**UR-025**

**Ranged Weapons**

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mk 1 assault weapon</td>
<td>24''</td>
<td>4</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
</tr>
</tbody>
</table>

**Melee Weapons**

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Power claw</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>8</td>
<td>-2</td>
</tr>
</tbody>
</table>

**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
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

**Keywords:** Infantry, Imperium, Character, Navis Imperialis, Epic Hero, Psyker, Espern Locarno

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>Oc</th>
</tr>
</thead>
<tbody>
<tr>
<td>6&quot;</td>
<td>3</td>
<td>5+</td>
<td>3</td>
<td>7+</td>
<td>1</td>
</tr>
</tbody>
</table>

**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.

## Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range (in)</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Las pistol [Pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

## Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Force-orb cane [Psychic]</td>
<td>Melee</td>
<td>1</td>
<td>4+</td>
<td>6</td>
<td>-1</td>
<td>D3</td>
</tr>
</tbody>
</table>

**Faction Keywords:** Agents of the Imperium
**Warhammer Legends**

**Warhammer 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**

Key Words: Infantry, Grenades, Imperium, *Navis Imperialis*, Character, Epic Hero, Neyam Shai Murad

### Faction Keywords:
- Agents of the Imperium

### 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 Batteline* 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 redeploy units first.

### Profiles

#### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Negotiator pistol</td>
<td>12&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>-2</td>
<td>1</td>
</tr>
</tbody>
</table>

#### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

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

**Faction Keywords:**
- Agents of the Imperium

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

**Invulnerable Save:** +4
NEYAM SHAI MURAD

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**

- **Keywords:** Infantry, Grenades, Imperium, Navis Imperialis, Character, Epic Hero, Janus Draik

**Ranged Weapons**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heirloom pistol [ANTI-INFANTRY 4+, PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
<td>2</td>
</tr>
</tbody>
</table>

**Melee Weapons**

<table>
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<tr>
<th>Weapon</th>
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<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Monomolecular rapier [SUSTAINED HITS 1]</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>3</td>
<td>-2</td>
<td>1</td>
</tr>
</tbody>
</table>

**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 Imperial Battletline 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 redeploy units first.
**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

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

**INVULNERABLE SAVE**

#### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol (I.C.P.)</td>
<td>12”</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Boltgun (I.C.)</td>
<td>24”</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Flamer (I.C.T.)</td>
<td>12”</td>
<td>D6</td>
<td>N/A</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Heavy flamer (I.C.T.)</td>
<td>12”</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Meltagun (M2)</td>
<td>12”</td>
<td>1</td>
<td>3+</td>
<td>9</td>
<td>-4</td>
<td>D6</td>
</tr>
<tr>
<td>Multi-melta (H, M2)</td>
<td>18”</td>
<td>2</td>
<td>4+</td>
<td>9</td>
<td>-4</td>
<td>D6</td>
</tr>
<tr>
<td>Plasma gun – standard</td>
<td>24”</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma gun – supercharge</td>
<td>24”</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
<tr>
<td>Power weapon</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – standard</td>
<td>12”</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – supercharge</td>
<td>12”</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
</tbody>
</table>

#### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Astartes chainsword</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Power weapon</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
<td>1</td>
</tr>
</tbody>
</table>

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.
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

FACTION KEYWORDS: Agents of the Imperium
### INQUISITOR IN TERMINATOR ARMOUR

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>5&quot;</td>
<td>4</td>
<td>2+</td>
<td>5</td>
<td>6+</td>
<td>1</td>
</tr>
</tbody>
</table>

**INVULNERABLE SAVE**

### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Combi-weapon</td>
<td>24&quot;</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Psycannon [PSYCHIC]</td>
<td>24&quot;</td>
<td>3</td>
<td>3+</td>
<td>8</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Psychic shock wave</td>
<td>18&quot;</td>
<td>2D6</td>
<td>N/A</td>
<td>3</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>[DEVASTATING WOUNDS, PSYCHIC, TORRENT]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Storm bolter [RAPID FIRE 2]</td>
<td>24&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Force weapon [PSYCHIC]</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
<td>D3</td>
</tr>
<tr>
<td>Inquisitorial melee weapon</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>4</td>
<td>-2</td>
<td>1</td>
</tr>
</tbody>
</table>

### 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.
**UNIT COMPOSITION**

- **1 Inquisitor in Terminator Armour**
  This model is equipped with: storm bolter; Inquisitorial melee weapon; blessed wardings.

**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.

**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