| TOTAL MATCHED POINTS   | TOTAL<br>CP                         | TOTAL U      | JNITS  | ARMY   |  |   |                      |                |                   |                   |  |     |  |  |  |
|--|-------------------------------------|--------------|--|--|--|---|----------------------|----------------|-------------------|-------------------|--|-----|--|--|--|
| 457  | 5                                   | 7            |  | Inquisition  |  |   |                      |                |                   |                   |  |     |  |  |  |
| POINTS   | СР                                  | DETACHI      | MENT"  | UNITS  |  |   |                      |                |                   |                   |  |     |  |  |  |
| 224  | +1                                  | Vanguard     |  | Inquisitor (Ordo Malleus) (Terminator) (Psyker) (A); Acolytes (Ordo Malleus) (A); Acolytes (Ordo Malleus) (B); Daemonhost;   |  |   |                      |                |                   |                   |  |     |  |  |  |
| 233  | 233 +1 Supreme command              |              |  | Inquisitor (Ordo Malleus) (Psyker) (A); Inquisitor (Ordo Malleus) (B); Inquisitor (Ordo Malleus) (C);  |  |   |                      |                |                   |                   |  |     |  |  |  |
| ORDO   |                                     | л.           | "  |  |  |   |                      |                |                   |                   |  |     |  |  |  |
| MALLEUS  |                                     | You can re-  | roll hit roll  | s and woun   | d rolls fo   | r ORDO MA   | <b>LLEUS</b> units i | f the target h | as the <b>CHA</b> | OS or DAEMON ke   | eyword.  |     |  |  |  |
| TELETHESIA PSYCHIC   | POWER                               |              |  |  |  |   |                      |                |                   |                   |  |     |  |  |  |
| SPELL  |                                     | CAST         | RANGE  | TARGET   |  | EFFECT The closest enemy unit within 18" of the psyker suffers D3 mortal wounds. If the result of |                      |                |                   |                   |  |     |  |  |  |
| Smite  |                                     | 5            |  | tl   |  | e Psychic te  | st was more          | than 10, the   | target suf        | fers D6 mortal wo | ounds instead.                                       |     |  |  |  |
| Terrify  |                                     | 6            | 18 in LoS  | enemyu   | ch ch  | aracteristic  | and it canno         | ot fire Overwa | atch.             |                   | 1 from its Leadersl                                  |     |  |  |  |
| Dominate   |                                     | 7            | 18   | enemy<br>CHARAC  | TER CO   | mbat attacl   | k at an enem         | y unit of your | choice as         |                   | make a single close<br>your army. Models on<br>unit. |     |  |  |  |
| INQUISITOR (0  | ORDO                                | MALLE        | US) (TEF   | RMINATO  | DR) (PS  | SYKER) (A   | A) (HQ) (            | 136 PTS)       | MODEL             | S X 1             |  |     |  |  |  |
|  |                                     |              |  |  |  |   |                      |                |                   |                   |  |     |  |  |  |
| MOVE"  |                                     | WS           |  | BS   | S  | Т   | W                    | А              | LD                | SV                | INVSV  |     |  |  |  |
