UR-025



WARHAMMER LEGENDS

¢	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Mk 1 assault weapon	24"	4	3+	5	-1	1
*	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Power claw	Melee	2	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



WARHAMMER LEGENDS

WARGEAR OPTIONS

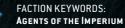
None

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



ESPERN LOCARNO



Φ	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Laspistol [PISTOL]	12"	1	4+	3	0	1
*	MELEE WEAPONS	RANGE	A	WS	S	AP	D

WARHAMMER LEGENDS

ABILITIES
CORE: Leader
FACTION: Assigned Agent
The Third Eye (Psychic): At the start of your Shooting phase, select one enemy unit within 12" of this model. That enemy unit must take a Battle-shock test.
Gaze into the Immaterium (Psuchic): Enemy units that are

Gaze into the Immaterium (Psychic): Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" horizontally of this model.

KEYWORDS: INFANTRY, IMPERIUM, CHARACTER, NAVIS IMPERIALIS, EPIC HERO, Psyker, Espern Locarno



ESPERN LOCARNO

WARHAMMER LEGENDS

WARGEAR OPTIONS

None

UNIT COMPOSITION

I Espern Locarno – EPIC HERO

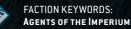
This model is equipped with: laspistol; force-orb cane.

LEADER

This model can be attached to the following units:

- = IMPERIAL NAVY BREACHERS
- = VOIDSMEN-AT-ARMS

KEYWORDS: INFANTRY, IMPERIUM, CHARACTER, NAVIS IMPERIALIS, EPIC HERO, Psyker, Espern Locarno



NEYAM SHAI MURAD



Φ	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Negotiator pistol [PRECISION]	12"	2	3+	4	-2	1
*	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Close combat weapon	Melee	3	3+	3	0	1

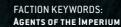
WARHAMMER LEGENDS

ABILITIES
CORE: Infiltrators, Leader
FACTION: Assigned Agent

Backroom Deals: While this model 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 players have deployed, select up to D3 IMPERIUM BATTLELINE units from your army and redeploy them. You can use this ability to place those selected units into Strategic Reserves, regardless of how many units are already in Strategic Reserves. If both players have abilities that redeploy units, roll off: the winner chooses who redeploys units first.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, NAVIS IMPERIALIS, CHARACTER, EPIC HERO, NEYAM SHAI MURAD



NEYAM SHAI MURAD

WARHAMMER LEGENDS

WARGEAR OPTIONS

None

UNIT COMPOSITION

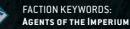
• 1 Neyam Shai Murad – EPIC HERO This model is equipped with: 2 negotiator pistols; close combat weapon.

LEADER

This model can be attached to the following units:

- = IMPERIAL NAVY BREACHERS
- VOIDSMEN-AT-ARMS

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, NAVIS IMPERIALIS, CHARACTER, EPIC HERO, NEYAM SHAI MURAD



JANUS DRAIK



BS	S	AP	D	
3+	4	-1	2	
WS	S	AP	D	
3+	3	-2	1	
	3+	BS S 3+ 4 WS S 3+ 3	3+ 4 -1	3+ 4 -1 2

WARHAMMER LEGENDS

ABILITIES
 CORE: Infiltrators, Leader
FACTION: Assigned Agent

Backroom Deals: While this model 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 players have deployed, select up to D3 IMPERIUM BATTLELINE units from your army and redeploy them. You can use this ability to place those selected units into Strategic Reserves, regardless of how many units are already in Strategic Reserves. If both players have abilities that redeploy units, roll off: the winner chooses who redeploys units first.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, NAVIS IMPERIALIS, CHARACTER, EPIC HERO, JANUS DRAIK



JANUS DRAIK

WARHAMMER LEGENDS

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, NAVIS IMPERIALIS, CHARACTER, EPIC HERO, JANUS DRAIK



DAMNED LEGIONNARES



*				-			_
$\overline{\mathbf{Q}}$	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 WS S AP Α D -2 Astartes chainsword Melee 5 3+ 5 1 Close combat weapon Melee 3 3+ Ω 4 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, IMPERIUM, GRENADES, DAMNED LEGIONNAIRES

WARHAMMER LEGENDS

BILITIES
ORE: Deep Strike
ACTION: Assigned Agents
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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.

DAMNED LEGIONNARES

WARHAMMER LEGENDS

WARGEAR OPTIONS

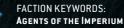
- The Legionnaire Sergeant's boltgun can be replaced with one of the following:
 - 1 bolt pistol and 1 power weapon
 - 1 plasma pistol and 1 power weapon
 - 1 bolt pistol and 1 Astartes chainsword
 - 1 plasma pistol and 1 Astartes chainsword
- One Legionnaire's boltgun can be replaced with one of the 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.

KEYWORDS: INFANTRY, IMPERIUM, GRENADES, DAMNED LEGIONNAIRES



INQUISITOR IN TERMINATOR ARMOUR



Φ	RANGED WEAPONS	RANGE	A	BS	S	AP	D	
	Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	3+	4	-2	1	
	Psycannon [Psychic]	24"	3	3+	8	-1	2	
	Psychic shock wave [devastating wounds, psychic, torrent]	18"	2D6	N/A	3	-1	1	
	Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1	

*	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Close combat weapon	Melee	3	3+	4	0	1
	Force weapon [PSYCHIC]	Melee	4	3+	5	-2	D3
	Inquisitorial melee weapon	Melee	5	3+	4	-2	1

WARHAMMER LEGENDS

ABILITIES	
CORE: Deep St	rike, Leader
FACTION: Assig	yned Agents
•	ne Inquisition: While this model is leading a bark within any TRANSPORT that its Bodyguard rk 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 this model is leading a unit, models in that unit have the Feel No Pain 5+ ability against mortal wounds.

Psychic Gifts: The bearer has the PSYKER keyword.

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



INQUISITOR IN TERMINATOR ARMOUR

WARHAMMER LEGENDS

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:

- = IMPERIUM BATTLELINE INFANTRY
- = INQUISITORIAL HENCHMEN

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

