

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 (including FORTIS KILL TEAM, INDOMITOR KILL TEAM, PROTEUS KILL TEAM and SPECTRUS KILL TEAM)
- DEATHWATCH TERMINATOR SQUAD
- EXACTION SQUAD
- GREY KNIGHTS TERMINATOR SQUAD
- IMPERIUM BATTLELINE INFANTRY
- IMPERIAL NAVY BREACHERS
- INQUISITORIAL AGENTS
- SISTERS OF BATTLE SQUAD
- 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.

