

# INQUISITORIAL CHIMERA

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | SV | W  | LD | OC |
| 10" | 9 | 3+ | 11 | 7+ | 2  |

## AUFSTELLUNG

1x Inquisitorial Chimera

**Equipped with:** Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Lasgun array, Multi-laser, Storm bolter, Armoured tracks

### Wargear Options:

- This model can replace its Heavy bolter with Heavy flamer.
- This model can be equipped with one of: Storm bolter, Heavy stubber.
- This model can replace its Multi-laser with Heavy bolter or Heavy flamer.

## ⚙ RANGED WEAPONS

| WEAPON                                 | RANGE | A  | BS  | S  | AP | D  |
|----------------------------------------|-------|----|-----|----|----|----|
| Heavy bolter<br>SUSTAINED HITS 1       | 36"   | 3  | 4+  | 5  | -1 | 2  |
| Heavy flamer<br>IGNORES COVER, TORRENT | 12"   | D6 | N/A | 5  | -1 | 1  |
| Heavy stubber<br>RAPID FIRE 3          | 36"   | 3  | 4+  | 4  | 0  | 1  |
| Hunter-killer missile<br>ONE SHOT      | 48"   | 1  | 2+  | 14 | -3 | D6 |
| Lasgun array<br>RAPID FIRE 6           | 24"   | 6  | 4+  | 3  | 0  | 1  |
| Multi-laser                            | 36"   | 4  | 4+  | 6  | 0  | 1  |

## ABILITIES

**RULES** - Assigned Agents, Deadly Demise D3, Firing Deck 2

### Rapid Deployment

Units can disembark from this TRANSPORT after it has Advanced. Units that do so count as having made a Normal move that phase, and cannot declare a charge in the same turn, but can otherwise act normally.

### Inquisitorial Chimera (Transport)

Capacity: This model has a transport capacity of 13 INQUISITOR INFANTRY and INQUISITORIAL AGENT models. It cannot transport TERMINATOR models.



|              |     |   |    |   |   |   |
|--------------|-----|---|----|---|---|---|
| Storm bolter | 24" | 2 | 4+ | 4 | 0 | 1 |
| RAPID FIRE 2 |     |   |    |   |   |   |

✂ MELEE WEAPONS

| WEAPON          | RANGE | A | WS | S | AP | D |
|-----------------|-------|---|----|---|----|---|
| Armoured tracks | Melee | 3 | 4+ | 6 | 0  | 1 |

WEAPON RULES

Ignores Cover

Each time an attack is made with an **IGNORES COVER** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its **ONE SHOT** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all **ONE SHOT** weapons in that unit can be selected to make attacks with once per battle.

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).*



### 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).*

### Torrent

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

