

INQUISITOR OSTROMANDEUS [LEGENDS]

INQUISITOR OSTROMANDEUS	M6"	T3	SV3+	W4	LD6+	OC1	RW5+
STENTOR-I-52	M6"	T3	SV3+	W3	LD8+	OC1	

65 PTS
Base —

- Leader
- Assigned Agents
- Feel No Pain 4+

1KOMMANDO

Vox-skull
Once per battle, at the start of any phase, you can select one enemy unit (excluding Monsters and Vehicles) within 12" of the bearer. That unit must take a Battle-shock test; if that test is failed, until the end of your next turn, that unit cannot have the Benefit of Cover.
Designer's Note: *Place a vox-skull token next to the unit, removing it once this ability has been used.*

2BEWEGUNG

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

3BESCHUSS

Inferno pistol MELTA 2 PISTOL

R	A	BS	S	AP	D
6"	1	3+	8	-4	D3

VERWUNDET

2+ T1-4	3+ T5-7	4+ T8	5+ T9-15	6+ T16+
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4ANGRIFF

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5NAHKAMPF

Hydraulic vox-ram

R	A	WS	S	AP	D
Melee	3	4+	6	-2	2

VERWUNDET

2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+
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Power sword

R	A	WS	S	AP	D
Melee	5	3+	4	-2	1

VERWUNDET

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

Ward Against the Malefic Arts
While this unit is leading a unit, each time a Psychic Attack targets that unit, subtract 1 from the Hit roll and subtract 1 from the Wound roll.

IMMER / EINMALIG

Vox-cast Proclamations (Aura)
Each time your opponent targets a unit from their army with a Stratagem, if that unit is within 12" of this unit's Inquisitor Ostromandeus model, increase the cost of that use of that Stratagem by 1CP.

GEGEN DIESE EINHEIT

Inquisitor Ostromandeus
W3 · RW 3+ · 5++ · 4 LP je Modell
WIRD VERWUNDET MIT

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

DS 0 3+	DS -1 4+	DS -2 5+	DS -3 5++	DS -4 5++
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Stentor-I-52
W3 · RW 3+ · 3 LP je Modell
WIRD VERWUNDET MIT

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

DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 -
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Feel No Pain 4+ gegen jeden verlorenen LP

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...

Feel No Pain 4+ This ability always takes the form Feel No Pain X+.

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.

MELTA This ability always takes the form [MELTA X].

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

AUFSTELLUNG

1x Inquisitor Ostromandeus - Equipped with: Inferno pistol, Power sword
1x Stentor-I-52 - Equipped with: Hydraulic vox-ram

Anführer
This model can be attached to the following units: EXACTION SQUAD, IMPERIAL NAVY BREACHERS, INQUISITORIAL AGENTS, SISTERS OF BATTLE SQUAD, SUBDUCTOR SQUAD, VIGILANT SQUAD