| 6  |                                     | 3+           |  | 3+   | 3  | 3   | 6                    | 5              | 9                 | 2+                | 5+   |     |  |  |  |
| WEAPON   | RNG'                                | ' TYPE       | S  | AP   | DMG  | ABILITY   | l                    |                | 1                 |                   |  | PTS |  |  |  |
| Nemesis Daemon   | Mele                                | _            |  | -3   | 3  |   | tacking with         | this weapon    | , you must        | substract 1 from  | the hit roll.  | 25  |  |  |  |
| Psyk-out grenade   | 6                                   | Grenad<br>D3 | e 2  | 0  | 1  |   |                      |                |                   | pon when targeti  | -  | 0   |  |  |  |
| Psycannon  | 24                                  | Heavy        | 4 7  | -1   | 1  | -   | , , , , , ,          |                |                   |                   |  | 20  |  |  |  |
| ABILITIES  |                                     | 1.152.17     |  |  | _  |   |                      |                |                   |                   |  |     |  |  |  |
| permit models with can only embark up  UNQUESTIONABLE WISDOM All friendly IMPERIU  During deployment, of your Movement p |                                     |              | dels with on the second with t | ty can embark onto any IMPERIUM TRANSPORT, even though the transport in question might normally only other Faction keywords to do so. All other restrictions apply normally, and INQUISITOR TERMINATOR models on TRANSPORTS that specifically allow Terminator models to do so.  M units within 6" of this model can use its Leadership characteristic instead of their own.  You can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any hases this model can teleport into battle - set it up anywhere on the battlefield that is more than 9" from any |  |   |                      |                |                   |                   |  |     |  |  |  |
|  |                                     | enemy mo     |  |  |  |   |                      |                |                   |                   |  |     |  |  |  |
| PSYKER   | This model can atter                |              |  |  | itors in Terminator Armour have a 5+ invulnerable save.  mpt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in phase. It knows the <i>Smite</i> power and one psychic power from the Telethesia discipline. |   |                      |                |                   |                   |  |     |  |  |  |
|  |                                     |              |  |  |  | · · ·   |                      | •              |                   | · ·               |  |     |  |  |  |
| MALLEUS  |                                     | You can re-  | roll hit roll  | s and woun   | d rolls fo   | r ORDO MA   | <b>LLEUS</b> units i | t the target h | as the <b>CHA</b> | .OS or DAEMON ke  | eyword.  |     |  |  |  |
| FACTION KEYWORDS   |                                     | IMPERIUM,    | INQUISITIO   | ON, ORDO M   | ALLEUS   |   |                      |                |                   |                   |  |     |  |  |  |
| KEYWORDS   |                                     | CHARACTE     | R, INFANTRY  | , TERMINATO  | OR, PSYKI  | ER, INQUISIT  | TOR                  |                |                   |                   |  |     |  |  |  |
| ACOLYTES (OR   | DO N                                | /ALLEUS      | s) (A) (EI   | LITES) (2  | 8 PTS)   | MODEL   | S X 2                | (1-6)          |                   |                   |  |     |  |  |  |
