

# INQUISITOR DRAXUS - IMPERIUM - AGENTS OF THE IMPERIUM

75 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 3+ | 4 | 6+ | 1  |

INVULNERABLE  
SAVE



AUFSTELLUNG

1x Inquisitor Draxus  
Equipped with: Dirgesinger, Psychic Tempest, Power fist

KEYWORDS: Infantry, Character, Epic Hero, Psyker, Grenades, Imperium, Inquisitor, Draxus, Ordo Xenos, Leader  
FACTION KEYWORDS: Agents of the Imperium

RANGED WEAPONS

| WEAPON                                                       | RANGE | A | BS | S | AP | D |
|--------------------------------------------------------------|-------|---|----|---|----|---|
| Dirgesinger<br>ANTI-INFANTRY 4+, ASSAULT, DEVASTATING WOUNDS | 18"   | 4 | 3+ | 4 | 0  | 2 |
| Psychic Tempest<br>PSYCHIC, SUSTAINED HITS 2                 | 18"   | 6 | 3+ | 6 | 0  | 2 |

MELEE WEAPONS

| WEAPON     | RANGE | A | WS | S | AP | D |
|------------|-------|---|----|---|----|---|
| Power fist | Melee | 3 | 3+ | 6 | -2 | 2 |

ABILITIES

CORE - 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.

Psychic Veil (Psychic)

In your Command phase, this PSYKER can use this ability. If it does, roll one D6: on a 1, this PSYKER's unit suffers D3 mortal wounds; on a 2+, until the start of your next Command phase, this PSYKER's unit can only be selected as the target of a ranged attack if the attacking model is within 18".

Xenos Hunter

While this model is leading a unit, each time a model in that unit makes an attack that targets an enemy unit that does not have the IMPERIUM or CHAOS keywords, add 1 to the Hit roll.

Leader

This model can be attached to the following units: AQUILA KILL TEAM, BATTLELINE IMPERIUM INFANTRY, EXACTION SQUAD, IMPERIAL NAVY BREACHERS, INQUISITORIAL AGENTS, SUBDUCTOR SQUAD, VIGILANT SQUAD

WEAPON ABILITIES

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+.

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

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).

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Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).*

FACTION RULES

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 if they do not have the Faction keyword you selected in the Select Army Faction step. In this case, the maximum number of AGENTS OF THE IMPERIUM units you can include in your army depends on the battle size, as shown below.

Incursion: 1 RETINUE, 1 CHARACTER, 1 REQUISITIONED

Strike Force: 2 RETINUE, 2 CHARACTER, 1 REQUISITIONED

Onslaught: 3 RETINUE, 3 CHARACTER, 2 REQUISITIONED

Note that you can include AGENTS OF THE IMPERIUM DEDICATED TRANSPORT units in such an army as normal, but each unit must start the battle with one or more units embarked within it, or it cannot be deployed for that battle and will count as having been destroyed during the first battle round.

CORE RULES

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.