INQUISITOR OSTROMANDEUS [LEGENDS]

65 PTS

INQUISITOR OSTROMANDEUS

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

INVULNERABLE SAVE 5+

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 MELTA 2 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

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, IMPERIAL NAVY BREACHERS, INQUISITORIAL AGENTS, SISTERS OF BATTLE SQUAD, SUBDUCTOR SQUAD, VIGILANT SQUAD

AUFSTELLUNG

1x Inquisitor Ostromandeus - Equipped with: Inferno pistol, Power sword

1x Stentor-I-52 - Equipped with: Hydraulic vox-ram

KEYWORDS: Epic Hero, Infantry, Imperium, Grenades, Character, Inquisitor, Ostromandeus, Leader
FACTION KEYWORDS: Agents of the Imperium

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6"	3	3+	3	8+	1

WEAPON ABILITIES

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.

FACTION 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.

CORE RULES

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.

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