| MOVE"  |                                     | WS           |  | BS   | S  | Т   | W                    | A              | LD                | SV                | INVSV  |     |  |  |  |
| 6  |                                     | 4+           |  | 4+   | 3  | 1   | 1                    | 2              | 7                 | 5+                | -  |     |  |  |  |
| WEAPON   | RNG                                 | " TYPE       | S  | AP   | DMG  | ABILITY   | 1                    |                | Л                 |                   | IL.  | PTS |  |  |  |
| Power sword  | Mele                                |              | user (3)   | -3   | 1  | -   |                      |                |                   |                   |  | 4   |  |  |  |
| Needle pistol  | 12                                  | Pistol<br>1  | 1  | 0  | 1  | A Needle p  | oistol always        | wounds on a    | 2+unless          | the target mode   | l is a <b>VEHICLE</b>                                | 2   |  |  |  |
| ABILITIES  | II.                                 |              |  |  |  |   |                      |                |                   |                   |  | 1   |  |  |  |
| AUTHORITY OF THE INQUISITION   |                                     | permit mo    | dels with o  | ther Faction   | n keywor   | ds to do so.  | All other res        | trictions app  | ly normall        |                   | might normally on<br>R TERMINATOR mod                |     |  |  |  |
| LOYAL SERVANT  |                                     | Roll a D6 e  | ach time a   | on <b>TRANSPORTS</b> that specifically allow Terminator models to do so.  a friendly <b>MALLEUS INQUISITOR</b> loses a wound whilst they are within 3" of this unit; on a 2+ a model from this hat hit - the character does not lose a wound but the Acolyte suffers a mortal wound.   |  |   |                      |                |                   |                   |  |     |  |  |  |
| MALLEUS You can re-roll hit rolls and wound rolls for <b>ORDO MALLE</b>  |                                     |              |  |  |  |   | <b>LLEUS</b> units i | f the target h | as the <b>CHA</b> | OS or DAEMON ke   | eyword.  |     |  |  |  |
|  |                                     |              |  |  |  |   |                      |                |                   |                   |  |     |  |  |  |
|  | FACTION KEYWORDS IMPERIUM, INQUISIT |              |  |  |  | JUN, UNDU IVIALLEUS   |                      |                |                   |                   |  |     |  |  |  |
| KEYWORDS   |                                     | INFANTRY, A  | ACOLTIE  |  |  |   |                      |                |                   |                   |  |     |  |  |  |

| ACOLYTES (OF  |  |   |  |  |  |  |   |   |  |  |  |                   |
|---|--|---|--|--|--|--|---|---|--|--|--|-------------------|
| MOVE"   |  | WS  |  | BS   | S  | Т  | W   | А   | LD   | SV   | INVSV  |                   |
| 6   |  | 4+  |  | 4+   | 3  | 1  | 1   | 2   | 7  | 5+   | -  |                   |
| WEAPON  | RNG"   | TYPE  | S  | AP   | DMG  | ABILITY  |   |   |  |  |  | PTS               |
| Power fist  | Melee  | Melee   | x2 (6)   | -3   | D3   | When atta  | cking with th   | nis weapon, y   | ou must s  | ubstract 1 from th   | e hit roll.  | 20                |
| Plasma pistol<br>(Standard)   | 12   | Pistol<br>1   | 7  | -3   | 1  | -  |   |   |  |  |  | 7                 |
| Plasma pistol<br>(Supercharge)  | 12   | Pistol<br>1   | 8  | -3   | 2  | On a hit ro  | ll of 1, the be   | earer is slain.   |  |  |  | 0                 |
