

## UR-025

## WARHAMMER LEGENDS

M

5"

T

5

SV

3+

W

4


LD

7+

OC

1

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Mk 1 assault weapon [ASSAULT]	24"	4	3+	5	-1	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power claw	Melee	3	4+	8	-2	2

## ABILITIES

CORE: Lone Operative

FACTION: Assigned Agent

**Self Repair:** At the start of your Command phase, this model regains 1 lost wound.

**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.

KEYWORDS: INFANTRY, IMPERIUM, CHARACTER, EPIC HERO, UR-025

FACTION KEYWORDS:  
AGENTS OF THE IMPERIUM

**WARGEAR OPTIONS**

- None

**UNIT COMPOSITION**

- 1 UR-025 – EPIC HERO

This model is equipped with: Mk 1 assault weapon;  
power claw.

KEYWORDS: INFANTRY, IMPERIUM, CHARACTER, EPIC HERO, UR-025



FACTION KEYWORDS:  
AGENTS OF THE IMPERIUM

# NEYAM SHAI MURAD

# WARHAMMER LEGENDS

M

T

SV

W

LD

OC

6"

3

4+

4

6+

1

4+

INVULNERABLE SAVE

## RANGED WEAPONS

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

## MELEE WEAPONS

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

## ABILITIES

CORE: **Infiltrators, Leader**

FACTION: **Assigned Agent**

**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.

KEYWORDS: **INFANTRY, GRENADES, IMPERIUM, VOIDFARERS, CHARACTER, EPIC HERO, NEYAM SHAI MURAD**



FACTION KEYWORDS:  
**AGENTS OF THE IMPERIUM**

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- **1 Neyam Shai Murad – EPIC HERO**

This model is equipped with: negotiator pistols; close combat weapon.

## LEADER

This model can be attached to the following units:

- **IMPERIAL NAVY BREACHERS**
- **VOIDSMEN-AT-ARMS**

**KEYWORDS:** INFANTRY, GRENADES, IMPERIUM, VOIDFARERS, CHARACTER, EPIC HERO, NEYAM SHAI MURAD



**FACTION KEYWORDS:** AGENTS OF THE IMPERIUM

# JANUS DRAIK

# WARHAMMER LEGENDS

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

4+

INVULNERABLE SAVE

## RANGED WEAPONS

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

## MELEE WEAPONS

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

## ABILITIES

CORE: **Infiltrators, Leader**

FACTION: **Assigned Agent**

**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.

KEYWORDS: **INFANTRY, GRENADES, IMPERIUM, VOIDFARERS, CHARACTER, EPIC HERO, JANUS DRAIK**



FACTION KEYWORDS:  
**AGENTS OF THE IMPERIUM**

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Janus Draik – EPIC HERO

This model is equipped with: heirloom pistol; monomolecular rapier.

## LEADER

This model can be attached to the following units:

- IMPERIAL NAVY BREACHERS
- VOIDSMEN-AT-ARMS

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, VOIDFARERS, CHARACTER, EPIC HERO, JANUS DRAIK



FACTION KEYWORDS:  
AGENTS OF THE IMPERIUM

# DAMNED LEGIONNAIRES

# WARHAMMER LEGENDS

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

4+


INVULNERABLE SAVE

## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [IGNORES COVER, PISTOL]	12"	1	3+	4	0	1
Boltgun [IGNORES COVER]	24"	2	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

	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

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, RETINUE, DAMNED LEGIONNAIRES



## ABILITIES

CORE: **Deep Strike**

FACTION: **Assigned Agents**

**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.

FACTION KEYWORDS:  
AGENTS OF THE IMPERIUM

## WARGEAR OPTIONS

- The Legionnaire Sergeant's boltgun can be replaced with one of the following:
    - 1 bolt pistol and 1 power weapon
    - 1 plasma pistol and 1 power weapon
    - 1 bolt pistol and 1 Astartes chainsword
    - 1 plasma pistol and 1 Astartes chainsword
  - One Legionnaire's boltgun can be replaced with one of the following:
    - 1 heavy flamer
    - 1 multi-melta
  - One Legionnaire's boltgun can be replaced with one of the following:
    - 1 flamer
    - 1 meltagun
    - 1 plasma gun
- 

## UNIT COMPOSITION

- 1 Legionnaire Sergeant
- 4-9 Legionnaires

Every model is equipped with: boltgun; close combat weapon.

