

INQUISITOR KROYLE

Assigned Agents Lone Operative Scouts 6"

M12"

T4

SV3+

W6

LD6+

OC2

RW4+

100 PTS  
Base 60mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Jindarii tox-cycler

ANTI-MONSTER 2+HEAVYPRECISION

R36"

A1

BS2+

S6

AP-2

D2

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

Stubcarbine

PISTOL

R12"

A2

BS2+

S5

AP-2

D2

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

On My Signal, Fire!

After this unit has shot, you can select one enemy unit hit by those attacks. Until the end of the phase, each time an Agents of the Imperium or Imperium Infantry Battleline model from your army makes an attack that targets that enemy unit, you can re-roll the Hit roll.

Tox-cycler

In your Shooting phase, after this unit has shot, if this model scored a hit with its Jindarii tox-cycler, until the end of the battle, add 2 to the Strength and Damage characteristics of that weapon (to a maximum Damage characteristic of 6).

4ANGRIFF

5NAHKAMPF

Butcher blade

RMelee

A5

WS3+

S4

AP-2

D1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Garralisk's claws and teeth

EXTRA ATTACKS

RMelee

A4

WS4+

S5

AP-1

D1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W4 · RW 3+ · 4++ · 6 LP je Modell

WIRD VERWUNDET MIT

|                    |             |              |              |              |
|--------------------|-------------|--------------|--------------|--------------|
| 2+<br>S8+          | 3+<br>S5-7  | 4+<br>S4     | 5+<br>S3     | 6+<br>S1-2   |
| RETTUNGSWURF JE DS |             |              |              |              |
| DS 0<br>3+         | DS -1<br>4+ | DS -2<br>4++ | DS -3<br>4++ | DS -4<br>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...

Lone Operative Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons u...

Scouts 6" This ability always takes the form Scouts X".

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

EXTRA ATTACKS Each time a unit containing one or more models with an [EXTRAATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others.

HEAVY In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen...

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

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 m...

AUFSTELLUNG

1x Inquisitor Kroyle

Ausrüstung: Jindarii tox-cycler, Stubcarbine, Butcher blade, Garralisk's claws and teeth

KEYWORDS Mounted, Character, Epic Hero, Imperium, Grenades, Ordo Xenos, Inquisitor, Kroyle, Leader · FRAKTION Agents of the Imperium