

Inquisizione su Noctis • 200pts

Human Inquisition 3.5.3, Battle Brothers 3.5.3

Inquisitorial Officer [1] - 35pts

Quality 4+Defense 5+Tough 3

Hero, Inquisitorial Agent, Tough(3)

Weapon	RNG	ATK	AP	SPE
Pistol	12"	A1	-	-
CCW	-	A2	-	-

Battle Brother [1] - 30pts

Quality 3+Defense 3+

Battleborn, Fearless

Weapon	RNG	ATK	AP	SPE
Heavy Rifle	24"	A1	1	-
CCW	-	A1	-	-

Crusader Henchman [1] - 35pts

Quality 4+Defense 4+

Fortified, Furious Aura, Inquisitorial Agent

Weapon	RNG	ATK	AP	SPE
Energy Sword	-	A2	1	Rending
Upgrade		SPE		
Bearer of the Chain		Furious Aura		

Gunsmith Henchman [1] - 35pts

Quality 4+Defense 4+

Inquisitorial Agent, Piercing Tag(1), Unpredictable Shooter

Weapon	RNG	ATK	AP	SPE
Claws	-	A1	-	-
Long Rifle	30"	A1	-	-
Upgrade		SPE		
Bearer of the Core		Piercing Tag(1)		

Breacher Guard [3] - 65pts

Quality 5+Defense 5+

Inquisitorial Agent, 1x Regeneration Aura

Weapon	RNG	ATK	AP	SPE
3x Rifles	24"	A1	-	-
3x CCWs	-	A1	-	-
Upgrade		SPE		
1x Medical Training		Regeneration Aura		

Special Rules

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

Battleborn: If a unit where all 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 all models have this rule fails a morale test, roll one die. On a 4+ it counts as passed instead.

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

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

Furious Aura: This model and up to 3 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: Friendly units within 12” may take morale tests using the hero’s Quality, 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 for the second time). 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:** Once per game, during this model's activation, pick one enemy unit within 24" and in line of sight of it, and place X markers on it. When attacking, friendly units may remove markers from their target before rolling to block to get +AP(Y) on their weapons, where Y is the number of removed markers.

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

Regeneration Aura: This model and up to 3 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 on unmodified results of 6 to hit, those hits get AP(+4).

Tough: This model only rolls to check wound effects once it has taken at least X wounds, and is only Knocked Out on rolls of 5+X or more.

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.