KNIGHTS TERMINATOR SQUAD, IMPERIAL NAVY BREACHERS, INQUISITORIAL AGENTS, SANCTIFIERS, SISTERS OF BATTLE SQUAD, SUBDUCTOR SQUAD, VIGILANT SQUAD



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.

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).

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.

CORE 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.

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



INQUISITOR COTEAZ

75 PTS



M6"

T3

SV2+

W4

LD6+

OC1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
Psychic Blast ANTI-DAEMON 4+ ANTI-INFANTRY 5+	18"	D6	3+	3	-1	1
DEVASTATING WOUNDS PSYCHIC						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Nemesis daemon hammer PSYCHIC	Melee	3	3+	9	-3	3

AUFSTELLUNG

1x Inquisitor Coteaz

Equipped with: Bolt pistol, Psychic Blast, Nemesis daemon hammer

ABILITIES

CORE - Leader

Authority of the Inquisition

While this model is leading a unit, it can embark within any Transport that its Bodyguard unit can embark within.

Glovodan Psyber-eagle

In your Command phase, you can select one enemy unit within 18" of the bearer. Until the start of your next Command phase, that unit cannot have the Benefit of Cover.

Malefic Wardings (Psychic)

While this model is leading a unit, models in that unit have a 6+ invulnerable save, and 4+ invulnerable save against **Psychic** Attacks and attacks made by DAEMON models.

Spy Network

Each time your opponent gains a CP as the result of an ability, roll one D6: on a 2+, you also gain 1CP.

Leader

This model can be attached to the following units: BATTLELINE IMPERIUM INFANTRY, EXACTION SQUAD, GREY KNIGHTS TERMINATOR SQUAD, IMPERIAL NAVY BREACHERS, INQUISITORIAL AGENTS, SUBDUCTOR SQUAD, VIGILANT SQUAD



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.

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).

CORE 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.

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



INQUISITOR DRAXUS

75 PTS

M

6"

T

3

SV

3+

W

4

LD

6+

OC

1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dirgesinger ANTI-INFANTRY 4+ ASSAULT	18"	4	3+	4	0	2
DEVASTATING WOUNDS						
Psychic Tempest PSYCHIC SUSTAINED HITS 2	18"	6	3+	6	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power fist	Melee	3	3+	6	-2	2

AUFSTELLUNG
1x Inquisitor Draxus
Equipped with: Dirgesinger, Psychic Tempest, Power fist

ABILITIES

CORE - Leader

Authority of the Inquisition

While this model is leading a unit, it can embark within any Transport that its Bodyguard unit can embark within.

Psychic Veil (Psychic)

In your Command phase, this PSYKER can use this ability. If it does, roll one D6: on a 1, this PSYKER's unit suffers D3 mortal wounds; on a 2+, until the start of your next Command phase, this PSYKER's unit can only be selected as the target of a ranged attack if the attacking model is within 18".

Xenos Hunter

While this model is leading a unit, each time a model in that unit makes an attack that targets an enemy unit that does not have the IMPERIUM or CHAOS keywords, add 1 to the Hit roll.

Leader

This model can be attached to the following units: AQUILA KILL TEAM, BATTLELINE IMPERIUM INFANTRY, EXACTION SQUAD, IMPERIAL NAVY BREACHERS, INQUISITORIAL AGENTS, SUBDUCTOR SQUAD, VIGILANT SQUAD



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+.

ASSAULT

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

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.

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).

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).

CORE 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.

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



IMPERIUM - AGENTS OF THE IMPERIUM

INQUISITOR EISENHORN

[LEGENDS]

65 PTS



M

6"

T

3

SV

4+

W

4

LD

6+

OC

1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Artificer bolt pistol	12"	4	3+	4	0	2
Mind Assault	18"	2	3+	5	-2	3
DEVASTATING WOUNDS PRECISION PSYCHIC SUSTAINED HITS 1						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Runestaff and Barbarisater	Melee	5	3+	6	-2	2
PSYCHIC						

AUFSTELLUNG

1x Inquisitor Eisenhorn [Legends]

Equipped with: Artificer bolt pistol, Mind Assault, Runestaff and Barbarisater

ABILITIES

CORE - Leader

- Authority of the Inquisition**
While this model is leading a unit, it can embark within any Transport that its Bodyguard unit can embark within.
- Dominate Will (Psychic)**
At the start of your opponent's Shooting phase, select one enemy INFANTRY unit that is within 12" of and visible to this model and roll one D6: on a 1, this model suffers D3 mortal wounds; on a 2-5, until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll; on a 6, until the end of the phase, that unit is not eligible to shoot.

- Malus Codicium**
While this model is leading a unit, double the Attacks characteristic of weapons equipped by Daemonhost models in that unit.
- Leader**
This model can be attached to the following units:
 - DEATHWATCH KILL TEAM (including FORTIS KILL TEAM, INDOMITOR KILL TEAM, PROTEUS KILL TEAM and SPECTRUS KILL TEAM)
 - DAEMONHOST
 - EXACTION SQUAD
 - IMPERIUM BATTLELINE INFANTRY
 - IMPERIAL NAVY BREACHERS
 - INQUISITORIAL AGENTS
 - SUBDUCTOR SQUAD
 - VIGILANT SQUAD

WEAPON RULES

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.

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.

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).

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).

CORE 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.

◆ Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



INQUISITOR GREYFAX

65 PTS



M

6"

T

3

SV

3+

W

4

LD

6+

OC

1

5+

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Castigation	ANTI-CHARACTER 4+ DEVASTATING WOUNDS	18"	1	3+	8	-2	3
	PRECISION PSYCHIC						
Condemnor stake	ANTI-PSYKER 2+ DEVASTATING WOUNDS	24"	1	3+	4	0	1
	PRECISION RAPID FIRE 1						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted power sword	Melee	4	3+	4	-2	2

AUFSTELLUNG

1x Inquisitor Greyfax

Equipped with: Castigation, Condemnor stake, Master-crafted power sword

ABILITIES

CORE - Leader

Authority of the Inquisition

While this model is leading a unit, it can embark within any Transport that its Bodyguard unit can embark within.

No Mercy

While this model is leading a unit, each time a model in that unit makes an attack that targets a unit that is Below Half-strength, add 1 to the Hit roll.

Psychulum

While this model is leading a unit, ranged weapons equipped by models in that unit have the [ANTI-PSYKER 4+] ability.

Leader

This model can be attached to the following units: EXACTION SQUAD, IMPERIUM BATTLELINE INFANTRY, IMPERIAL NAVY BREACHERS, INQUISITORIAL AGENTS, SISTERS OF BATTLE SQUAD, SUBDUCTOR SQUAD, VIGILANT SQUAD



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.*

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.

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).

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).*

CORE 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.

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



INQUISITOR KARAMAZOV

[LEGENDS]

140 PTS

M

8"

T

9

SV

3+

W

10

LD

6+

OC

3

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Master-crafted multi-melta MELTA 3	18"	3	3+	10	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted power sword	Melee	6	3+	6	-2	2

AUFSTELLUNG

1x Inquisitor Karamazov [Legends]

Equipped with: Master-crafted multi-melta, Master-crafted power sword

ABILITIES

- Throne of Judgement (Aura)
While a friendly unit is within 6" of this model, improve the Leadership characteristic of models in that unit by 1. While an enemy unit is within 6" of this model, worsen the Leadership characteristic of models in that unit by 1.
- Unsubtle Crusader
At the start of the Declare Battle Formations step, you can select up to 3 Agents of the Imperium Infantry units from your army, or one Imperium Battleline unit from your army - those units gain the Scouts 6" ability.

