# INQUISITOR KARAMAZOV [LEGENDS] 140 PTS

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 8" | 9 | 3+ | 10 | 6+ | 3 |

INVULNERABLE SAVE 4+

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Master-crafted multi-melta<br>MELTA 3 | 18" | 3 | 3+ | 10 | -4 | D6 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Master-crafted power sword | Melee | 6 | 3+ | 6 | -2 | 2 |

## ABILITIES

**Throne of Judgement (Aura)**
While a friendly unit is within 6" of this model, improve the Leadership characteristic of models in that unit by 1. While an enemy unit is within 6" of this model, worsen the Leadership characteristic of models in that unit by 1.

**Unsubtle Crusader**
At the start of the Declare Battle Formations step, you can select up to 3 Agents of the Imperium Infantry units from your army, or one Imperium Battleline unit from your army - those units gain the Scouts 6" ability.

## 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.*

## 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.

### AUFSTELLUNG

1x Inquisitor Karamazov [Legends]

**Equipped with:** Master-crafted multi-melta, Master-crafted power sword

**KEYWORDS:** Vehicle, Walker, Character, Epic Hero, Imperium, Inquisitor, Karamazov, Ordo Hereticus
**FACTION KEYWORDS:** Agents of the Imperium

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## CORE RULES

**Deadly Demise 1**
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

**KEYWORDS:** Vehicle, Walker, Character, Epic Hero, Imperium, Inquisitor, Karamazov, Ordo Hereticus
**FACTION KEYWORDS:** Agents of the Imperium