

Inquisitor Kroyle

M	T	SV	W	LD	OC	4+
12"	4	3+	6	6+	2	

AUFSTELLUNG

1x Inquisitor Kroyle (60mm)

Equipped with: Jindarii tox-cycler, Stubcarbine, Butcher blade, Garralisk's claws and teeth

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Jindarii tox-cycler ANTI-MONSTER 2+, HEAVY, PRECISION	36"	1	2+	6	-2	2
Stubcarbine PISTOL	12"	2	2+	5	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Butcher blade	Melee	5	3+	4	-2	1
Garralisk's claws and teeth EXTRA ATTACKS	Melee	4	4+	5	-1	1

ABILITIES

RULES - Assigned Agents, Lone Operative, Scouts 6"

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).



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+.

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

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 unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.



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.

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