WEAPON RULES

MELTA
This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

CORE 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.
- Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").



INQUISITOR KROYLE

100 PTS



M12"

T4

SV3+

W6

LD6+

OC2

4+

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Jindarii tox-cycler	ANTI-MONSTER 2+ HEAVY PRECISION	36"	1	2+	6	-2	2
Stubcarbine	PISTOL	12"	2	2+	5	-2	2

MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Butcher blade		Melee	5	3+	4	-2	1
Garralisk's claws and teeth	EXTRA ATTACKS	Melee	4	4+	5	-1	1

AUFSTELLUNG

1x Inquisitor Kroyle

Equipped with: Jindarii tox-cycler, Stubcarbine, Butcher blade, Garralisk's claws and teeth

ABILITIES

On My Signal, Fire!

After this unit has shot, you can select one enemy unit hit by those attacks. Until the end of the phase, each time an Agents of the Imperium or Imperium Infantry Battleline model from your army makes an attack that targets that enemy unit, you can re-roll the Hit roll.

Tox-cycler

In your Shooting phase, after this unit has shot, if this model scored a hit with its Jindarii tox-cycler, until the end of the battle, add 2 to the Strength and Damage characteristics of that weapon (to a maximum Damage characteristic of 6).



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+.*

EXTRA ATTACKS

Each time a unit containing one or more models with an **[EXTRA ATTACKS]** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's **[EXTRA ATTACKS]** weapons.
- One of that model's other melee weapons, if possible.

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.

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.

CORE 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.

◆ 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.

◆ Scouts 6"

This ability always takes the form **Scouts X"**. In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a **DEDICATED TRANSPORT** that is wholly within your deployment zone, and if every model embarked within that **DEDICATED TRANSPORT** has the **Scouts** ability, that **DEDICATED TRANSPORT** can make a scout move.



IMPERIUM - AGENTS OF THE IMPERIUM

INQUISITOR OSTROMANDEUS

[LEGENDS]

65 PTS

INQUISITOR OSTROMANDEUS

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

STENTOR-I-52

M	T	SV	W	LD	OC
6"	3	3+	3	8+	1

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Inferno pistol  	6"	1	3+	8	-4	D3

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hydraulic vox-ram	Melee	3	4+	6	-2	2
Power sword	Melee	5	3+	4	-2	1

AUFSTELLUNG

- 1x Inquisitor Ostromandeus - Equipped with: Inferno pistol, Power sword
- 1x Stentor-I-52 - Equipped with: Hydraulic vox-ram

ABILITIES

CORE - Leader

Authority of the Inquisition

While this model is leading a unit, it can embark within any Transport that its Bodyguard unit can embark within.

Vox-skull

Once per battle, at the start of any phase, you can select one enemy unit (excluding Monsters and Vehicles) within 12" of the bearer. That unit must take a Battle-shock test; if that test is failed, until the end of your next turn, that unit cannot have the Benefit of Cover.

Designer's Note: *Place a vox-skull token next to the unit, removing it once this ability has been used.*

Vox-cast Proclamations (Aura)

Each time your opponent targets a unit from their army with a Stratagem, if that unit is within 12" of this unit's Inquisitor Ostromandeus model, increase the cost of that use of that Stratagem by 1CP.

Ward Against the Malefic Arts

While this unit is leading a unit, each time a Psychic Attack targets that unit, subtract 1 from the Hit roll and subtract 1 from the Wound roll.

Leader

This model can be attached to the following units: EXACTION SQUAD, IMPERIUM BATTLELINE INFANTRY, IMPERIAL NAVY BREACHERS, INQUISITORIAL AGENTS, SISTERS OF BATTLE SQUAD, SUBDUCTOR SQUAD, VIGILANT SQUAD



WEAPON RULES

MELTA

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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.

CORE 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.

◆ Feel No Pain 4+

This ability always takes the form **Feel No Pain X+**. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



INQUISITOR IN TERMINATOR ARMOUR [LEGENDS]

70 PTS

M

5"

T

4

SV

2+

W

5

LD

6+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS	24"	1	3+	4	-2	1
RAPID FIRE 1						
Psycannon PSYCHIC	24"	3	3+	8	-1	2
Psychic shock wave DEVASTATING WOUNDS PSYCHIC	18"	2D6	N/A	3	-2	1
TORRENT						
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon PSYCHIC	Melee	4	3+	5	-2	D3
Inquisitorial melee weapon	Melee	5	3+	4	-2	1

AUFSTELLUNG

1x Inquisitor in Terminator Armour [Legends]

Equipped with: Combi-weapon, Psycannon, Psychic shock wave, Storm bolter, Force weapon, Inquisitorial melee weapon

Wargear Options:

- This model can replace its Inquisitorial melee weapon with Force weapon.
- This model can replace its Storm bolter with Combi-weapon or Psycannon.
- This model can replace its Blessed wardings with Psychic gifts.

ABILITIES

CORE - Leader

Authority of the Inquisition

While this model is leading a unit, it can embark within any Transport that its Bodyguard unit can embark within.

Blessed Wardings

While this model is leading a unit, models in that unit have a 6+ invulnerable save.

Power of the Rosette

Each time you target this model's unit with a Stratagem, roll one D6: on a 3+, you gain 1CP.

Psychic Gifts

The bearer has the PSYKER keyword.

Leader

This model can be attached to the following units:

- DEATHWATCH KILL TEAM (including FORTIS KILL TEAM, INDOMITOR KILL TEAM, PROTEUS KILL TEAM and SPECTRUS KILL TEAM)
- DEATHWATCH TERMINATOR SQUAD
- EXACTION SQUAD
- GREY KNIGHTS TERMINATOR SQUAD
- IMPERIUM BATTLELINE INFANTRY
- IMPERIAL NAVY BREACHERS
- INQUISITORIAL AGENTS
- SISTERS OF BATTLE SQUAD
- SUBDUCTOR SQUAD
- VIGILANT SQUAD



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.*

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).

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.

CORE 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.

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



INQUISITORIAL AGENTS

50 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Agent firearm PISTOL	12"	1	3+	4	-1	1
Heavy bolter HEAVY SUSTAINED HITS 1	36"	3	4+	5	-1	2
Multi-melta HEAVY MELTA 2	18"	2	4+	9	-4	D6
► Plasma cannon - standard BLAST HEAVY	36"	D3	4+	7	-1	1
► Plasma cannon - supercharge BLAST HAZARDOUS HEAVY	36"	D3	4+	8	-2	2
► Plasma pistol - standard PISTOL	12"	1	3+	7	-1	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Agent melee weapon	Melee	3	3+	3	0	1
Eviscerator DEVASTATING WOUNDS	Melee	2	3+	6	-2	2
Mystic stave ANTI-INFANTRY 4+ PSYCHIC	Melee	2	3+	5	-1	D3

AUFSTELLUNG

5x Agent oder Agent w/ plasma pistol oder Agent w/ eviscerator oder Agent w/ mystic stave

1x Servitor w/ heavy bolter oder Servitor w/ multi-melta oder Servitor w/ plasma cannon

Equipped with: Agent firearm, Heavy bolter, Multi-melta, ► Plasma cannon - standard, ► Plasma cannon - supercharge, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Agent melee weapon, Eviscerator, Mystic stave

ABILITIES

Inquisitorial Henchmen

If your Army Faction is not AGENTS OF THE IMPERIUM, then for each INQUISITOR unit you include in your army, you can include one INQUISITORIAL AGENTS unit in your army that does not count towards the number of RETINUE units your army can include.

