INQUISITOR

55 PTS

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

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	-2	1
Psychic Shock Wave DEVASTATING WOUNDS PSYCHIC TORRENT	18"	2D6	N/A	3	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon PSYCHIC	Melee	4	3+	5	-2	D3
Inquisitorial melee weapon	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.

Blessed Wardings
While this model is leading a unit, models in that unit have a 6+ invulnerable save.

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

Psychic gifts
The bearer has the PSYKER keyword.

Leader
This model can be attached to the following units: AQUILA KILL TEAM, BATTLELINE IMPERIUM INFANTRY, EXACTION SQUAD, GREY KNIGHTS TERMINATOR SQUAD, IMPERIAL NAVY BREACHERS, INQUISITORIAL AGENTS, SANCTIFIERS, SISTERS OF BATTLE SQUAD, SUBDUCTOR SQUAD, VIGILANT SQUAD

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

AUFSTELLUNG

1x Inquisitor (32mm)

Equipped with: Bolt pistol, Combi-weapon, Psychic Shock Wave, Force weapon, Inquisitorial melee weapon

Wargear Options:
- This model can replace its Inquisitorial melee weapon with Force weapon.
- This model can replace its Bolt pistol with Combi-weapon.
- This model can replace its Blessed wardings with Psychic gifts.

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

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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.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

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

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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