
























IMPERIUM				INQUISITOR GREYFAX - Katarinya Greyfax														165 Pts													
Agents of the Imperium																															
1																															
6"				3+				3+		4		3		4		4		4		6+		1		3+		5++/5++					
Unit Aptitudes																															
Authority of the Inquisition				While this model is leading a unit, it can embark within any Transport that its Bodyguard unit can embark within.																											
Psyoculum				While this model is leading a unit, ranged weapons equipped by models in that unit have the Anti-Psyker special rule.																											
Aura of Oppression				Warp Charge: 1 or 3 - Aura of Oppression is a malediction that targets a single non-vehicle enemy unit within 12". The target unit must immediately take a Pinning test. Even if this test is passed, whilst this power is in effect, the target unit cannot Run, Turbo-boost, perform Sweeping Runs or fire Overwatch. Alternatively, you can attempt to manifest this power at Warp Charge 3 (decide before rolling). If you do so, this power targets all enemy non-vehicle units within 12" of the caster.																											
Indomitable Will				When making a Deny the Witch test, Inquisitor Greyfax always counts as having a higher Mastery Level than the Psyker manifesting the power.																											
No Escape				Each time an enemy unit (excluding Monster and Vehicle units) that is within Engagement Range of one or more units with this special rule is selected to Fall Back, models in that enemy unit must take Desperate Escape tests as if their unit was Battle-shocked. When doing so, if that enemy unit is also Battle-shocked by other means, subtract 1 from each of those Desperate Escape tests.																											
Unit Special Rules																															
Independent Character / Frag & Krak Grenades / Preferred Enemy (Psykers) / Stubborn / Ordo Hereticus / Psyker (2)																															
Psychic Domains																															
Telepathy - Telethesia																															
Weapons													Nb				Pts														
Ammunition Dragonfire Bolt				=	=	=	=	=	Ignores Cover				1																		
Ammunition Hellfire Round				=	=	-3	-1	=	Poisoned (2+)				1																		
Ammunition Kraken Bolt				+25%	=	=	-1	=	Concussive				1																		
Ammunition Vengeance Round				-25%	=	=	-3	=	Gets Hot				1																		
Castigation				18"	1	8	-2	3	Psychic - Precision Shots - Devastating Wounds - Anti-Character				1																		
Condemnor strake - Bolt				24"	2	4	0	1	Rapid Fire 1				1																		
Condemnor strake - Crossbow				24"	1	5	0	1	Assault - Rapid Fire 1 - Precision Strikes - Devastating Wounds - Psy-Shock				1				5														
Power sword				Melee	User	+1	-3	1	Melee				1				10														
Faction Aptitudes														Unit type																	
Assigned Agents				Root out Heresy																								Infantry			