Loyal Henchmen

While an INQUISITOR model is leading this unit, each time an attack targets this unit, subtract 1 from the Wound roll.

Tome-skull

Once per battle for each Tome-skull this unit is equipped with, at the start of any phase, you can select one other friendly AGENTS OF THE IMPERIUM unit that is Battle-shocked and within 6" of this unit or one enemy unit within 6" of this unit. If you select a friendly unit, that unit is no longer Battle-shocked. If you select an enemy unit, it must take a Battle-shock test.



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+.*

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).*

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.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

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.

MELTA

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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).

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).*

INQUISITORIAL CHIMERA

60 PTS



M	T	SV	W	LD	OC
10"	9	3+	11	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Lasgun array RAPID FIRE 6	24"	6	4+	3	0	1
Multi-laser	36"	4	4+	6	0	1
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Inquisitorial Chimera

Equipped with: Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Lasgun array, Multi-laser, Storm bolter, Armoured tracks

Wargear Options:

- This model can replace its Heavy bolter with Heavy flamer.
- This model can be equipped with one of: Storm bolter, Heavy stubber.
- This model can replace its Multi-laser with Heavy bolter or Heavy flamer.

ABILITIES

Rapid Deployment

Units can disembark from this TRANSPORT after it has Advanced. Units that do so count as having made a Normal move that phase, and cannot declare a charge in the same turn, but can otherwise act normally.

Inquisitorial Chimera (Transport)

Capacity: This model has a transport capacity of 13 INQUISITOR INFANTRY and INQUISITORIAL AGENT models. It cannot transport TERMINATOR models.



WEAPON RULES

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).

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its **[ONE SHOT]** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all **[ONE SHOT]** weapons in that unit can be selected to make attacks with once per battle.

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).*

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

CORE 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.

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Firing Deck 2

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding **[ONE SHOT]** weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.



JANUS DRAIK [LEGENDS]

40 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heirloom pistol ANTI-INFANTRY 4+ PISTOL	12"	1	3+	4	-1	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Monomolecular rapier SUSTAINED HITS 1	Melee	4	3+	3	-2	1

AUFSTELLUNG

1x Janus Draik [Legends]

Equipped with: Heirloom pistol, Monomolecular rapier

ABILITIES

CORE - Leader

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.

Warrant of Trade

If your army includes one or more units with this ability, after both players have deployed their armies, select up to D3 Imperium Battline units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

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+.*

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.

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).*



CORE 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.

◆ Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



JOKAERO WEAPONSMITH

[LEGENDS]

30 PTS



M

6"

T

3

SV

5+

W

2

LD

7+

OC

0

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Jokaero weapons - focused	24"	1	4+	10	-1	3
Jokaero weapons - scattered	12"	D6	N/A	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	5+	4	0	1

AUFSTELLUNG

1x Jokaero Weaponsmith [Legends]

Equipped with: Jokaero weapons - focused, Jokaero weapons - scattered, Close combat weapon

ABILITIES

CORE - Leader

A Weaponsmith, Not a Warlord

This model cannot be selected to be your Warlord. While an INQUISITOR model is leading a unit that includes one or more JOKAERO WEAPONSMITH models, the Objective Control characteristic of JOKAERO WEAPONSMITH models in that unit is 1.

Inconceivable Augmentation

While this model is leading a unit, ranged weapons equipped by models in that unit have the [LETHAL HITS] ability.

Inquisitorial Agent

If your Army Faction is not AGENTS OF THE IMPERIUM, then for each unique pairing of 1 INQUISITORIAL AGENTS unit and 1 JOKAERO WEAPONSMITH unit occurring in your army, increase the maximum number of CHARACTER units permitted in your army by 1.

Leader

This model can be attached to the following units:

- Inquisitorial Agents

You can attach this model to an INQUISITORIAL AGENTS unit, even if one INQUISITOR unit has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

WEAPON RULES

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



IMPERIUM - AGENTS OF THE IMPERIUM

KILL TEAM CASSIUS [LEGENDS]

220 PTS

Chaplain Cassius **KEYWORDS:** Epic Hero, Character

KEYWORDS: Infantry, Grenades, Imperium, Kill Team Cassius, Deathwatch, Ordo Xenos, Kill Team



FACTION: Agents of the Imperium **220 PTS**

CHAPLAIN CASSIUS

M	T	SV	W	LD	OC
6"	4	3+	4	5+	2



VAEL DONATUS

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

ZAMEON GYDRAEL

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

RODRICUS GRYTT

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

ANTOR DELASSIO

M	T	SV	W	LD	OC
12"	4	3+	2	6+	2

EDRYC SETORAX

M	T	SV	W	LD	OC
12"	4	3+	2	6+	2

JENSUS NATORIAN

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

DRENN REDBLADE

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

GARRAN BRANATAR

M	T	SV	W	LD	OC
5"	5	2+	3	6+	2



ENNOX SORRLOCK

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

JETEK SUBEREI

Chaplain Cassius KEYWORDS: Epic Hero, Character

KEYWORDS: Infantry, Grenades, Imperium, Kill Team Cassius, Deathwatch, Ordo Xenos, Kill Team



FACTION: Agents of the Imperium 220 PTS

M	T	SV	W	LD	OC
12"	5	3+	3	6+	2



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Deathwatch twin boltgun	24"	4	3+	4	0	1
Frag cannon BLAST HEAVY RAPID FIRE D3	18"	D3	4+	7	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Long Vigil ranged weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Psychic Cleanse PSYCHIC	24"	D6	3+	5	-1	D3



MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Artificer crozius	Melee	5	2+	6	-1	2
Close combat weapon	Melee	3	3+	5	-2	1
Close combat weapon	Melee	3	3+	5	-2	1
Close combat weapon	Melee	3	3+	5	-2	1
Force weapon PSYCHIC	Melee	5	2+	5	-3	D3
Long Vigil melee weapon	Melee	3	3+	5	-2	1
Power fist	Melee	3	3+	8	-2	2
Twin lightning claws TWIN-LINKED	Melee	4	3+	5	-2	1

AUFSTELLUNG

1x Chaplain Cassius - Equipped with: Bolt pistol, Artificer crozius
1x Vael Donatus - Equipped with: Bolt pistol, Boltgun, Close combat weapon
1x Zameon Gydrael - Equipped with: Long Vigil ranged weapon, Long Vigil melee weapon
1x Rodricus Grytt - Equipped with: Bolt pistol, Close combat weapon, Frag cannon
1x Antor Delassio - Equipped with: Long Vigil ranged weapon, Long Vigil melee weapon
1x Edryc Setorax - Equipped with: Twin lightning claws
1x Jensus Natorian - Equipped with: Bolt pistol, Psychic Cleanse, Force weapon
1x Drenn Redblade - Equipped with: Boltgun, Long Vigil melee weapon
1x Garran Branatar - Equipped with: Long Vigil ranged weapon, Heavy flamer, Power fist
1x Ennox Sorlock - Equipped with: Long Vigil ranged weapon, Close combat weapon
1x Jetek Suberei - Equipped with: Long Vigil melee weapon, Deathwatch twin boltgun

ABILITIES

Catechism of Death

While this unit contains Chaplain Cassius, melee weapons equipped by models in this unit have the **DEVASTATING WOUNDS** ability.

