

INQUISITOR EISENHORN



5
POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Inquisitor Eisenhorn	6"	3+	3+	3	3	5	4	10	4+

Inquisitor Eisenhorn is a single model armed with an artificer bolt pistol, the sword Barbarisater, a runestaff and electrobane grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Artificer bolt pistol	12"	Pistol 1	4	-1	2	-
Barbarisater	Melee	Melee	User	-3	D3	Add 1 to hit rolls for this weapon.
Runestaff	Melee	Melee	+3	-1	D3	-
Electrobane grenades	6"	Grenade 1	4	-1	1	If the target is a VEHICLE and you roll a wound roll of 4+ for this weapon, the target suffers 1 mortal wound in addition to the normal damage, or D3 mortal wounds if the wound roll was 6+.

ABILITIES

Quarry, Authority of the Inquisition (see *Index: Imperium 2*)

Unquestionable Wisdom: All friendly **IMPERIUM** units within 6" of Inquisitor Eisenhorn can use his Leadership characteristic instead of their own.

No Stranger to Pain: Roll a D6 each time Inquisitor Eisenhorn loses a wound; on a 6 that wound is not lost.

Malus Codicium: Once per battle, at the start of any turn, Inquisitor Eisenhorn can use the Malus Codicium. If he does so, he loses his Unquestionable Wisdom ability for the remainder of the battle, but you can immediately set up a Daemonhost model (see *Index: Imperium 2*) anywhere on the battlefield that is within 6" of Inquisitor Eisenhorn and more than 1" from any enemy models. This Daemonhost has the **CHARACTER** keyword and its Strength, Toughness, Wounds and Attacks characteristics are all increased by 2.

Furthermore, whilst this Daemonhost remains within 6" of Inquisitor Eisenhorn, add 1 to hit rolls, wound rolls and invulnerable saving throws made for it. If Inquisitor Eisenhorn is slain, this Daemonhost is removed as a casualty as well. If you are playing a matched play game, you must pay reinforcement points for this Daemonhost.

PSYKER

Inquisitor Eisenhorn can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny two psychic powers in each enemy Psychic phase. He knows the *Smite* power and two psychic powers from the Telethesia discipline (see *Index: Imperium 2*).

FACTION KEYWORDS

IMPERIUM, INQUISITION, ORDO XENOS

KEYWORDS

CHARACTER, INFANTRY, INQUISITOR, PSYKER, EISENHORN

Points Values

If you are playing a matched play game, or a game that uses a points limit, Inquisitor Eisenhorn (1 model per unit) costs 100 points (including wargear).