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KEYWORDS: INFANTRY, GRENADES, IMPERIUM, RETINUE, DAMNED LEGIONNAIRES



FACTION KEYWORDS:  
AGENTS OF THE IMPERIUM



# INQUISITOR IN TERMINATOR ARMOUR

WARHAMMER LEGENDS

M T SV W LD OC

5" 4 2+ 5 6+ 1

4+ INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-weapon <small>[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]</small>	24"	1	3+	4	-2	1
Psycannon <small>[PSYCHIC]</small>	24"	3	3+	8	-1	2
Psychic shock wave <small>[DEVASTATING WOUNDS, PSYCHIC, TORRENT]</small>	18"	2D6	N/A	3	-2	1
Storm bolter <small>[RAPID FIRE 2]</small>	24"	2	3+	4	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Force weapon <small>[PSYCHIC]</small>	Melee	4	3+	5	-2	D3
Inquisitorial melee weapon	Melee	5	3+	4	-2	1

## ABILITIES

**CORE:** Deep Strike, Leader

**FACTION:** Assigned Agents

**Authority of the Inquisition:** While this model is leading a unit, it can embark within any **TRANSPORT** that its Bodyguard unit can embark within.

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

## WARGEAR ABILITIES

**Blessed Wardings:** While the bearer is leading a unit, models in that unit have a 6+ invulnerable save.

**Psychic Gifts:** The bearer has the **PSYKER** keyword.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, TERMINATOR, IMPERIUM, INQUISITOR



FACTION KEYWORDS:  
AGENTS OF THE IMPERIUM

## WARGEAR OPTIONS

- This model's storm bolter can be replaced with 1 combi-weapon.
- This model's blessed wardings can be replaced with 1 psychic gifts and 1 psychic shock wave.
- If this model is equipped with 1 psychic gifts, its Inquisitorial melee weapon can be replaced with 1 force weapon.
- If this model is equipped with 1 psychic gifts, its storm bolter can be replaced with 1 psycannon.

## UNIT COMPOSITION

- **1 Inquisitor in Terminator Armour**

This model is equipped with: storm bolter; Inquisitorial melee weapon; blessed wardings.

## LEADER

This model can be attached to the following units:

- **DEATHWATCH KILL TEAM** (including **FORTIS KILL TEAM**, **INDDOMITOR KILL TEAM**, **PROTUES 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**

KEYWORDS: INFANTRY, CHARACTER, GRENADES, TERMINATOR, IMPERIUM, INQUISITOR



FACTION KEYWORDS:  
AGENTS OF THE IMPERIUM

# INQUISITOR KARAMAZOV

WARHAMMER LEGENDS

M T SV W LD OC

8" 9 3+ 10 6+ 3

4+ INVULNERABLE SAVE

⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Master-crafted multi-melta [MELTA 3]	18"	3	3+	10	-4	D6
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Master-crafted power sword	Melee	6	3+	6	-2	2

## ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Assigned Agents**

**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 three **AGENTS OF THE IMPERIUM INFANTRY** units from your army, or one **IMPERIUM BATTLELINE** unit from your army – those units gain the Scouts 6" ability.

KEYWORDS: VEHICLE, WALKER, CHARACTER, EPIC HERO, IMPERIUM, INQUISITOR, ORDO HERETICUS, KARAMAZOV



FACTION KEYWORDS:  
**AGENTS OF THE IMPERIUM**

# INQUISITOR KARAMAZOV

WARHAMMER LEGENDS

*Inquisitor Karamazov is amongst the most ruthless and uncompromising of the Ordo Hereticus. His actions have no guile or subterfuge, and he has no time for clemency. Karamazov has led vast crusading armies, as well as presided over the trials of heretics from his Throne of Judgement – an ancient bipedal battle-shrine.*

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Inquisitor Karamazov – EPIC HERO

**This model is equipped with:** master-crafted multi-melta; master-crafted power sword.

**KEYWORDS:** VEHICLE, WALKER, CHARACTER, EPIC HERO, IMPERIUM, INQUISITOR, ORDO HERETICUS, KARAMAZOV



**FACTION KEYWORDS:** AGENTS OF THE IMPERIUM

# INQUISITOR EISENHORN

WARHAMMER LEGENDS

M

6"

T

3

SV

4+

W

4

LD

6+


OC

1

5+

INVULNERABLE SAVE

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

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Runestaff and Barbarisater [PSYCHIC]	Melee	5	3+	6	-2	2

## ABILITIES

CORE: **Feel No Pain 6+, Leader**

FACTION: **Assigned Agents**

**Authority of the Inquisition:** While this model is leading a unit, it can embark within any **TRANSPORT** that its Bodyguard unit can embark within.