Jump Pack

The bearer has a Move characteristic of 12" and can move over models and terrain as if they were not there.

Jump Pack

The bearer has a Move characteristic of 12" and can move over models and terrain as if they were not there.

Psychic Hood

Models in the bearer's unit have the Feel No Pain 4+ ability against **Psychic** Attacks.

Unflinching

You can re-roll Battle-shock tests for this unit.



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+.*

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).*

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.*

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.

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).

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).

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.

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.



KILL TEAM SERGEANT

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Plasma pistol - Standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - Supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power weapon SUSTAINED HITS 1	Melee	4	3+	5	-2	2

AUFSTELLUNG

1x Kill Team Sergeant

Equipped with: ► Plasma pistol - Standard, ► Plasma pistol - Supercharge, Power weapon

ABILITIES

WEAPON RULES

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **HAZARDOUS** weapons you selected in the Select Weapons step.

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.

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).*



MARTIAL AGENT [CRUCIBLE]

60 PTS

M6"

T3

SV4+

W4

LD6+

OC1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Agent firearm PISTOL	12"	1	3+	4	-1	1
Arbites combat shotgun ASSAULT	18"	2	3+	4	0	1
Artificer shotgun ASSAULT	12"	2	3+	4	0	2
Artificer-crafted storm bolter RAPID FIRE 2	24"	2	3+	4	0	2
Boltgun RAPID FIRE 1	24"	1	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	-2	1
Condemnor boltgun ANTI-PSYKER 2+ DEVASTATING WOUNDS PRECISION RAPID FIRE 1	24"	1	3+	4	0	1
Executioner shotgun IGNORES COVER PRECISION	24"	1	3+	5	-1	1
Heavy bolt pistol PISTOL	12"	1	2+	4	-1	1
Heavy bolter HEAVY SUSTAINED HITS 1	36"	3	4+	5	-1	2
Holy pistol PISTOL	12"	3	3+	4	0	1
Household pistol DEVASTATING WOUNDS PISTOL	12"	2	3+	5	-2	2
Inferno pistol MELTA 2 PISTOL	6"	1	3+	8	-4	D3
Lasgun RAPID FIRE 1	24"	1	3+	3	0	1
Master-crafted bolt sniper rifle HEAVY PRECISION	36"	1	2+	5	-2	3

Meltagun MELTA 2	12"	1	3+	9	-4	D6
Ministorum flamer IGNORES COVER TORRENT	12"	D6	N/A	5	0	1
Ministorum hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	4	0	1
Ministorum heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	6	-1	1
Multi-melta HEAVY MELTA 4	18"	2	4+	9	-4	D6
Psychic Shock Wave DEVASTATING WOUNDS PSYCHIC TORRENT	18"	2D6	N/A	3	-2	1
Unholy Gaze PSYCHIC	18"	3	3+	8	-2	D3
Vigil spear	24"	2	2+	4	-1	2
Voltaic pistol PISTOL SUSTAINED HITS 2	12"	3	3+	4	-2	1
Webber ASSAULT DEVASTATING WOUNDS TORRENT	12"	D6	N/A	2	0	1
► Arbites grenade launcher - frag BLAST	24"	D3	3+	4	0	1
► Arbites grenade launcher - krak	24"	1	3+	9	-2	D3
► Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
► Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	3+	8	-3	2
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2



MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainfist ANTI-VEHICLE 3+	Melee	3	4+	6	-2	2
Chainsword	Melee	5	3+	3	0	1
Close combat weapon	Melee	3	3+	3	0	1
Deathwatch weapon DEVASTATING WOUNDS	Melee	6	2+	6	-2	2
Eviscerator DEVASTATING WOUNDS	Melee	3	3+	6	-2	2
Excruciator maul	Melee	4	3+	4	-1	2
Force weapon PSYCHIC	Melee	4	3+	5	-2	D3
Power weapon	Melee	5	3+	4	-2	1
Warp grasp LETHAL HITS PSYCHIC	Melee	4	3+	4	-2	1

AUFSTELLUNG

1x Martial Agent [Crucible]

Equipped with: Agent firearm, Arbites combat shotgun, Artificer shotgun, Artificer-crafted storm bolter, Boltgun, Combi-weapon, Condemnor boltgun, Executioner shotgun, Heavy bolt pistol, Heavy bolter, Holy pistol, Household pistol, Inferno pistol, Lasgun, Master-crafted bolt sniper rifle, Meltagun, Ministorum flamer, Ministorum hand flamer, Ministorum heavy flamer, Multi-melta, Psychic Shock Wave, Unholy Gaze, Vigil spear, Voltaic pistol, Webber, ➤ Arbites grenade launcher - frag, ➤ Arbites grenade launcher - krak, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainfist, Chainsword, Close combat weapon, Deathwatch weapon, Eviscerator, Excruciator maul, Force weapon, Power weapon, Warp grasp

Wargear Options:

- This model can be equipped with one of: Arbites combat shotgun, Arbites grenade launcher, Artificer-crafted storm bolter, Artificer shotgun, Boltgun, Combi-weapon, Condemnor boltgun, Executioner shotgun, Heavy bolter, Master-crafted bolt sniper rifle, Lasgun, Meltagun, Ministorum flamer, Ministorum heavy flamer, Multi-melta, Plasma gun, Psychic Shock Wave, Unholy Gaze, Vigil spear, Webber.
- This model can be equipped with up to 2 of: Agent firearm, Heavy bolt pistol, Holy pistol, Household pistol, Inferno pistol, Ministorum hand flamer, Plasma pistol, Voltaic pistol.

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader

Backroom Deals

While this model is leading a unit, models in that unit have the Infiltrators ability.

High-handed Authority

While this model is leading a unit, it can embark within any Transport that its Bodyguard unit can embark within.

Holy Hatred

Melee weapons equipped by models in this unit have the [Sustained Hits 1] ability.

Moment of Glory

Once per battle, in the Fight phase, this model can use this ability. If it does, until the end of the phase, improve the Strength and Attacks characteristics of melee weapons equipped by this model by 3.

Nowhere to Hide

Ranged weapons equipped by models in this unit have the [Lethal Hits] ability.

Oracular Gifts

This model has the Psyker keyword. Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of this model.

Termination

Each time a model in this unit makes an attack that targets a unit that is below Half-Strength, add 1 to the Hit roll.

Leader

This model can be attached to the following units: Kill Team (excluding Fly, Gravis and Terminator)



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+.*

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).*

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.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

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.

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).

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*

MELTA

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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.

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).

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).*



TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE 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.

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◆ 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.



MINISTORUM PRIEST

40 PTS



M

6"

T

3

SV

6+

W

3

LD

7+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Holy Pistol	12"	3	4+	4	0	1
PISTOL						
Zealot's vindictor	12"	D6	N/A	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power weapon	Melee	3	4+	4	-2	1
Zealot's vindictor	Melee	3	4+	5	-1	2

AUFSTELLUNG

1x Ministorum Priest

Equipped with: Holy Pistol, Zealot's vindictor, Power weapon

Wargear Options:

■ This model can replace its Zealot's vindictor with Holy Pistol and Power Weapon.

