



65 PTS

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



## RANGED WEAPONS

| WEAPON                                                                         | RANGE | A | BS | S | AP | D |
|--------------------------------------------------------------------------------|-------|---|----|---|----|---|
| Castigation<br>ANTI-CHARACTER 4+, DEVASTATING WOUNDS, PRECISION, PSYCHIC       | 18"   | 1 | 3+ | 8 | -2 | 3 |
| Condemnor stake<br>ANTI-PSYKER 2+, DEVASTATING WOUNDS, PRECISION, RAPID FIRE 1 | 24"   | 1 | 3+ | 4 | 0  | 1 |

## MELEE WEAPONS

| WEAPON                     | RANGE | A | WS | S | AP | D |
|----------------------------|-------|---|----|---|----|---|
| Master-crafted power sword | Melee | 4 | 3+ | 4 | -2 | 2 |

## AUFSTELLUNG

1x Inquisitor Greyfax

**Equipped with:** Castigation, Condemnor stake, Master-crafted power sword

## 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.

#### No Mercy

While this model is leading a unit, each time a model in that unit makes an attack that targets a unit that is Below Half-strength, add 1 to the Hit roll.

#### Psyculum

While this model is leading a unit, ranged weapons equipped by models in that unit have the [ANTI-PSYKER 4+] ability.

#### Leader

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

KEYWORDS: Infantry, Character, Epic Hero, Psyker, Grenades, Imperium, Inquisitor, Greyfax, Ordo Hereticus, Leader

FACTION: Agents of the Imperium



# INQUISITOR GREYFAX

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## 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.*



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## 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.

## 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).*

## 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.

### 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.