

UR-025

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

5"



5

3+

4

7+

1

 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

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

ESPERN LOCARNO

WARHAMMER LEGENDS

M T SV W LD OC
6" 3 5+ 3 7+ 1
4+ **INVULNERABLE SAVE**

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Las pistol [PISTOL]	12"	1	4+	3	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Force-orb cane [PSYCHIC]	Melee	1	4+	6	-1	D3

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 (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



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 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



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 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

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



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

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





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	2
 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: 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**



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, NAVIS IMPERIALIS, CHARACTER, EPIC HERO, JANUS DRAIK



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

DAMNED LEGIONNAIRES

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
5"	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+	5	-2	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, IMPERIUM, GRENADES, 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.



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.

KEYWORDS: INFANTRY, IMPERIUM, GRENADES, 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	-1	1
Storm bolter <small>[RAPID FIRE 2]</small>	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 <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 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



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:

- **IMPERIUM BATTLELINE INFANTRY**
- **INQUISITORIAL HENCHMEN**

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



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM