INQUISITOR IN TERMINATOR ARMOUR [LEGENDS]

Leader | Assigned Agents | Deep Strike

M	T	SV	W	LD	OC	RW
5"	4	2+	5	6+	1	4+

70 PTS
Base —

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

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+

Psycannon — PSYCHIC

R	A	BS	S	AP	D
24"	3	3+	8	-1	2

VERWUNDET

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

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+

Storm bolter — RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

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

W4 · RW 2+ · 4++ · 5 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5–7	S4	S3	S1–2

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…

Deep Strike Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo…

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…

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 rol…

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 in Terminator Armour [Legends]

Ausrüstung: Combi-weapon, Psycannon, Psychic shock wave, Storm bolter, Force weapon, Inquisitorial melee weapon
- This model can replace its Inquisitorial melee weapon with Force weapon.
- This model can replace its Storm bolter with Combi-weapon or Psycannon.
- This model can replace its Blessed wardings with Psychic gifts.

Anführer
This model can be attached to the following units: DEATHWATCH KILL TEAM, DEATHWATCH TERMINATOR SQUAD, EXACTION SQUAD, FORTIS KILL TEAM, GREY KNIGHTS TERMINATOR SQUAD, IMPERIAL NAVY BREACHERS, INDOMITOR KILL TEAM, INQUISITORIAL AGENTS, PROTEUS KILL TEAM, SISTERS OF BATTLE SQUAD, SPECTRUS KILL TEAM, SUBDUCTOR SQUAD, VIGILANT SQUAD