

INQUISITOR

LeaderAssigned Agents

M

6"

T

3

SV

4+

W

4

LD

6+

OC

1

RW

5+

55 PTS
Base 32mm



1

KOMMANDO

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+

Combi-weapon

ANTI-INFANTRY 4+

DEVASTATING WOUNDS

RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	3+	4	-2	1

VERWUNDET

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

Psychic Shock Wave

DEVASTATING WOUNDS

PSYCHIC

TORRENT

R	A	BS	S	AP	D
18"	2D6	N/A	3	-2	1

VERWUNDET

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

4

ANGRIFF

5

NAHKAMPF

Force weapon

PSYCHIC

R	A	WS	S	AP	D
Melee	4	3+	5	-2	D3

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Inquisitorial melee weapon

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

VERWUNDET

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

VERTEIDIGUNG

Blessed Wardings

While this model is leading a unit, models in that unit have a 6+ invulnerable save.

Power of the Rosette

Each time you target this model's unit with a Stratagem, roll one D6: on a 3+, you gain 1CP.

IMMER / EINMALIG

Psychic gifts

The bearer has the PSYKER keyword.

GEGEN DIESE EINHEIT

W3 · RW 4+ · 5++ · 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
4+	5+	5++	5++	5++

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 roll...

RAPID FIRE

This ability always takes the form [RAPID FIRE X].

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Inquisitor

Ausrüstung:

Bolt pistol, Combi-weapon, Psychic Shock Wave, Force weapon, Inquisitorial melee weapon

This model can replace its Inquisitorial melee weapon with Force weapon.

This model can replace its Bolt pistol with Combi-weapon.

This model can replace its Blessed wardings with Psychic gifts.

Anführer

This model can be attached to the following units: AQUILA KILL TEAM, BATTLELINE IMPERIUM INFANTRY, EXACTION SQUAD, GREY KNIGHTS TERMINATOR SQUAD, IMPERIAL NAVY BREACHERS, INQUISITORIAL AGENTS, SANCTIFIERS, SISTERS OF BATTLE SQUAD, SUBDUCTOR SQUAD, VIGILANT SQUAD

KEYWORDS Infantry, Character, Grenades, Imperium, Inquisitor, Leader · FRAKTION Agents of the Imperium