**Malus Codicium:** While this model is leading a unit, double the Attacks characteristic of melee weapons equipped by Daemonhost models in that unit.

**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.

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, PSYKER, GRENADES, IMPERIUM, ORDO XENOS, INQUISITOR, EISENHORN**



FACTION KEYWORDS:  
**AGENTS OF THE IMPERIUM**

# INQUISITOR EISENHORN

## WARHAMMER LEGENDS

*Inquisitor Eisenhorn of the Ordo Xenos is a man of great willpower and resolve. He will go to any lengths to preserve the Imperium, and for his actions has been declared a traitor twice – he was found to be loyal on both occasions. Eisenhorn is also a potent telepath, with the power to compel individuals, or even groups, to follow his instructions.*

### WARGEAR OPTIONS

- None

### UNIT COMPOSITION

- **1 Inquisitor Eisenhorn – EPIC HERO**

**This model is equipped with:** artificer bolt pistol; Mind Assault; runestaff and Barbarisater

### LEADER

This model can be attached to the following units:

- **DEATHWATCH KILL TEAM** (including **FORTIS KILL TEAM**, **INDOMITOR KILL TEAM**, **PROTUES KILL TEAM** and **SPECTRUS KILL TEAM**)
- **DAEMONHOST**
- **EXACTION SQUAD**
- **IMPERIUM BATTLELINE INFANTRY**
- **IMPERIAL NAVY BREACHERS**
- **INQUISITORIAL AGENTS**
- **SUBDUCTOR SQUAD**
- **VIGILANT SQUAD**

**KEYWORDS:** INFANTRY, CHARACTER, EPIC HERO, PSYKER, GRENADES, IMPERIUM, ORDO XENOS, INQUISITOR, EISENHORN




**FACTION KEYWORDS:** AGENTS OF THE IMPERIUM


# KILL TEAM CASSIUS

# WARHAMMER LEGENDS

M	T	SV	W	LD	OC	CHAPLAIN CASSIUS
6"	4	3+	4	5+	2	
6"	4	3+	2	6+	2	KILL TEAM VETERAN

M	T	SV	W	LD	OC	KILL TEAM TERMINATOR
5"	5	2+	3	6+	2	
12"	5	3+	3	6+	2	KILL TEAM BIKER

 RANGED WEAPONS	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 [TWIN-LINKED]	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
Psychic Cleanse [PSYCHIC]	24"	D6	3+	5	-1	D3

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Artificer crozius	Melee	5	2+	6	-1	2
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

## ABILITIES

CORE: **Deep Strike**

FACTION: **Assigned Agents**

**Kill Team** (see the Deathwatch Armoury card)

**Catechism of Death:** While this unit contains Chaplain Cassius, melee weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.

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

## WARGEAR ABILITIES

**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.

## INVULNERABLE SAVE\*

4+

\* Chaplain Cassius and Kill Team Terminator only.

KEYWORDS – ALL: INFANTRY, KILL TEAM, GRENADES, IMPERIUM, ORDO XENOS, DEATHWATCH, KILL TEAM CASSIUS | CHAPLAIN CASSIUS: CHARACTER, EPIC HERO



FACTION KEYWORDS:  
AGENTS OF THE IMPERIUM

# KILL TEAM CASSIUS

# WARHAMMER LEGENDS

*Kill Team Cassius is an elite squad of specialists, even amongst Talasa Prime's ranks of Veterans. Hand-picked by Chaplain Cassius for an unauthorised mission, the kill team uncovered the first recorded Genestealer Cult alongside him on Ghosar Quintus. They have fought together many times since, and baulk at no xenos horror.*

## WARGEAR

- Chaplain Cassius is equipped with: artificer crozius; bolt pistol.
- Vael Donatus is equipped with: boltgun; bolt pistol; close combat weapon.
- Zameon Gydrael is equipped with: Long Vigil ranged weapon; Long Vigil melee weapon.
- Rodricus Grytt is equipped with: frag cannon; bolt pistol; close combat weapon.
- Antor Delassio is equipped with: Long Vigil ranged weapon; Long Vigil melee weapon, jump pack.
- Edryc Setorax is equipped with: twin lightning claws, jump pack.
- Jensus Natorian is equipped with: psychic Cleanse; bolt pistol; force weapon; psychic hood.
- Drenn Redblade is equipped with: Long Vigil melee weapon; boltgun.
- Garran Branatar is equipped with: heavy flamer; Long Vigil ranged weapon; power fist.
- Ennox Sorrlock is equipped with: Long Vigil ranged weapon; close combat weapon.
- Jetek Suberei is equipped with: Deathwatch twin boltgun; Long Vigil melee weapon.

