

INQUISITOR OSTROMANDEUS [LEGENDS]

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M	T	SV	W	LD	OC	5+
6"	3	3+	4	6+	1	

STENTOR-I-52

M	T	SV	W	LD	OC
6"	3	3+	3	8+	1

AUFSTELLUNG

1x Inquisitor Ostromandeus - Equipped with: Inferno pistol,
Power sword
1x Stentor-I-52 - Equipped with: Hydraulic vox-ram

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Inferno pistol MELTA 2, PISTOL	6"	1	3+	8	-4	D3

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hydraulic vox-ram	Melee	3	4+	6	-2	2
Power sword	Melee	5	3+	4	-2	1

ABILITIES

CORE - Leader

RULES - Assigned Agents, Feel No Pain 4+, 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.

Vox-skull

Once per battle, at the start of any phase, you can select one enemy unit (excluding Monsters and Vehicles) within 12" of the bearer. That unit must take a Battle-shock test; if that test is failed, until the end of your next turn, that unit cannot have the Benefit of Cover.

Designer's Note: *Place a vox-skull token next to the unit, removing it once this ability has been used.*



Vox-cast Proclamations (Aura)

Each time your opponent targets a unit from their army with a Stratagem, if that unit is within 12" of this unit's Inquisitor Ostromandeus model, increase the cost of that use of that Stratagem by 1CP.

Ward Against the Malefic Arts

While this unit is leading a unit, each time a Psychic Attack targets that unit, subtract 1 from the Hit roll and subtract 1 from the Wound roll.

Leader

This model can be attached to the following units: EXACTION SQUAD, IMPERIAL NAVY BREACHERS, INQUISITORIAL AGENTS, SISTERS OF BATTLE SQUAD, SUBDUCTOR SQUAD, VIGILANT SQUAD

WEAPON RULES

Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.



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.

