Inquisizione su Noctis • 825pts

Human Inquisition 3.6.0, Battle Brothers 3.6.0

Inquisitorial Officer [1] - 120pts

Qua 4+ | Def 5+ | Tough 9

Fortified, Hero, Inquisitorial Agent, Tough(9)

Weapon	RNG	ATK	AP	SPE
Hand Weapon	-	A6	-	-
Item		**SPE**		
Combat Shield		Fortified		

Battle Brother [1] - 70pts

Qua 3+ | Def 3+ | Tough 3

Battleborn, Fearless, Tough(3)

Weapon	RNG	ATK	AP	SPE
Heavy Rifle	18"	A2	1	-
Strike	-	A2	-	-

Battle Brother [1] - 80pts

Qua 3+ | Def 3+ | Tough 3

Battleborn, Fearless, Tough(3)

Weapon	RNG	ATK	AP	SPE
Sgt. Arc-Charger Pistol	9"	A2	-	Assault, Rending
Sgt. Hand Weapon	-	A2	-	-

Breacher Guard [3] - 220pts

Qua 5+ | Def 5+ | Tough 3

Inquisitorial Agent, 1x Regeneration Aura, Tough(3)

Weapon	RNG	ATK	AP	SPE
3x Battle Rifles	24"	A2	-	-
3x Strikes	-	A2	-	-
Item		**SPE**		
1x Medical Training		Regeneration Aura		

Crusader Henchman [1] - 150pts

Qua 4+ | Def 4+ | Tough 3

Fortified, Furious Aura, Inquisitorial Agent, Tough(3)

Weapon	RNG	ATK	AP	SPE
Energy Sword	-	A6	-	Rending
Item		**SPE**		
Combat Shield		Fortified		
Bearer of the Chain		Furious Aura		

Gunsmith Henchman [1] - 185pts

Qua 4+ | Def 4+ | Tough 3

Inquisitorial Agent, Piercing Tag(2), Tough(3), Unpredictable Shooter

Weapon	RNG	ATK	AP	SPE
Burst Long Rifle	30"	A6	1	-
Strike	-	A2	-	-
Item		**SPE**		
Bearer of the Core		Piercing Tag(2)		

Special Rules

AP: Targets get -X to Defense rolls when blocking hits.

Assault: Counts as both a ranged weapon and a melee weapon.

Battleborn: If a unit where most models have this rule is Shaken at the beginning of the round, roll one die. On a 4+, it stops being Shaken.

Fearless: When a unit where most models have this rule fails a Morale Test, roll one die. On a 4+ it counts as passed instead.

Fortified: When units where most models have this rule take hits, those hits count as having AP(-1), to a min. of AP(0).

Furious: When charging, unmodified result of 6 to hit deal 1 extra hit (only the original hit counts as a 6 for special rules).

Furious Aura: This model's unit and up to 2 friendly units picked before the start of the game get Furious. If this model is killed, picked models that are deployed lose the rule.

Hero: Units within 6" of friendly Heroes may use the Hero's Quality for Morale Tests as long as the Hero isn't Shaken.

Inquisitorial Agent: Once per game, if all models in this unit have this rule, it may be activated even if it had already activated this round (stops being Fatigued when activated again). Only up to one third of the units in the army with this rule at the beginning of the game (rounding up) may use it in a single round.

Piercing Tag(X): Once per game, during this model's activation, before attacking, place X tokens on one enemy unit within 24" and in line of sight, or one token on X enemy units within 24" and in line of sight. When attacking, friendly units may remove one token from their target before rolling to block to get AP(+1) on their weapons.

Regeneration: When a unit where most models have this rule takes wounds, roll one die for each. On a 5+ it is ignored.

Regeneration Aura: This model's unit and up to 2 friendly units picked before the start of the game get Regeneration. If this model is killed, picked models that are deployed lose the rule.

Rending: Ignores Regeneration, and for each unmodified result of 6 to hit, those hits get AP(+4).

Tough: Once a model has taken as many wounds as its Tough value, it is killed (remove from play).

Unpredictable Shooter: When shooting, roll one die and apply one effect to all models with this rule: on a 1-3 they get AP(+1), and on a 4-6 they get +1 to hit rolls instead.