| ABILITIES   |  |   |  |  |  |  |   |   |  |  |  |                   |
| AUTHORITY OF THE INQUISITION  | р  | ermit mod   | els with ot  | her Factio   | n keyword  | ds to do so.   | All other res   |   | ly normall   |  | might normally on<br>TERMINATOR mod  | •                 |
| LOYAL SERVANT   |  |   |  | -  |  |  |   | -   |  | 3" of this unit; on a mortal wound.  | a 2+a model from   | this              |
| MALLEUS   | Yo   | ou can re-ro  | oll hit rolls  | and woun   | nd rolls for   | r ORDO MA  | <b>LLEUS</b> units i  | f the target h  | as the <b>CHA</b>  | OS or DAEMON ke  | yword.   |                   |
| FACTION KEYWORDS  | IN   | MPERIUM, I  | NQUISITIO  | N, ORDO M  | /ALLEUS  |  |   |   |  |  |  |                   |
| KEYWORDS  |  | NFANTRY, AC   |  |  |  |  |   |   |  |  |  |                   |
| DAEMONHOS   | T (ELITI   | ES) (25 F   | PTS) MO  | DDELS >  | <b>〈</b> 1   |  |   |   |  |  |  |                   |
| MOVE"   |  | WS  |  | BS   | S  | Т  | W   | A   | LD   | SV   | INVSV  |                   |
| 6   |  | 4+  |  | 4+   | 4  | 4  | 3   | 2   | 7  | 7+   | 5+   |                   |
| WEAPON  | RNG"   | TYPE  | S  | AP   | DMG  | ABILITY  |   | _   |  |  |  | PTS               |
| Warp grasp  | Melee  | Melee   | user (4)   |  |  | 7.0.2  |   |   |  |  |  | 0                 |
|   |  |   |  | -3   | 1  | -  |   |   |  |  |  |                   |
| Unholy gaze   | 12   | Assault   | 8  | -3<br>-1   | 1  |  | •   |   | this weap  | on, that hit roll is   | resolved with a  | 0                 |
| Unholy gaze  ABILITIES  | 12   | Assault<br>1  | 8  | -1   | 1  | Damage o   | of 3 instead o  | of 1.   |  |  |  | 0                 |
| ABILITIES  DAEMONIC POWER   | 12<br>R<br>1<br>3<br>5                                   | Assault<br>1<br>oll a D6 for<br>-2: Daemor<br>-4: Re-knit<br>-6: Energy T   | this mode<br>nic Speed:<br>Host Form<br>orrent: Ro   | -1<br>el at the sta<br>The mode<br>: Remove a<br>Il a D6 for   | 1<br>art of its N<br>I has a Mo<br>any wound<br>each ene   | Damage of Movement pove of 12" adds suffered   | phase, and lond can FLY fo  | of 1.<br>ook up the restricted the restricted to th | sult of the<br>he Movem  | roll on the followinent phase.   |  |                   |
| · -   | 12<br>R<br>1<br>3<br>5                                   | Assault<br>1<br>oll a D6 for<br>-2: Daemor<br>-4: Re-knit   | this mode<br>nic Speed:<br>Host Form<br>orrent: Ro   | -1<br>el at the sta<br>The mode<br>: Remove a<br>Il a D6 for   | 1<br>art of its N<br>I has a Mo<br>any wound<br>each ene   | Damage of Movement pove of 12" adds suffered   | phase, and lond can FLY fo  | of 1.<br>ook up the restricted the restricted to th | sult of the<br>he Movem  | roll on the followinent phase.   | ng table.  |                   |
| ABILITIES  DAEMONIC POWER  DAEMONIC  FACTION KEYWORDS   | 12 R 1 3 5 TI  | Assault<br>1<br>oll a D6 for<br>-2: Daemor<br>-4: Re-knit<br>-6: Energy T<br>his model I  | this mode<br>nic Speed:<br>Host Form<br>Forrent: Ro<br>nas a 5+in  | -1 el at the sta The mode : Remove a Il a D6 for vulnerable  | art of its M<br>I has a Mo<br>any wound<br>each ene  | Damage of Movement pove of 12" adds suffered   | phase, and lond can FLY fo  | of 1.<br>ook up the restricted the restricted to th | sult of the<br>he Movem  | roll on the followinent phase.   | ng table.  |                   |
