

INQUISITOR COTEAZ

M

6"

T

3

SV

2+

W

4

LD

6+

OC

1

RW

4+

75 PTS
Base 40mm



Leader Assigned Agents

1

KOMMANDO

Glovodan Psyber-eagle

In your Command phase, you can select one enemy unit within 18" of the bearer. Until the start of your next Command phase, that unit cannot have the Benefit of Cover.

2

BEWEGUNG

Authority of the Inquisition

While this model is leading a unit, it can embark within any Transport that its Bodyguard unit can embark within.

3

BESCHUSS

Bolt pistol

PISTOL

R	A	BS	S	AP	D
12"	1	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Psychic Blast

ANTI-DAEMON 4+

ANTI-INFANTRY 5+

DEVASTATING WOUNDS

PSYCHIC

R	A	BS	S	AP	D
18"	D6	3+	3	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4-5	T6+

4

ANGRIFF

5

NAHKAMPF

Nemesis daemon hammer

PSYCHIC

R	A	WS	S	AP	D
Melee	3	3+	9	-3	3

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-8	T9	T10-17	T18+

VERTEIDIGUNG

Malefic Wardings (Psychic)

While this model is leading a unit, models in that unit have a 6+ invulnerable save, and 4+ invulnerable save against Psychic Attacks and attacks made by DAEMON models.

IMMER / EINMALIG

Spy Network

Each time your opponent gains a CP as the result of an ability, roll one D6: on a 2+, you also gain 1CP.

GEGEN DIESE EINHEIT

W3 · RW 2+ · 4++ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4-5	S3	S2	S1

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
2+	3+	4+	4++	4++

REGELN & KEYWORDS KURZ

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...

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.

ANTI This ability always takes the form [ANTI-X Y+].

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...

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

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 rol...

AUFSTELLUNG

1x Inquisitor Coteaz

Ausrüstung: Bolt pistol, Psychic Blast, Nemesis daemon hammer

Anführer

This model can be attached to the following units: BATTLELINE IMPERIUM INFANTRY, EXACTION SQUAD, GREY KNIGHTS TERMINATOR SQUAD, IMPERIAL NAVY BREACHERS, INQUISITORIAL AGENTS, SUBDUCTOR SQUAD, VIGILANT SQUAD