ABILITIES

CORE - Support

Holy Hatred

While this model is leading a unit, melee weapons equipped by that unit have the [SUSTAINED HITS 1] ability.

Zealot

Once per battle, in the Fight phase, this model can use this ability. If it does, until the end of the phase, improve the Strength and Attacks characteristics of melee weapons equipped by this model by 3.

Leader

This model can be attached to the following units: INQUISITORIAL AGENTS, IMPERIAL NAVY BREACHERS, SUBDUCTOR SQUAD, EXACTION SQUAD, VIGILANT SQUAD, SISTERS OF BATTLE SQUAD.

You can attach this model to an INQUISITORIAL AGENTS unit, even if one INQUISITOR unit has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strength.

WEAPON RULES

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).

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE RULES

Support

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



NAVIGATOR

60 PTS



M

6"

T

3

SV

5+

W

3

LD

7+

OC

1

4+

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

AUFSTELLUNG

1x Navigator

Equipped with: Laspistol, Force-orb cane

ABILITIES

CORE - Leader

Gaze into the Empyrean (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).



CORE 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.

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



IMPERIUM - AGENTS OF THE IMPERIUM

NEYAM SHAI MURAD

[LEGENDS]

40 PTS



M

6"

T

3

SV

4+

W

4

LD

6+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Negotiator pistols	12"	4	3+	4	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	3	0	1

AUFSTELLUNG

1x Neyam Shai Murad [Legends]
Equipped with: Negotiator pistols, Close combat weapon

ABILITIES

CORE - Leader

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.

Warrant of Trade

If your army includes one or more units 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 Reserves, regardless of how many units are already in Strategic Reserves.

Leader

This model can be attached to the following units:

- IMPERIAL NAVY BREACHERS
- VOIDSMEN-AT-ARMS

WEAPON RULES

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.



CORE 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.

◆ Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



IMPERIUM - AGENTS OF THE IMPERIUM

PROTEUS KILL TEAM

[LEGENDS]

160–320 PTS

M	T	SV	W	LD	OC
12"	5	3+	3	6+	2

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault cannon DEVASTATING WOUNDS	24"	6	3+	6	0	1
Bolt pistol PISTOL	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Frag Cannon BLAST HEAVY RAPID FIRE D3	18"	D3	4+	7	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Long Vigil ranged weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
Twin boltgun TWIN-LINKED	24"	2	3+	4	0	1
► Cyclone missile launcher - frag BLAST	36"	2D6	3+	4	0	1
► Cyclone missile launcher - krak	36"	2	3+	9	-2	D6
► Infernus heavy bolter - heavy bolter HEAVY SUSTAINED HITS 1	36"	3	4+	5	-1	2
► Infernus heavy bolter - heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
► Plasma cannon - standard BLAST HEAVY	36"	D3	4+	7	-2	1
► Plasma cannon - supercharge BLAST HAZARDOUS HEAVY	36"	D3	4+	8	-3	2

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainfist ANTI-VEHICLE 3+	Melee	3	4+	8	-2	2
Close combat weapon	Melee	3	3+	4	0	1
Deathwatch thunder hammer DEVASTATING WOUNDS	Melee	3	4+	10	-2	3
Long Vigil melee weapon	Melee	3	3+	5	-2	1
Power Fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Power weapon	Melee	4	3+	5	-2	1
Power weapon	Melee	3	3+	5	-2	1
Thunder hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	2
Twin lightning claws TWIN-LINKED	Melee	5	3+	5	-2	1



AUFSTELLUNG

2x Kill Team Biker oder Kill Team Terminator oder Kill Team Terminator w/ Heavy Weapon oder Kill Team Veteran w/ Jump Pack
5-10x Kill Team Veteran oder Kill Team Veteran w/ Deathwatch Thunder Hammer oder Kill Team Veteran w/ Heavy Weapon

Equipped with: Assault cannon, Bolt pistol, Boltgun, Frag Cannon, Heavy flamer, Long Vigil ranged weapon, Storm bolter, Twin boltgun, ➤ Cyclone missile launcher - frag, ➤ Cyclone missile launcher - krak, ➤ Infernus heavy bolter - heavy bolter, ➤ Infernus heavy bolter - heavy flamer, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, Chainfist, Close combat weapon, Deathwatch thunder hammer, Long Vigil melee weapon, Power Fist, Power weapon, Thunder hammer, Twin lightning claws

Wargear Options:

- Each Kill Team Biker can be equipped with one of: Bolt pistol, Long Vigil melee weapon.
- Each Kill Team Terminator can replace its Power fist & storm bolter with Storm bolter & power weapon, Twin lightning claws, Thunder hammer & storm shield or Storm bolter & chainfist.
- Each Kill Team Terminator w/ Heavy Weapon can replace its Assault cannon & power fist with Heavy flamer & power fist, Plasma cannon & power fist, Cyclone missile launcher, storm bolter & power fist, Assault cannon & chainfist, Assault cannon & power weapon, Heavy flamer & chainfist, Heavy flamer & power weapon, Plasma cannon & power weapon, Plasma cannon & chainfist, Cyclone missile launcher, storm bolter & chainfist or Cyclone missile launcher, storm bolter & power weapon.
- Each Kill Team Veteran can replace its Boltgun & Long Vigil melee weapon with Long Vigil ranged weapon & close combat weapon, Astartes shield, Boltgun & close combat weapon or Astartes shield & Long Vigil melee weapon.
- Each Kill Team Veteran w/ Heavy Weapon can replace its Frag cannon & close combat weapon with Infernus heavy bolter & close combat weapon.

ABILITIES

Astartes shield

The bearer has a 4+ invulnerable save.

Astartes shield

The bearer has a 4+ invulnerable save.

Attached Unit

If a CHARACTER from your army with the Leader ability can be attached to a DEATHWATCH KILL TEAM, it can be attached to this unit instead.

Invulnerable Save

4+

Invulnerable Save

4+

Jump Pack

The bearer has a Move characteristic of 12" and can move over models and terrain features as if they were not there.

Proteus Doctrines

Each time a model in this unit makes an attack that targets a unit that is not Below Half-strength, add 1 to the Hit roll.

Storm shield

The bearer has a Wounds characteristic of 4.



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+.*

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).*

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.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

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.

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).

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).*

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

◆ Kill Team

Each time an attack targets this unit, if it contains models with different Toughness characteristics, until the attacking unit has finished making its attacks, use the Toughness characteristic of the majority of the models in that unit when determining what roll is required for that attack to successfully wound. If two or more Toughness characteristics are tied for majority, use the highest value.

For the purposes of determining which models in this unit can embark within a **TRANSPORT**, **Kill Team Terminator** models, **Kill Team Outrider** models, **Kill Team Biker** models and models equipped with a jump pack each take up the space of 2 models, but can otherwise embark within any **TRANSPORT** their unit can embark within, even though similar models in other units have the **TERMINATOR**, **MOUNTED** or **JUMP PACK** keywords.

For the purposes of interacting with terrain features, all models in units with this ability are considered **Infantry** models, even though similar models in other units may have the **Mounted** or **Jump Pack** keywords.