| ABILITIES  DAEMONIC POWER  DAEMONIC   | 12 R 1 3 5 TI  | Assault 1  oll a D6 for -2: Daemor -4: Re-knit -6: Energy This model h  | this mode<br>nic Speed:<br>Host Form<br>Forrent: Ro<br>nas a 5+in  | -1 el at the sta The mode : Remove a Il a D6 for vulnerable  | art of its M<br>I has a Mo<br>any wound<br>each ene  | Damage of Movement pove of 12" adds suffered   | phase, and lond can FLY fo  | of 1.<br>ook up the restricted the restricted to th | sult of the<br>he Movem  | roll on the followinent phase.   | ng table.  |                   |
| ABILITIES  DAEMONIC POWER  DAEMONIC  FACTION KEYWORDS   | 12   R   1   3   5   5   T     I   N     I   N     I   N | Assault<br>1<br>oll a D6 for<br>-2: Daemon<br>-4: Re-knit<br>-6: Energy T<br>his model h  | this mode<br>nic Speed:<br>Host Form<br>orrent: Ro<br>nas a 5+ in<br>NQUISITIO   | -1 el at the str The mode : Remove a Il a D6 for vulnerable N  | art of its M<br>I has a Mo<br>any wound<br>each ene<br>e save.   | Damage of Movement pove of 12" a ds suffered my unit wit   | of 3 instead of 3 instead of 3 instead of 5 | ook up the res<br>r the rest of t<br>el earlier in ti<br>model; on ro   | sult of the<br>he Movem  | roll on the followinent phase.   | ng table.  |                   |
| ABILITIES  DAEMONIC POWER  DAEMONIC  FACTION KEYWORDS  KEYWORDS   | 12   R   1   3   5   5   T     I   N     I   N     I   N | Assault<br>1<br>oll a D6 for<br>-2: Daemon<br>-4: Re-knit<br>-6: Energy T<br>his model h  | this mode<br>nic Speed:<br>Host Form<br>orrent: Ro<br>nas a 5+ in<br>NQUISITIO   | -1 el at the str The mode : Remove a Il a D6 for vulnerable N  | art of its M<br>I has a Mo<br>any wound<br>each ene<br>e save.   | Damage of Movement pove of 12" a ds suffered my unit wit   | of 3 instead of 3 instead of 3 instead of 5 | ook up the res<br>r the rest of t<br>el earlier in ti<br>model; on ro   | sult of the<br>he Movem  | roll on the followinent phase.   | ng table.  |                   |
| ABILITIES  DAEMONIC POWER  DAEMONIC  FACTION KEYWORDS  KEYWORDS  INQUISITOR (C  | 12   R   1   3   5   5   T     I   N     I   N     I   N | Assault<br>1<br>oll a D6 for<br>-2: Daemon<br>-4: Re-knit<br>-6: Energy T<br>his model h<br>MPERIUM, I  | this mode<br>nic Speed:<br>Host Form<br>orrent: Ro<br>nas a 5+ in<br>NQUISITIO   | -1 el at the sta The mode : Remove a Il a D6 for vulnerable N AEMONHOS   | art of its M<br>I has a Mo<br>any wound<br>each ene<br>e save.   | Damage of Movement pove of 12" a ds suffered my unit wit   | of 3 instead of a line of the second of the | ook up the resurthe rest of the learlier in the model; on ro  | sult of the<br>he Movem<br>ne battle.<br>Il of 2+ the                            | roll on the followinent phase.   | ng table. rs D3 mortal woun  |                   |
| ABILITIES  DAEMONIC POWER  DAEMONIC  FACTION KEYWORDS  KEYWORDS  INQUISITOR (C  | 12   R   1   3   5   5   T     I   N     I   N     I   N | Assault 1  oll a D6 for -2: Daemor -4: Re-knit 1-6: Energy 1 his model h MPERIUM, I NFANTRY, DA   | this mode<br>nic Speed:<br>Host Form<br>orrent: Ro<br>nas a 5+ in<br>NQUISITIO   | -1 el at the sta The mode : Remove a Il a D6 for vulnerable N AEMONHOS KER) (A   | art of its N I has a Mo any woun each ene e save.  ST  (HQ)  | Movement pove of 12" a ds suffered my unit wit   | phase, and lond can FLY for by this mode hin 3" of this   | ook up the reservite rest of televal earlier in the model; on room of the second secon    | sult of the he Moveme battle.  | roll on the followinent phase. e enemy unit suffe  | ng table. rs D3 mortal woun  |                   |
