

INQUISITOR COTEAZ

Leader Assigned Agents

M	T	SV	W	LD	OC	RW
6"	3	2+	4	6+	1	4+

75 PTS
Base 40mm



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+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ 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+ T1 3+ T2 4+ T3 5+ T4-5 6+ T6+

4

ANGRIFF

5 NAHKAMPF

Nemesis daemon hammer
PSYCHIC

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

VERWUNDET
2+ T1-4 3+ T5-8 4+ T9 5+ T10-17 6+ 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+ S6+	3+ S4-5	4+ S3	5+ S2	6+ S1
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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 roll...

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