Designer's Note: *While the abstractions in the above rule cause some models to behave differently to similar models in other units, they are designed to minimise complicated movement, Transport and Benefit of Cover rules.*



ROGUE TRADER ENTOURAGE

75 PTS



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+

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
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

AUFSTELLUNG

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

ABILITIES

CORE - Leader

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



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).

Rogue Trader KEYWORDS: Character

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



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

CORE RULES

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Rogue Trader KEYWORDS: Character

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



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

SANCTIFIERS

100 PTS

MIRACULIST

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

SALVATIONIST

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

DEATH CULT ASSASSIN

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

MISSIONARY W/ PLASMA GUN

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

MISSIONARY W/ FLAMER

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

SANCTIFIER W/ HAND FLAMER

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

SANCTIFIER W/ TWO HAND FLAMERS

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

SANCTIFIER W/ SIMULACRUM IMPERIALIS

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

 RANGED WEAPONS

WEAPON

RANGE A BS S AP D



Holy fire	IGNORES COVER	ONE SHOT	TORRENT	12"	D6	N/A	6	-1	2
Holy fire	IGNORES COVER	ONE SHOT	TORRENT	12"	D6	N/A	6	-1	2
Meltagun	MELTA 2			12"	1	4+	9	-4	D6
Ministorum flamer	IGNORES COVER	TORRENT		12"	D6	N/A	5	0	1
Ministorum hand flamer	IGNORES COVER	PISTOL	TORRENT	12"	D6	N/A	4	0	1
► Plasma gun - standard	RAPID FIRE 1			24"	1	3+	7	-2	1
► Plasma gun - supercharge	HAZARDOUS	RAPID FIRE 1		24"	1	3+	8	-3	2

✂ MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Burning hands	DEVASTATING WOUNDS	Melee	1	2+	6	-2	3
Close combat weapon		Melee	2	3+	3	0	1
Close combat weapon		Melee	2	3+	3	0	1
Close combat weapon		Melee	2	3+	3	0	1
Death Cult blades	PRECISION	Melee	4	2+	4	-2	1
Sanctifier melee weapon		Melee	3	3+	3	0	1

AUFSTELLUNG

1x Miraculist - Equipped with: Holy fire, Burning hands
 1x Salvationist - Equipped with: Close combat weapon
 1x Death Cult Assassin - Equipped with: Death Cult blades
 1x Missionary w/ plasma gun - Equipped with: Sanctifier melee weapon, Holy fire, Meltagun, ► Plasma gun - standard, ► Plasma gun - supercharge
 1x Missionary w/ flamer - Equipped with: Sanctifier melee weapon, Ministorum flamer
 4x Sanctifier w/ hand flamer - Equipped with: Sanctifier melee weapon, Ministorum hand flamer
 1x Sanctifier w/ two hand flamers - Equipped with: Ministorum hand flamer, Close combat weapon
 1x Sanctifier w/ simulacrum imperialis - Equipped with: Ministorum hand flamer, Close combat weapon

Wargear Options:

- Each Missionary w/ plasma gun can replace its Plasma gun with Meltagun.

ABILITIES

Attached Unit

If a Ministorum Priest or Inquisitor model from your army with the Leader ability can be attached to a Sisters of Battle Squad, it can be attached to this unit instead. If a Ministorum Priest or Inquisitor model from your army is attached to this unit during the Declare Battle Formations step, that model gains the Scouts 6" ability.

Cherub

Once per battle, you can target this unit with the Command Re-roll Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

Ministorum Sermon

While this unit contains a Ministorum Priest, each time a model in this unit makes a melee attack, add 1 to the Wound roll.

Salvationist Medikit

In your Command phase, if the bearer is on the battlefield, you can return up to D3 destroyed models (excluding Character models) to this unit.

Simulacrum Imperialis

Improve the Leadership characteristic of models in the bearer's unit by 1.



WEAPON RULES

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.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

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).

MELTA

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

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.

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.

CORE 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.

◆ Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.



SISTERS OF BATTLE IMMOLATOR

90 PTS



M	T	SV	W	LD	OC	
12"	10	3+	11	7+	2	6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Immolation flamers IGNORES COVER TORRENT	18"	2D6	N/A	6	-1	1
Twin heavy bolter SUSTAINED HITS 2 TWIN-LINKED	36"	3	3+	5	-1	2
Twin multi-melta MELTA 2 TWIN-LINKED	18"	2	3+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Sisters of Battle Immolator

Equipped with: Heavy bolter, Hunter-killer missile, Immolation flamers, Twin heavy bolter, Twin multi-melta, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Immolation flamers with Twin heavy bolter or Twin multi-melta.

ABILITIES

Purge and Cleanse
Each time this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.

Transport
This model has a transport capacity of 6 ORDO HERETICUS INFANTRY models.
At the start of the Declare Battle Formations step, you can select one SISTERS OF BATTLE SQUAD from your army. If you do, that unit is split into two units, each containing as equal a number of models as possible (when splitting a unit in this way, make a note of which models form each of the two new units). One of these units must start the battle embarked within this TRANSPORT; the other can start the battle embarked within another TRANSPORT, or it can be deployed as a separate unit.

WEAPON RULES

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).

MELTA

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its **[ONE SHOT]** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all **[ONE SHOT]** weapons in that unit can be selected to make attacks with once per battle.

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).*

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

◇ Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").



SISTERS OF BATTLE SQUAD

100 PTS

SISTER SUPERIOR

M

6"

T

3

SV

3+

W

1

LD

7+

OC

2

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Artificer-crafted storm bolter RAPID FIRE 2	24"	2	3+	4	0	2
Bolt pistol PISTOL	12"	1	3+	4	0	1
Boltgun RAPID FIRE 1	24"	1	3+	4	0	1
Boltgun RAPID FIRE 1	24"	1	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Condemnor boltgun ANTI-PSYKER 2+ DEVASTATING WOUNDS PRECISION RAPID FIRE 1	24"	1	3+	4	0	1
Heavy bolter HEAVY SUSTAINED HITS 1	36"	3	4+	5	-1	2
Inferno pistol MELTA 2 PISTOL	6"	1	3+	8	-4	D3
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Ministorum flamer IGNORES COVER TORRENT	12"	D6	N/A	5	0	1
Ministorum hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	4	0	1
Ministorum heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	6	-1	1
Multi-melta HEAVY MELTA 2	18"	2	4+	9	-4	D6

- Plasma pistol - standard **PISTOL**12"13+7-21
- Plasma pistol - supercharge **HAZARDOUS** **PISTOL**12"13+8-32

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	3	4+	3	-1	1
Close combat weapon	Melee	1	4+	3	-1	1
Power weapon	Melee	2	4+	4	-2	1



AUFSTELLUNG

1x Sister Superior - Equipped with: Bolt pistol, Close combat weapon, Chainsword, Power weapon, Condemnor boltgun, Combi-weapon, Ministorum hand flamer, Inferno pistol, ► Plasma pistol - supercharge, ► Plasma pistol - standard, Boltgun

9x Battle Sister oder Battle Sister w/ Simulacrum Imperialis oder Battle Sister w/ Special or Heavy Weapon oder Battle Sister w/ Special Weapon

Wargear Options:

- Each Sister Superior can be equipped with one of: Chainsword, Power weapon.
- Each Sister Superior can replace its Boltgun with Condemnor boltgun, Combi-weapon, Ministorum hand flamer, Inferno pistol, Plasma pistol or Bolt pistol.
- Each Battle Sister w/ Special or Heavy Weapon can replace its Ministorum heavy flamer with Heavy bolter, Artificer-crafted storm bolter, Meltagun, Ministorum flamer or Multi-melta.
- Each Battle Sister w/ Special Weapon can replace its Artificer-crafted storm bolter with Meltagun or Ministorum flamer.

