

INQUISITOR EISENHORN [LEGENDS] -
IMPERIUM - AGENTS OF THE IMPERIUM

65 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Inquisitor Eisenhorn [Legends]
Equipped with: Artificer bolt pistol, Mind Assault, Runestaff and Barbarisater

KEYWORDS: Infantry, Character, Epic Hero, Psyker, Grenades, Imperium, Inquisitor, Eisenhorn, Ordo Xenos, Leader
FACTION KEYWORDS: Agents of the Imperium

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Artificer bolt pistol	12"	4	3+	4	0	2
Mind Assault DEVASTATING WOUNDS, PRECISION, PSYCHIC, SUSTAINED HITS 1	18"	2	3+	5	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Runestaff and Barbarisater PSYCHIC	Melee	5	3+	6	-2	2

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.

Dominate Will (Psychic)

At the start of your opponent's Shooting phase, select one enemy INFANTRY unit that is within 12" of and visible to this model and roll one D6: on a 1, this model suffers D3 mortal wounds; on a 2-5, until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll; on a 6, until the end of the phase, that unit is not eligible to shoot.

Malus Codicium

While this model is leading a unit, double the Attacks characteristic of weapons equipped by Daemonhost models in that unit.

Leader

This model can be attached to the following units: DAEMONHOST, DEATHWATCH KILL TEAM, DEATHWATCH TERMINATOR SQUAD, EXACTION SQUAD, FORTIS KILL TEAM, IMPERIAL NAVY BREACHERS, INDOMITOR KILL TEAM, INQUISITORIAL AGENTS, PROTEUS KILL TEAM, SPECTRUS KILL TEAM, SUBDUCTOR SQUAD, VIGILANT SQUAD

WEAPON ABILITIES

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.

Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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).

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Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

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 6+

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.