| ABILITIES  DAEMONIC POWER  DAEMONIC  FACTION KEYWORDS  KEYWORDS  INQUISITOR (C  | R 1 1 3 5 5 TI IN IN ORDO I                              | Assault 1  oll a D6 for -2: Daemon -4: Re-knit 1 -6: Energy This model h MPERIUM, I MFANTRY, DA  WS 3+  | this mode<br>nic Speed:<br>Host Form<br>orrent: Ro<br>nas a 5+ in:<br>NQUISITIO<br>AEMON, DA   | -1 el at the str The mode : Remove a Il a D6 for vulnerable N AEMONHOS KER) (A BS 3+   | art of its M<br>I has a Mo<br>any wound<br>each ene<br>e save.   | Movement pove of 12" a ds suffered my unit wit   | phase, and lond can FLY for by this mode hin 3" of this   | ook up the reservite rest of televal earlier in the model; on room of the second secon    | sult of the he Moveme battle.  | roll on the followinent phase. e enemy unit suffe  | ng table. rs D3 mortal woun  | ds.               |
| ABILITIES  DAEMONIC POWER  DAEMONIC  FACTION KEYWORDS  KEYWORDS  INQUISITOR (C  MOVE"  6  WEAPON  Force stave   | RR 1 3 5 5 TI IIN INDRDO I                               | Assault 1  ooll a D6 for -2: Daemon -4: Re-knit 1 -6: Energy This model h MPERIUM, I MFANTRY, DA  WS 3+  TYPE   | this mode<br>nic Speed:<br>Host Form<br>Forrent: Ro<br>nas a 5+in<br>NQUISITIO<br>AEMON, DA<br>S) (PSY   | -1 el at the sta The mode : Remove a II a D6 for vulnerable N AEMONHOS KER) (A BS 3+ AP  | art of its M I has a Mo any wound each ene e save.  ST  ST  DMG  | Movement pove of 12" a ds suffered my unit wit   | phase, and lond can FLY for by this mode hin 3" of this   | ook up the reservite rest of televal earlier in the model; on room of the second secon    | sult of the he Moveme battle.  | roll on the followinent phase. e enemy unit suffe  | ng table. rs D3 mortal woun  | ds.               |
| ABILITIES  DAEMONIC POWER  DAEMONIC  FACTION KEYWORDS  KEYWORDS  INQUISITOR (COMOVE'' 6  WEAPON   | RR 1 3 5 5 TI IIN IIN DRDO I                             | Assault 1  oil a D6 for -2: Daemor -4: Re-knit 1-6: Energy 1 his model h MPERIUM, I NFANTRY, DA  WS 3+  TYPE Melee Grenade  | this mode<br>nic Speed:<br>Host Form<br>orrent: Ro<br>nas a 5+ in:<br>NQUISITIO<br>AEMON, DA<br>S) (PSY  | -1 el at the stranger and the stranger a | art of its M I has a Mo any wound each ene e save.  ST  S  DMG  D3   | Movement pove of 12" a ds suffered my unit wit   | phase, and lond can FLY for by this mode hin 3" of this   | ook up the reservite rest of televal earlier in the model; on room of the second secon    | sult of the he Moveme battle.  | roll on the followinent phase. e enemy unit suffe  | ng table. rs D3 mortal woun  | PTS 14            |
| ABILITIES  DAEMONIC POWER  DAEMONIC  FACTION KEYWORDS  KEYWORDS  INQUISITOR (C  MOVE"  6  WEAPON  Force stave  Frag grenade  Krak grenade   | RR 1 3 5 5 TI III III III III III III III III            | Assault 1  oll a D6 for -2: Daemon -4: Re-knit 1-6: Energy This model h MPERIUM, I MFANTRY, DA  WS 3+  TYPE Melee Grenade D6 Grenade  | this mode anic Speed: Host Form orrent: Romas a 5+in NQUISITIO AEMON, DA  S) (PSY  \$ +2 (5)   | -1 el at the sta The mode : Remove a II a D6 for vulnerable N AEMONHOS  KER) (A BS 3+ AP -1 0  | art of its N I has a Mo any woun- each ene e save.  ST  (HQ)  S 3  DMG  D3  1  | Movement pove of 12" a ds suffered my unit wit  (71 PTS)  T 3  ABILITY   | phase, and lond can FLY for by this mode hin 3" of this   | ook up the resurthe rest of televal for room of the rest of televal for room of the room o    | LD   | roll on the followinent phase. e enemy unit suffe  | ng table.  rs D3 mortal woun  INVSV  | PTS 14 0          |