ABILITIES

Defenders of the Faith

If you control an objective marker at the end of your Command phase and this unit is within range of that objective marker, that objective marker remains under your control, even if you have no models in range of it, until your opponent controls it at the start or end of any turn.

Incensor Cherub

Once per battle, you can target this unit with the Command Re-roll Stratagem for OCP and can do so if you have already targeted a different unit with that Stratagem this phase.

Simulacrum Imperialis

Improve the Leadership characteristic of models in the bearer's unit by 1.

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.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

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.

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).

MELTA

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

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.

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).

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

IMPERIUM - AGENTS OF THE IMPERIUM

SPECTRUS KILL TEAM

[LEGENDS]

90–180 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Accelerator autocannon HEAVY	48"	3	4+	8	-1	2
Bolt carbine PRECISION	24"	2	3+	4	0	1
Bolt carbine PRECISION	24"	2	3+	4	0	1
Bolt pistol PISTOL	12"	1	3+	4	0	1
Bolt sniper rifle HEAVY PRECISION	36"	1	3+	5	-2	3
Las fusil HEAVY	36"	1	3+	9	-3	D6
Marksman bolt carbine HEAVY	24"	2	3+	4	0	1
Occlus bolt carbine ASSAULT IGNORES COVER	24"	2	3+	4	0	1
Special-issue bolt pistol PISTOL PRECISION	12"	1	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Close combat weapon	Melee	3	3+	4	0	1
Combat knife PRECISION	Melee	4	3+	4	0	1
Paired combat blades SUSTAINED HITS 1	Melee	3	3+	4	0	1

AUFSTELLUNG

5-10x Kill Team Infiltrator oder Kill Team Infiltrator w/ jump pack oder Kill Team Infiltrator w/ occulus bolt carbine oder Kill Team Infiltrator w/ combat knife oder Kill Team Infiltrator w/ Bolt sniper rifle

Equipped with: Accelerator autocannon, Bolt carbine, Bolt pistol, Bolt sniper rifle, Las fusil, Marksman bolt carbine, Occulus bolt carbine, Special-issue bolt pistol, Close combat weapon, Combat knife, Paired combat blades

Wargear Options:

- Each Kill Team Infiltrator can be equipped with one of: Helix Gauntlet, Infiltrator Comms Array.
- Each Kill Team Infiltrator w/ combat knife can replace its Combat knife with Bolt carbine & CCW.
- Each Kill Team Infiltrator w/ Bolt sniper rifle can replace its Bolt sniper rifle with Las fusil or Bolt carbine.

ABILITIES

Attached Unit

If a CHARACTER unit from your army can be attached to a DEATHWATCH KILL TEAM, it can be attached to this unit instead.

Helix Gauntlet

Models in the bearer's unit have the Feel No Pain 6+ ability.

Infiltrator Comms Array

Each time you target the bearer's unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.

Jump pack

The bearer has a Move characteristic of 12" and can move over models and terrain features as if they were not there.



Spectrus Doctrines

At the end of your opponent's turn, if this unit is more than 6" away from all enemy units, you can remove this unit from the battlefield and place it into Strategic Reserves. It will arrive back on the battlefield in the Reinforcements step of your next Movement phase.

Transport

This unit cannot embark within an IMPERIAL RHINO.

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.

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).

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).*

CORE RULES

◆ Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

◆ Kill Team

Each time an attack targets this unit, if it contains models with different Toughness characteristics, until the attacking unit has finished making its attacks, use the Toughness characteristic of the majority of the models in that unit when determining what roll is required for that attack to successfully wound. If two or more Toughness characteristics are tied for majority, use the highest value.

For the purposes of determining which models in this unit can embark within a **TRANSPORT**, **Kill Team Terminator** models, **Kill Team Outrider** models, **Kill Team Biker** models and models equipped with a jump pack each take up the space of 2 models, but can otherwise embark within any **TRANSPORT** their unit can embark within, even though similar models in other units have the **TERMINATOR**, **MOUNTED** or **JUMP PACK** keywords.

For the purposes of interacting with terrain features, all models in units with this ability are considered Infantry models, even though similar models in other units may have the **Mounted** or **Jump Pack** keywords.

Designer's Note: *While the abstractions in the above rule cause some models to behave differently to similar models in other units, they are designed to minimise complicated movement, Transport and Benefit of Cover rules.*

◆ Scouts 6"

This ability always takes the form **Scouts X"**. In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a **DEDICATED TRANSPORT** that is wholly within your deployment zone, and if every model embarked within that **DEDICATED TRANSPORT** has the Scouts ability, that **DEDICATED TRANSPORT** can make a scout move.



SUBDUCTOR SQUAD

85 PTS

PROCTOR SUBDUCTOR

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

SUBDUCTOR

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arbites shotpistol PISTOL	12"	1	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Mechanical bite	Melee	3	4+	4	0	1
Shock maul	Melee	2	4+	4	-1	1

AUFSTELLUNG

1x Proctor Subductor - Equipped with: Arbites shotpistol, Shock maul
9x Subductor - Equipped with: Arbites shotpistol, Shock maul

ABILITIES

Dedication to Duty

Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6: on a 4+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

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.

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.



CORE 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.



UR-025 [LEGENDS]

55 PTS



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

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

AUFSTELLUNG

1x UR-025 [Legends]

Equipped with: Mk 1 assault weapon, Power claw

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 RULES

ASSAULT

Units containing one or more models with an **ASSAULT** weapon can shoot using **assault** shooting (10.05).

CORE 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.

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.



IMPERIUM - AGENTS OF THE IMPERIUM

VETERAN BIKE SQUAD

[LEGENDS]

70–140 PTS

VETERAN BIKER SERGEANT

M	T	SV	W	LD	OC
12"	5	3+	3	6+	2

VETERAN BIKER

M	T	SV	W	LD	OC
12"	5	3+	3	6+	2

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol 	12"	1	3+	4	0	1
Long Vigil ranged weapon 	24"	1	4+	4	0	1
 						
Twin boltgun 	24"	2	3+	4	0	1

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Long Vigil melee weapon	Melee	3	3+	5	-2	1
Xenophase blade 	Melee	4	3+	5	-2	1

AUFSTELLUNG

1x Veteran Biker Sergeant - Equipped with: Twin boltgun, Bolt pistol, Close combat weapon, Long Vigil ranged weapon, Long Vigil melee weapon, Xenophase blade
2-5x Veteran Biker - Equipped with: Bolt pistol, Close combat weapon, Twin boltgun, Long Vigil melee weapon

Wargear Options:

- Each Veteran Biker Sergeant can be equipped with one of: Xenophase blade, Astartes Shield, Long Vigil ranged weapon, Long Vigil melee weapon.
- Each Veteran Biker can be equipped with 1x Long Vigil melee weapon.

ABILITIES

Astartes Shield

The bearer has a 4+ invulnerable save.

Turbo-boost

Each time this unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.



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.

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).*

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.



