

INQUISITOR KROYLE

Assigned Agents Lone Operative Scouts 6"

M

12"

T

4

SV

3+

W

6

LD

6+

OC

2

RW

4+

100 PTS
Base 60mm



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Jindarii tox-cycler

ANTI-MONSTER 2+HEAVYPRECISION

R	A	BS	S	AP	D
36"	1	2+	6	-2	2

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

Stubcarbine

PISTOL

R	A	BS	S	AP	D
12"	2	2+	5	-2	2

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).

4

ANGRIFF

—

5

NAHKAMPF

Butcher blade

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+

Garralisk's claws and teeth

EXTRA ATTACKS

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

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

GEGEN DIESE EINHEIT

W4 - RW 3+ - 4++ - 6 LP je Modell

WIRD VERWUNDET MIT

2+

S8+

3+

S5-7

4+

S4

5+

S3

6+

S1-2

RETTUNGSWURF JE DS

DS 0

3+

DS -1

4+

DS -2

4++

DS -3

4++

DS -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...

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 [EXTRA ATTACKS] 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