| ABILITIES  DAEMONIC POWER  DAEMONIC  FACTION KEYWORDS  KEYWORDS  INQUISITOR (COMPANY)  6  WEAPON  Force stave  Frag grenade  Krak grenade   | RR 1 3 5 5 TI III III III III III III III III            | Assault 1  ooll a D6 for -2: Daemor -4: Re-knit 1-6: Energy 1 his model h MPERIUM, I NFANTRY, DA  WS 3+  TYPE Melee Grenade D6 Grenade 1  | this mode anic Speed: Host Form orrent: Romas a 5+in: NQUISITIO AEMON, DA  S) (PSY  \$ +2 (5)  3 6   | -1 el at the sta The mode : Remove a II a D6 for vulnerable N AEMONHOS  KER) (A BS 3+  AP -1 0 -1  | art of its N I has a Mo any wound each ene e save.  ST  (HQ)  S 3  DMG  D3  1  D3  | Movement pove of 12" a ds suffered my unit wit  (71 PTS)  T 3  ABILITY   | phase, and lond can FLY for by this mode hin 3" of this   | ook up the resurthe rest of televal for room of the rest of televal for room of the room o    | LD   | roll on the followinent phase. e enemy unit suffe  | ng table.  rs D3 mortal woun  INVSV  | PTS 14 0 0        |
| ABILITIES  DAEMONIC POWER  DAEMONIC  FACTION KEYWORDS  KEYWORDS  INQUISITOR (C  MOVE"  6  WEAPON  Force stave  Frag grenade  Krak grenade  Needle pistol  ABILITIES  AUTHORITY OF THE                                       | 12   R   1   3   5   5   1   1   1   1   1   1   1   1   | Assault 1  ooll a D6 for -2: Daemon -4: Re-knit 1 -6: Energy This model h MPERIUM, I MFANTRY, DA  WS 3+  TYPE Melee Grenade D6 Grenade 1 Pistol 1   | this mode anic Speed: Host Form orrent: Ro has a 5+in: NQUISITIO AEMON, DA  S) (PSY  \$ +2 (5)  3 6 1  | -1 el at the sta The mode : Remove a II a D6 for vulnerable N AEMONHOS  KER) (A BS 3+  AP -1 0 -1 0 can embar ther Factio  | art of its M I has a Mo any wound each ene e save.  ST  ST  DMG D3 1 D3 1 D3 1   | Movement pove of 12" a ds suffered my unit wit  (71 PTS)  T 3  ABILITY A Needle  | ohase, and lond can FLY fo by this mode hin 3" of this  MODELS  W 5   | ook up the rest of tel earlier in the model; on room of the tel earlier in the model; on room of the tel earlier in the model; on room of the tel earlier in the model; on room of the tel earlier in the t    | LD 9   | roll on the followinent phase. e enemy unit suffer  SV  4+   | ng table.  rs D3 mortal woun  INVSV  | PTS 14 0 0 2      |
| ABILITIES  DAEMONIC POWER  DAEMONIC  FACTION KEYWORDS  KEYWORDS  INQUISITOR (C  MOVE"  6  WEAPON  Force stave  Frag grenade  Krak grenade  Needle pistol  | RR   R   1   1   1   1   1   1   1   1                   | Assault 1  ooll a D6 for -2: Daemor -4: Re-knit 1-6: Energy 1 his model his with the right model an only em | this mode anic Speed: Host Form Forrent: Romas a 5+in NQUISITIO AEMON, DAS (PSY)  S +2 (5)  3 6 1  | -1 el at the sta The mode : Remove a II a D6 for vulnerable N AEMONHOS  KER) (A BS 3+  AP -1 0 -1 0 can embai ther Factio TRANSPOI   | art of its M I has a M I h | Movement pove of 12" a ds suffered my unit wit  (71 PTS)  T 3  ABILITY  A Needle   | ohase, and lond can FLY fo by this mode hin 3" of this  MODELS  W 5   | ook up the result of the rest of the rest of the learlier in the model; on room of the rest of the res    | LD 9   | roll on the followinent phase. e enemy unit suffer  SV  4+   | INVSV - el is a VEHICLE might normally on  | PTS 14 0 0 2      |
| ABILITIES  DAEMONIC POWER  DAEMONIC  FACTION KEYWORDS  KEYWORDS  INQUISITOR (O MOVE" 6 WEAPON Force stave  Frag grenade  Krak grenade  Needle pistol  ABILITIES  AUTHORITY OF THE INQUISITION                               | RR   1   1   1   1   1   1   1   1   1                   | Assault 1  oil a D6 for -2: Daemor -4: Re-knit 1-6: Energy 1 his model r MPERIUM, I NFANTRY, DA  WS 3+  TYPE Melee Grenade D6 Grenade 1 Pistol 1  | this mode and speed: Host Form forrent: Romas a 5+in NQUISITIO AEMON, DAS (PSY)  S +2 (5)  3 6  1 1  Inis ability els with other bark upon MPERIUM  Can attemption of the state of the stat | -1  If at the sta The mode : Remove a II a D6 for vulnerable  N  AEMONHOS  KER) (A  BS  3+  AP  -1  0  -1  0  can emban ther Factio TRANSPOI units with  | art of its N I has a Mo any woun each ene e save.  