## UNIT COMPOSITION

- **1 Chaplain Cassius – EPIC HERO**
- **8 Kill Team Veterans:**
  - Vael Donatus
  - Zameon Gydrael
  - Rodricus Grytt
  - Antor Delassio
  - Edryc Setorax
  - Jensus Natorian
  - Drenn Redblade
  - Ennox Sorrlock
- **1 Kill Team Terminator (Garran Branatar)**
- **1 Kill Team Biker (Jetek Suberei)**

## CASSIUS

Your army cannot contain both **CHAPLAIN CASSIUS** and **KILL TEAM CASSIUS**.

**KEYWORDS – ALL: INFANTRY, KILL TEAM, GRENADES, IMPERIUM, ORDO XENOS, DEATHWATCH, KILL TEAM CASSIUS | CHAPLAIN CASSIUS: CHARACTER, EPIC HERO**



**FACTION KEYWORDS:  
AGENTS OF THE IMPERIUM**



# DEATHWATCH TERMINATOR SQUAD

WARHAMMER LEGENDS

M T SV W LD OC

5" 5 2+ 3 6+ 1

4+ INVULNERABLE SAVE

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

⚔ MELEE WEAPONS	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
Thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	5	3+	5	-2	1

▶ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, ORDO XENOS, RETINUE, DEATHWATCH, TERMINATOR SQUAD



FACTION KEYWORDS: AGENTS OF THE IMPERIUM

## ABILITIES

CORE: Deep Strike

FACTION: Assigned Agents

**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.

**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.

## WARGEAR ABILITIES

**Storm Shield:** The bearer has a Wounds characteristic of 4.

# DEATHWATCH TERMINATOR SQUAD

# WARHAMMER LEGENDS

*The indomitable warriors honoured to wear hulking suits of Terminator armour are an inspiring sight to their brethren. Deathwatch Terminators carry the most powerful close combat weapons, and the strength and durability of their armour allows them to take the heaviest firepower directly into hidden xenos lairs.*

## WARGEAR OPTIONS

- Up to 3 Deathwatch Terminators can each have their storm bolter replaced with one of the following:
  - 1 assault cannon
  - 1 heavy flamer
  - 1 plasma cannon
  - 1 cyclone missile launcher and 1 storm bolter (this model's storm bolter cannot be replaced)
- Any number of models can each have their power fist and storm bolter replaced with one of the following:
  - 1 storm bolter and 1 power weapon
  - 1 storm bolter and 1 chainfist
  - 1 twin lightning claws
  - 1 thunder hammer and 1 storm shield

## UNIT COMPOSITION

- 1 Deathwatch Terminator Sergeant
- 4-9 Deathwatch Terminators

Every model is equipped with: power fist; storm bolter.

## 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.

**KEYWORDS:** INFANTRY, IMPERIUM, TERMINATOR, ORDO XENOS, RETINUE, DEATHWATCH, TERMINATOR SQUAD



**FACTION KEYWORDS:** AGENTS OF THE IMPERIUM

# VETERAN BIKE SQUAD

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Long Vigil ranged weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Twin boltgun [TWIN-LINKED]	24"	2	3+	4	0	1

 MELEE WEAPONS	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 [DEVASTATING WOUNDS]	Melee	4	3+	5	-2	1

## ABILITIES

**FACTION:** Assigned Agents

**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.

## WARGEAR ABILITIES

**Astartes Shield:** The bearer has a 4+ invulnerable save.

**KEYWORDS:** MOUNTED, GRENADES, IMPERIUM, ORDO XENOS, RETINUE, DEATHWATCH, VETERAN BIKE SQUAD

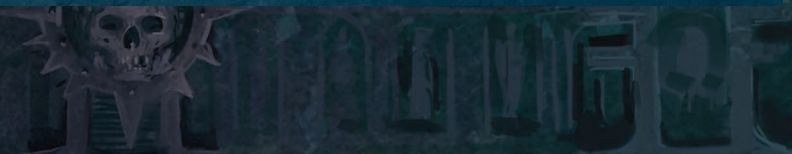


**FACTION KEYWORDS:** AGENTS OF THE IMPERIUM

# VETERAN BIKE SQUAD

# WARHAMMER LEGENDS

*Matching their speed, strength and firepower against the swiftest xenos, Veteran Bikers are expert hunters. Undertaking extended missions in dangerous territory, they assess their enemy's every weakness, close off escape routes and use their velocity to enact sudden strikes from unexpected angles.*



