

INQUISITOR EISENHORN [LEGENDS]

Leader Assigned Agents Feel No Pain 6+

M

T

SV

W

LD

OC

RW

6"

3

4+

4

6+

1

5+

65 PTS
Base —



1KOMMANDO

—

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

Artificer bolt pistol

R	A	BS	S	AP	D
12"	4	3+	4	0	2

VERWUNDET

2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+
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Mind Assault **DEVASTATING WOUNDS** **PRECISION**

PSYCHIC **SUSTAINED HITS 1**

R	A	BS	S	AP	D
18"	2	3+	5	-2	3

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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Dominate Will (Psychic)
At the start of your opponent's Shooting phase, select one enemy INFANTRY unit that is within 12" of and visible to this model and roll one D6: on a 1, this model suffers D3 mortal wounds; on a 2-5, until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll; on a 6, until the end of the phase, that unit is not eligible to shoot.

4ANGRIFF

—

5NAHKAMPF

Runestaff and Barbarisater **PSYCHIC**

R	A	WS	S	AP	D
Melee	5	3+	6	-2	2

VERWUNDET

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

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00IMMER / EINMALIG

Malus Codicium
While this model is leading a unit, double the Attacks characteristic of weapons equipped by Daemonhost models in that unit.

GEGEN DIESE EINHEIT
W3 · RW 4+ · 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 4+	DS -1 5+	DS -2 5++	DS -3 5++	DS -4 5++
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Feel No Pain 6+ 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 6+ 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.
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...
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...
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...
SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG
1x Inquisitor Eisenhorn [Legends]
Ausrüstung: Artificer bolt pistol, Mind Assault, Runestaff and Barbarisater
Anführer
This model can be attached to the following units: DAEMONHOST, DEATHWATCH KILL TEAM, DEATHWATCH TERMINATOR SQUAD, EXACTION SQUAD, FORTIS KILL TEAM, IMPERIAL NAVY BREACHERS, INDOMITOR KILL TEAM, INQUISITORIAL AGENTS, PROTEUS KILL TEAM, SPECTRUS KILL TEAM, SUBDUCTOR SQUAD, VIGILANT SQUAD