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.

### 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 Codicum:** Once per battle, at the start of any turn, Inquisitor Eisenhorn can use the Malus Codicum. 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 Telethesis 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).