

INQUISITOR IN TERMINATOR ARMOUR [LEGENDS]

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

AUFSTELLUNG

1x Inquisitor in Terminator Armour [Legends]

Equipped with: Combi-weapon, Psycannon, Psychic shock wave, Storm bolter, Force weapon, Inquisitorial melee weapon

Wargear Options:

- 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.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-weapon ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1	24"	1	3+	4	-2	1
Psycannon PSYCHIC	24"	3	3+	8	-1	2
Psychic shock wave DEVASTATING WOUNDS, PSYCHIC, TORRENT	18"	2D6	N/A	3	-2	1
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1

✂ MELEE WEAPONS

ABILITIES

CORE - Leader

RULES - Assigned Agents, Deep Strike, 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.

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.



WEAPON	RANGE	A	WS	S	AP	D
Force weapon PSYCHIC	Melee	4	3+	5	-2	D3
Inquisitorial melee weapon	Melee	5	3+	4	-2	1

Psychic Gifts

The bearer has the PSYKER keyword.

Leader

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



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.

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).



Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