IMPERIUM - AGENTS OF THE IMPERIUM

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

AUFSTELLUNG

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

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.



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).*

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).

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.

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.

CORE 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.



VINDICARE ASSASSIN

110 PTS



M

7"

T

4

SV

6+

W

4

LD

6+

OC

1

4+

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Exitus pistol	DEVASTATING WOUNDS IGNORES COVER	12"	3	2+	6	-2	3
	PISTOL PRECISION						
Exitus rifle	DEVASTATING WOUNDS HEAVY	48"	1	2+	8	-3	D3+3
	IGNORES COVER PRECISION						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Vindicare combat knife	Melee	4	2+	4	-1	1

AUFSTELLUNG

1x Vindicare Assassin

Equipped with: Exitus pistol, Exitus rifle, Vindicare combat knife

ABILITIES

- Dead-shot**
When this unit is selected to shoot, until this unit has shot:
 - Enemy units do not have Lone Operative.
 - Hidden enemy units have +15" detection range.'
- Micromelta Round**
This model's exitus rifle has the [ANTI-MONSTER 4+] and [ANTI-VEHICLE 4+] abilities.

Shadow Assignment

This model cannot be selected as your WARLORD. If your army faction is AGENTS OF THE IMPERIUM, then during the Declare Battle Formations step, you can replace this model with a different OFFICIO ASSASSINORUM model, provided that the points value of the new model does not exceed the points value of the model it replaced. Your army cannot include duplicates of the same model (i.e. after replacing this model with this rule, your army cannot have more than 1 VINDICARE ASSASSIN, it cannot have more than 1 CULEXUS ASSASSIN, it cannot have more than 1 EVERSOR ASSASSIN and it cannot have more than 1 CALLIDUS ASSASSIN).

Shieldbreaker

Once per battle, when selecting targets for this model's exitus rifle, it can fire a shieldbreaker round. If it does, until the end of the phase, each time this model makes an attack with that weapon, add 1 to the Wound roll and any successful Wound roll scores a Critical Wound.



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.*

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.

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).

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.

CORE 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.

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

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.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).



VOIDSMEN-AT-ARMS

50 PTS



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

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
Laspistol PISTOL	12"	1	4+	3	0	1
Laspistol PISTOL	12"	1	4+	3	0	1
Voidsmen rotor cannon HEAVY SUSTAINED HITS 1	24"	6	5+	6	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
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Close combat weapon	Melee	1	4+	3	0	1
Vicious bite	Melee	3	4+	4	0	1

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



ABILITIES

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.

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).

CORE 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.



WATCH CAPTAIN ARTEMIS

65 PTS



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

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Hellfire Extremis	ANTI-INFANTRY 4+ DEVASTATING WOUNDS	12"	D6	N/A	4	-1	1
	IGNORES COVER TORRENT						

MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Master-crafted power weapon		Melee	6	2+	5	-2	2

AUFSTELLUNG

1x Watch Captain Artemis

Equipped with: Hellfire Extremis, Master-crafted power weapon

ABILITIES

CORE - Leader

Tactical Instinct

While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Unstoppable Champion

The first time this model is destroyed, roll one D6 at the end of the phase. On a 2+, set this model back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with 1 wound remaining.

Leader

This model can be attached to the following units: AQUILA KILL TEAM, DEATHWATCH KILL TEAM

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.

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).

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.



CORE RULES

◆ **Feel No Pain 6+**

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

◆ **Leader**

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



WATCH MASTER

95 PTS



M

6"

T

4

SV

2+

W

5

LD

6+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Vigil spear	24"	2	2+	4	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Vigil spear LANCE	Melee	6	2+	6	-2	D3

AUFSTELLUNG

1x Watch Master

Equipped with: Vigil spear

ABILITIES

CORE - Leader

Rites of Battle

Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Strategic Knowledge

While this model is leading a unit, that unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.

Leader

This model can be attached to the following units: AQUILA KILL TEAM, DEATHWATCH KILL TEAM

WEAPON RULES

LANCE
Each time an attack is made with a **LANCE** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



PUNKTELISTE

EINHEIT	PUNKTE
Aquila Kill Team	100 pts (bis 0 Modelle) · 200 pts (ab 1 Modell)
Callidus Assassin	100 pts
Corvus Blackstar	180 pts
Culexus Assassin	85 pts
Damned Legionnaires [Legends]	90 pts (bis 5 Modelle) · 180 pts (ab 6 Modellen)
Deathwatch Agent [Crucible]	105 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Deathwatch Kill Team	100 pts (bis 5 Modelle) · 190 pts (ab 6 Modellen)
Deathwatch Terminator Squad [Legends]	210 pts (bis 5 Modelle) · 420 pts (ab 6 Modellen)
Enthroned Agent [Crucible]	120 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Eversor Assassin	100 pts · +10 pts (Sonderbedingung)
Exaction Squad	90 pts
Fortis Kill Team [Legends]	100 pts (bis 5 Modelle) · 200 pts (ab 6 Modellen)
Grey Knights Terminator Squad	175 pts · +15 pts (Sonderbedingung)

EINHEIT	PUNKTE
Imperial Navy Breachers	90 pts
Imperial Rhino	65 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Indomitor Kill Team [Legends]	120 pts (bis 5 Modelle) · 240 pts (ab 6 Modellen)
Inquisitor	55 pts · +10 pts (Sonderbedingung)
Inquisitor Coteaz	75 pts · +20 pts (Sonderbedingung)
Inquisitor Draxus	75 pts · +35 pts (Sonderbedingung)
Inquisitor Eisenhorn [Legends]	65 pts
Inquisitor Greyfax	65 pts
Inquisitor Karamazov [Legends]	140 pts
Inquisitor Kroyle	100 pts
Inquisitor Ostromandeus [Legends]	65 pts
Inquisitor in Terminator Armour [Legends]	70 pts
Inquisitorial Agents	50 pts
Inquisitorial Chimera	60 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Janus Draik [Legends]	40 pts
Jokaero Weaponsmith [Legends]	30 pts
Kill Team Cassius [Legends]	220 pts

EINHEIT	PUNKTE
Martial Agent [Crucible]	60 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Ministorum Priest	40 pts
Navigator	60 pts · +15 pts (Sonderbedingung)
Neyam Shai Murad [Legends]	40 pts
Proteus Kill Team [Legends]	160 pts (bis 5 Modelle) · 320 pts (ab 6 Modellen)
Rogue Trader Entourage	75 pts · +30 pts (Sonderbedingung)
Sanctifiers	100 pts
Sisters of Battle Immolator	90 pts · +15 pts (Sonderbedingung) · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Sisters of Battle Squad	100 pts · +10 pts (Sonderbedingung)
Spectrus Kill Team [Legends]	90 pts (bis 5 Modelle) · 180 pts (ab 6 Modellen)
Subductor Squad	85 pts · +15 pts (Sonderbedingung)
UR-025 [Legends]	55 pts
Veteran Bike Squad [Legends]	70 pts (bis 3 Modelle) · 140 pts (ab 4 Modellen)
Vigilant Squad	85 pts
Vindicare Assassin	110 pts · +15 pts (Sonderbedingung)
Voidsmen-at-Arms	50 pts · +20 pts (Sonderbedingung)

EINHEIT	PUNKTE
Watch Captain Artemis	65 pts
Watch Master	95 pts