## WARGEAR OPTIONS

- The Veteran Biker Sergeant can be equipped with one of the following:
  - 1 Long Vigil ranged weapon
  - 1 Long Vigil melee weapon
  - 1 xenophase blade
  - 1 Astartes shield
- Any number of Veteran Biker models can each be equipped with 1 Long Vigil melee weapon.

## UNIT COMPOSITION

- 1 Veteran Biker Sergeant
- 2-5 Veteran Bikers

**Every model is equipped with:** bolt pistol; close combat weapon; twin boltgun.

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**KEYWORDS:** MOUNTED, GRENADES, IMPERIUM, ORDO XENOS, RETINUE, DEATHWATCH, VETERAN BIKE SQUAD




**FACTION KEYWORDS:** AGENTS OF THE IMPERIUM


# PROTEUS KILL TEAM

# WARHAMMER LEGENDS

M	T	SV	W	LD	OC	KILL TEAM VETERANS
6"	4	3+	2	6+	1	
12"	5	3+	3	6+	2	KILL TEAM BIKER

M	T	SV	W	LD	OC	KILL TEAM TERMINATOR
5"	5	2+	3	6+	1	

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Boltgun	24"	2	3+	4	0	1
Frag cannon [BLAST, HEAVY, RAPID FIRE D3]	18"	D3	4+	7	-1	2
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin boltgun [TWIN-LINKED]	24"	2	3+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Chainfist [ANTI-VEHICLE 3+]	Melee	3	4+	8	-2	2
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
Terminator thunder hammer [DEVASTATING WOUNDS]	Melee	3	3+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	5	3+	5	-2	1

## ABILITIES

FACTION: **Assigned Agents**

**Kill Team** (see the Deathwatch Armoury card)

**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.

## WARGEAR ABILITIES

**Astartes Shield:** The bearer has a 4+ invulnerable save.

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

**Storm Shield:** The bearer has a Wounds characteristic of 4.

## INVULNERABLE SAVE\*

4+

\* Kill Team Terminator models only.

KEYWORDS: INFANTRY, KILL TEAM, GRENADES, IMPERIUM, ORDO XENOS, RETINUE, DEATHWATCH, PROTEUS KILL TEAM



FACTION KEYWORDS: AGENTS OF THE IMPERIUM

# PROTEUS KILL TEAM

# WARHAMMER LEGENDS

The sheer versatility of their weapon loadout, coupled with their durability and manoeuvrability, make it little wonder that Proteus Kill Teams have worked miraculous feats of arms on countless hostile worlds over the course of the Imperium's history.

## WARGEAR OPTIONS

- Any number of Kill Team Veterans can replace their boltgun and Long Vigil melee weapon with:
  - 1 Long Vigil ranged weapon\*
  - 1 boltgun and 1 Astartes shield
  - 1 Long Vigil melee weapon and 1 Astartes shield
- For every 5 models in this unit, up to 2 models can replace their boltgun and Long Vigil melee weapon with 1 Deathwatch thunder hammer.
- For every 5 models in the unit, up to 2 models can replace their boltgun and Long Vigil melee weapon with one of the following:
  - 1 frag cannon
  - 1 Infernus heavy bolter\*
- Any number of Kill Team Biker models can be equipped with one of the following:
  - 1 bolt pistol
  - 1 Long Vigil melee weapon
- Up to 3 models can each have their storm bolter replaced with one of the following:
  - 1 assault cannon\*
  - 1 heavy flamer\*
  - 1 plasma cannon\*
  - 1 cyclone missile launcher\* and 1 storm bolter (this model's storm bolter cannot be replaced)
- Any number of Kill Team Terminator models can replace their power fist and storm bolter with one of the following:
  - 1 storm bolter and 1 power weapon
  - 1 storm bolter and 1 chainfist
  - 1 twin lightning claws
  - 1 Terminator thunder hammer and 1 storm shield

*\* The profile for this weapon can be found on the Deathwatch Armoury card.*

## UNIT COMPOSITION (10 MODELS MAXIMUM)

- 5-10 Kill Team Veterans
- 0-4 Kill Team Veterans with Jump Packs
- 0-2 Kill Team Bikers
- 0-4 Kill Team Terminators

Every Kill Team Veteran is equipped with: boltgun; Long Vigil melee weapon; close combat weapon.

