

INQUISITOR EISENHORN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Inquisitor Eisenhorn	6"	3+	3+	3	3	5	4	10	4+	1
This model is armed with an artificer bolt pistol, Barbarisater and a runestaff.										
ABILITIES	<p>Quarry: You can re-roll hit rolls and wound rolls for this model for attacks that target enemy models with the AELDARI, NECRON, ORK, T'AU EMPIRE or TYRANIDS keyword or faction keyword.</p> <p>Unquestionable Wisdom: Friendly ADEPTUS ASTARTES, ASTRA MILITARUM or ADEPTUS MECHANICUS models within 6" of this model can use this model's Leadership characteristic instead of their own.</p> <p>No Stranger to Pain: Roll a D6 each time this model loses a wound; on a 6+ that wound is not lost.</p>									
PSYKER	<p>This model can attempt to manifest one psychic power and attempt to deny one psychic power in each Psychic phase. He knows the <i>Psybolt</i> and <i>Enforce Will</i> psychic powers.</p> <p>Enforce Will: <i>Enforce Will</i> has a warp charge value of 8. If manifested, pick an enemy model that is within 12" of this model and visible to him. You can immediately shoot with that model as if it was the Shooting phase and that model was in your kill team, or fight with that model as if it was the Fight phase and that model was in your kill team.</p>									
SPECIALISTS	Strategist									
FACTION KEYWORD	ADEPTUS ASTARTES, ASTRA MILITARUM, ADEPTUS MECHANICUS, DEATHWATCH									
KEYWORDS	IMPERIUM, ORDO XENOS, COMMANDER, PSYKER, INFANTRY, INQUISITOR, EISENHORN									

WEAPONS						
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 attacks made with this weapon
Runestaff	Melee	Melee	+3	-1	D3	-

MODEL	POINTS PER MODEL
Inquisitor Eisenhorn (Level 1)	70
Inquisitor Eisenhorn (Level 2)	80
Inquisitor Eisenhorn (Level 3)	90
Inquisitor Eisenhorn (Level 4)	105

