INQUISITOR COTEAZ

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

AUFSTELLUNG

1x Inquisitor Coteaz (40mm)

Equipped with: Bolt pistol, Psychic Blast, Nemesis daemon hammer

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
Psychic Blast ANTI-DAEMON 4+, ANTI-INFANTRY 5+, DEVASTATING WOUNDS, PSYCHIC	18"	D6	3+	3	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Nemesis daemon hammer PSYCHIC	Melee	3	3+	9	-3	3

ABILITIES

CORE - Leader

RULES - Assigned Agents, Leader

Authority of the Inquisition
While this model is leading a unit, it can embark within any Transport that its Bodyguard unit can embark within.

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.

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.

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.

KEYWORDS: Infantry, Character, Epic Hero, Psyker, Imperium, Inquisitor, Coteaz, Ordo Malleus, Leader

FACTION: Agents of the Imperium **75 PTS**

Leader

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

KEYWORDS: Infantry, Character, Epic Hero, Psyker, Imperium, Inquisitor, Coteaz, Ordo Malleus, Leader

WEAPON RULES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Pistol

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).