Every Kill Team Veteran with Jump Pack is equipped with: Long Vigil melee weapon; close combat weapon; jump pack.

Every Kill Team Biker is equipped with: twin boltgun; close combat weapon.

Every Kill Team Terminator is equipped with: storm bolter; power fist.

## ATTACHED UNIT

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

KEYWORDS: INFANTRY, KILL TEAM, GRENADES, IMPERIUM, ORDO XENOS, RETINUE, DEATHWATCH, PROTEUS KILL TEAM



FACTION KEYWORDS:  
AGENTS OF THE IMPERIUM




# FORTIS KILL TEAM

# WARHAMMER LEGENDS


M	T	SV	W	LD	OC
6"	4	3+	2	6+	1
12"	5	3+	4	6+	2

KILL TEAM  
INTERCESSOR

KILL TEAM  
OUTRIDER

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Bolt rifle [ASSAULT, HEAVY]	24"	2	3+	4	-1	1
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1
Long Vigil ranged weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
 Plasma incinerator – standard [ASSAULT, HEAVY]	24"	2	3+	7	-2	1
 Plasma incinerator – supercharge [ASSAULT, HAZARDOUS, HEAVY]	24"	2	3+	8	-3	2
Twin bolt rifle [TWIN-LINKED]	24"	2	3+	4	-1	1

 MELEE WEAPONS	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

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, KILL TEAM, GRENADES, IMPERIUM, ORDO XENOS, RETINUE, DEATHWATCH, FORTIS KILL TEAM



FACTION KEYWORDS:  
AGENTS OF THE IMPERIUM

## ABILITIES

FACTION: **Assigned Agents**

**Kill Team** (see the Deathwatch Armoury card)

**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.

# FORTIS KILL TEAM

Further refined from Watch Master Mordelai's original concept, Fortis Kill Teams exemplify the supreme adaptability of the Tacticus variant of Mk X power armour, seamlessly merging a variety of close support roles and deadly firepower.

# WARHAMMER LEGENDS

## WARGEAR OPTIONS

- 1 Kill Team Intercessor's bolt rifle can be replaced with one of the following:
  - 1 hand flamer
  - 1 plasma pistol
  - 1 Astartes chainsword
  - 1 Long Vigil melee weapon
- 1 model equipped with a bolt rifle can replace its close combat weapon with one of the following:
  - 1 Astartes chainsword
  - 1 Long Vigil melee weapon
- For every 5 models in this unit, 1 model's bolt rifle can be replaced with 1 Long Vigil ranged weapon.
- Any number of Kill Team Intercessors with plasma incinerators can each have their bolt pistol replaced with 1 plasma pistol.\*

*\*The profile for this weapon can be found on the Deathwatch Armoury card.*

## 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.

## TRANSPORT

This unit cannot embark within an **IMPERIAL RHINO**.

**KEYWORDS:** INFANTRY, KILL TEAM, GRENADES, IMPERIUM, ORDO XENOS, RETINUE, DEATHWATCH, FORTIS KILL TEAM

## UNIT COMPOSITION (10 MODELS MAXIMUM)

- 5-10 Kill Team Intercessors
- 0-4 Kill Team Intercessors with plasma incinerators
- 0-4 Kill Team Intercessors with heavy bolt pistols
- 0-2 Kill Team Outriders

**Every Kill Team Intercessor is equipped with:** bolt pistol; bolt rifle; close combat weapon.

**Every Kill Team Intercessor with plasma incinerator is equipped with:** bolt pistol; plasma incinerator; close combat weapon.

