

INQUISITOR EISENHORN [LEGENDS]

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

AUFSTELLUNG

1x Inquisitor Eisenhorn [Legends]

Equipped with: Artificer bolt pistol, Mind Assault, Runestaff and Barbarisater

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Artificer bolt pistol	12"	4	3+	4	0	2
Mind Assault DEVASTATING WOUNDS, PRECISION, PSYCHIC, SUSTAINED HITS 1	18"	2	3+	5	-2	3

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Runestaff and Barbarisater PSYCHIC	Melee	5	3+	6	-2	2

ABILITIES

CORE - Leader

RULES - Assigned Agents, Feel No Pain 6+, 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.

Dominate Will (Psychic)

At the start of your opponent's Shooting phase, select one enemy INFANTRY unit that is within 12" of and visible to this model and roll one D6: on a 1, this model suffers D3 mortal wounds; on a 2-5, until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll; on a 6, until the end of the phase, that unit is not eligible to shoot.

Malus Codicium

While this model is leading a unit, double the Attacks characteristic of weapons equipped by Daemonhost models in that unit.



Leader

This model can be attached to the following units:

- DEATHWATCH KILL TEAM (including FORTIS KILL TEAM, INDOMITOR KILL TEAM, PROTEUS KILL TEAM and SPECTRUS KILL TEAM)
- DAEMONHOST
- EXACTION SQUAD
- IMPERIUM BATTLELINE INFANTRY
- IMPERIAL NAVY BREACHERS
- INQUISITORIAL AGENTS
- SUBDUCTOR SQUAD
- VIGILANT SQUAD



WEAPON RULES

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.*

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).

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).