**Every Kill Team Intercessor with heavy bolt pistol is equipped with:** heavy bolt pistol; Astartes chainsword.

**Every Kill Team Outrider is equipped with:** bolt pistol; twin bolt rifle; Astartes chainsword.






**FACTION KEYWORDS:** AGENTS OF THE IMPERIUM



# INDOMITOR KILL TEAM

# WARHAMMER LEGENDS

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

 RANGED WEAPONS	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
Fragstorm grenade launcher [BLAST]	18"	D6	3+	4	0	1
Heavy bolt rifle [ASSAULT, HEAVY]	30"	2	3+	5	-1	1
Heavy bolter [ASSAULT, HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Flamestorm gauntlets [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6+1	N/A	4	0	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	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Power fists [TWIN-LINKED]	Melee	3	4+	8	-2	2

KEYWORDS: INFANTRY, KILL TEAM, GRENADES, IMPERIUM, ORDO XENOS, RETINUE, DEATHWATCH, INDOMITOR KILL TEAM



FACTION KEYWORDS:  
AGENTS OF THE IMPERIUM

## ABILITIES


FACTION: **Assigned Agents**

**Kill Team** (see the Deathwatch Armoury card)

**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.

## WARGEAR ABILITIES

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

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

# INDOMITOR KILL TEAM

# WARHAMMER LEGENDS

Comprising warriors wearing the heavier Gravis variant of Mk X armour, Indomitor Kill Teams are mobile bastions capable of unleashing the firepower of a squadron of battle tanks. Before them, hordes of xenos and monstrous beasts alike are torn apart.

## WARGEAR OPTIONS

- For every 5 models in this unit, 1 model equipped with a heavy bolt rifle can have its heavy bolt rifle replaced with 1 heavy bolter.
- 1 model equipped with a melta rifle can have its melta rifle replaced with 1 multi-melta.
- Any number of models equipped with flamestorm gauntlets can each have their flamestorm gauntlets replaced with 1 auto boltstorm gauntlets and 1 fragstorm grenade launcher.
- Any number of models equipped with assault bolters can each have their assault bolters replaced with 1 plasma exterminators.

## 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.

## TRANSPORT

This unit cannot embark within an **IMPERIAL RHINO**.

## UNIT COMPOSITION (10 MODELS MAXIMUM)

- 5-10 Kill Team Heavy Intercessors
- 0-2 Kill Team Heavy Intercessors with power fists
- 0-2 Kill Team Heavy Intercessors with melta rifles
- 0-2 Kill Team Heavy Intercessors with jump packs

Every Kill Team Heavy Intercessor is equipped with: bolt pistol\*; heavy bolt rifle; close combat weapon.

Every Kill Team Heavy Intercessor with power fists is equipped with: flamestorm gauntlets; power fists.

Every Kill Team Heavy Intercessor with melta rifle is equipped with: bolt pistol\*; melta rifle; close combat weapon.

Every Kill Team Heavy Intercessor with jump pack is equipped with: assault bolters; close combat weapon; jump pack.

*\*The profile for this weapon can be found on the Deathwatch Armoury card.*

**KEYWORDS:** INFANTRY, KILL TEAM, GRENADES, IMPERIUM, ORDO XENOS, RETINUE, DEATHWATCH, INDOMITOR KILL TEAM




**FACTION KEYWORDS:** AGENTS OF THE IMPERIUM

# SPECTRUS KILL TEAM

# WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Accelerator autocannon [HEAVY]	48"	3	4+	8	-1	2
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Bolt carbine [PRECISION]	24"	2	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
Occulus 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	RANGE	A	WS	S	AP	D
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

KEYWORDS: INFANTRY, KILL TEAM, SMOKE, GRENADES, IMPERIUM, ORDO XENOS, RETINUE, DEATHWATCH, SPECTRUS KILL TEAM



## ABILITIES

CORE: **Infiltrators, Scouts 6"**

FACTION: **Assigned Agents**

**Kill Team** (see the Deathwatch Armoury card)

**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.

## WARGEAR ABILITIES

**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 of 12" and can move over models and terrain features as if they were not there.

FACTION KEYWORDS:  
**AGENTS OF THE IMPERIUM**

# SPECTRUS KILL TEAM

# WARHAMMER LEGENDS

*Sinister, silent and all but invisible until they strike, Spectrus Kill Teams are adept in inflicting death from both near and far. Clad in close-fitting Mk X Phobos battle plate, they specialise in battlefield control and enemy destabilisation.*

## WARGEAR OPTIONS

- One model equipped with a marksman bolt carbine can be equipped with 1 helix gauntlet.\*
- One model equipped with a marksman bolt carbine can be equipped with 1 Infiltrator comms array.\*
- One model can replace its bolt sniper rifle with 1 bolt carbine.
- Any number of models can each replace their bolt sniper rifle with 1 las fusil.
- Any number of models can each replace their combat knife with 1 bolt carbine and 1 close combat weapon.

*\* These options cannot be taken on the same model.*

## 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.

## TRANSPORT

This unit cannot embark within an **IMPERIAL RHINO**.

## UNIT COMPOSITION (10 MODELS MAXIMUM)

- 5-10 Kill Team Infiltrators
- 0-2 Kill Team Infiltrators with bolt sniper rifles
- 0-2 Kill Team Infiltrators with jump packs
- 0-4 Kill Team Infiltrators with oculus bolt carbines
- 0-4 Kill Team Infiltrators with combat knives

Every Kill Team Infiltrator is equipped with: bolt pistol; marksman bolt carbine; close combat weapon.

Every Kill Team Infiltrator with bolt sniper rifle is equipped with: bolt pistol; bolt sniper rifle; close combat weapon.

Every Kill Team Infiltrator with jump pack is equipped with: bolt pistol; accelerator autocannon; close combat weapon; jump pack.

Every Kill Team Infiltrator with oculus bolt carbine is equipped with: bolt pistol; oculus bolt carbine; paired combat blades.

Every Kill Team Infiltrator with combat knife is equipped with: special-issue bolt pistol; combat knife.

**KEYWORDS: INFANTRY, KILL TEAM, SMOKE, GRENADES, IMPERIUM, ORDO XENOS, RETINUE, DEATHWATCH, SPECTRUS KILL TEAM**



**FACTION KEYWORDS:  
AGENTS OF THE IMPERIUM**

# DAEMONHOST

# WARHAMMER LEGENDS

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

5+

INVULNERABLE SAVE

## RANGED WEAPONS

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

## MELEE WEAPONS

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

## ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Assigned Agents**

**Malefic Warding:** While an **INQUISITOR** model is leading a unit that includes one or more **DAEMONHOST** models, models in that unit have a 5+ invulnerable save.

**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.

KEYWORDS: INFANTRY, IMPERIUM, PSYKER, RETINUE, DAEMON, DAEMONHOST



FACTION KEYWORDS:  
**AGENTS OF THE IMPERIUM**

# DAEMONHOST

## WARHAMMER LEGENDS

*Daemonhosts are empyric spirits bound by rite to the body of a mortal. Some serve as indentured minions in an Inquisitor's retinue with a host of otherworldly abilities. It is a brave or foolish decision indeed to make a Daemonhost. Spirits that break free take delight in avenging themselves on their captors.*

### WARGEAR OPTIONS

- None

### 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.

### UNIT COMPOSITION

- 1-2 Daemonhosts

Every model is equipped with: unholy gaze; Warp grasp.

KEYWORDS: INFANTRY, IMPERIUM, PSYKER, RETINUE, DAEMON, DAEMONHOST



FACTION KEYWORDS:  
**AGENTS OF THE IMPERIUM**

# JOKAERO WEAPONSMITH



WARHAMMER LEGENDS

M	T	SV	W	LD	OC
6"	3	5+	2	7+	0

4+


INVULNERABLE SAVE

## RANGED WEAPONS

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

## MELEE WEAPONS

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

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, IMPERIUM, CHARACTER, JOKAERO WEAPONSMITH



## ABILITIES

CORE: Leader

FACTION: Assigned Agents

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

**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.

FACTION KEYWORDS:  
AGENTS OF THE IMPERIUM

# JOKAERO WEAPONSMITH

# WARHAMMER LEGENDS

*These xenos are technosavants with an instinctive understanding of machinery and technological systems. Given enough time and materials they can fashion almost anything, and can make even the most basic weapons formidable with minor – albeit perplexing – upgrades.*

## WARGEAR OPTIONS

- None

## 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.

## UNIT COMPOSITION

- 1 Jokaero Weaponsmith

**This model is equipped with:** Jokaero weapons; close combat weapon.

## 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.*

KEYWORDS: INFANTRY, IMPERIUM, CHARACTER, JOKAERO WEAPONSMITH













FACTION KEYWORDS:  
**AGENTS OF THE IMPERIUM**



## WEAPON LISTS

Some **DEATHWATCH** models can be equipped with one or more weapons whose profiles are not listed on their datasheet. The profiles for these weapons are instead listed on this card.

 RANGED WEAPONS	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
 Cyclone missile launcher – frag [BLAST]	36"	2D6	3+	4	0	1
 Cyclone missile launcher – krak	36"	2	3+	9	-2	D6
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
 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
 Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
Long Vigil ranged weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

## KILL TEAM ABILITY

Some **DEATHWATCH** units have the Kill Team ability, which is detailed below, and referenced on the datasheets.

**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.