ST  (HQ)  S 3  DMG  D3  1  D3  1  rk onto an n keyword RTS that s sin 6" of the   | Damage of Damage of Damage of 12" a ds suffered my unit with with the suffered my unit my unit with the suffered my unit m | ohase, and lond can FLY for by this mode hin 3" of this  MODELS  W  5  Pepistol alway  M TRANSPOR All other reseallow Termin an use its Leaer in each fri   | ook up the resurcher rest of tele earlier in the model; on room to the second of the s    | LD 9   | ss the target mode sport in question y, and INQUISITOR   | INVSV - el is a VEHICLE might normally one TERMINATOR mode wn. y one psychic power             | D PTS 14 0 0 2    |
| ABILITIES  DAEMONIC POWER  DAEMONIC  FACTION KEYWORDS  KEYWORDS  INQUISITOR (C  MOVE" 6  WEAPON  Force stave  Fraggrenade  Krak grenade  Needle pistol  ABILITIES  AUTHORITY OF THE INQUISITION  UNQUESTIONABLE WIS  PSYKER | RR   1   3   5   5   1   1   1   1   1   1   1   1       | Assault 1  ooll a D6 for -2: Daemon -4: Re-knit 1 -6: Energy This model h MPERIUM, I MFANTRY, DA MALLEU  WS 3+  TYPE  Melee  Grenade D6  Grenade 1  Pistol 1  nits with the rmit mode an only em II friendly II his model cach enemy                              | this mode hic Speed: Host Form forrent: Romas a 5+ in NQUISITIO AEMON, DAS (PSY)  S +2 (5)  3 6 1  nis ability els with otbark upon MPERIUM Psychic pl   | -1 el at the sta The mode : Remove a II a D6 for vulnerable N AEMONHOS  KER) (A BS 3+  AP -1  0  -1  0  can embar ther Factio TRANSPOI units with out to manifi  | art of its M I has a Mo any wound each ene e save.  ST  ST  DMG D3 1 D3 1 rk onto an n keyword RTS that s ain 6" of the feest one p ows the S  | Movement pove of 12" a ds suffered my unit wit  (71 PTS)  T 3  ABILITY  A Needle sto do so. pecifically a sis model case sychic power mite power.  | ohase, and lond can FLY fo by this mode hin 3" of this  MODELS  W 5  e pistol alway  M TRANSPOR All other resallow Termin an use its Learn and one psy  | ook up the rest of tel earlier in the model; on room of the search of th    | LD 9  a 2+ unlesses de transly normall to do so. racteristic phase, an om the Te | ss the target mode sport in question y, and INQUISITOR instead of their or and attempt to denvine the following sport in question to the sport in question to denvine the sport in question to the s | INVSV  INVSV  -  el is a VEHICLE  might normally on a TERMINATOR mode wn. y one psychic powee. | D PTS 14 0 0 2    |
| ABILITIES  DAEMONIC POWER  DAEMONIC  FACTION KEYWORDS  KEYWORDS  INQUISITOR (COMOVE" 6  WEAPON  Force stave  Fraggrenade  Krak grenade  Needle pistol  ABILITIES  AUTHORITY OF THE INQUISITION  UNQUESTIONABLE WIS          | RR   1   1   1   1   1   1   1   1   1                   | Assault 1  ooll a D6 for -2: Daemon -4: Re-knit 1 -6: Energy This model h MPERIUM, I MFANTRY, DA MALLEU  WS 3+  TYPE  Melee  Grenade D6  Grenade 1  Pistol 1  nits with the rmit mode an only em II friendly II his model cach enemy                              | this mode and speed: Host Form forrent: Romas a 5+in NQUISITIO AEMON, DAS (PSY)  S +2 (5)  3 6  1 1  Inis ability els with other wit | -1  If at the sta The mode : Remove a II a D6 for vulnerable N  AEMONHOS  KER) (A  BS  3+  AP  -1  0  -1  0  can emban ther Factio TRANSPOI units with of to manifihase. It kn and woun  | art of its N I has a Mo any woun each ene e save.  ST  (HQ)  S 3  DMG  D3  1  D3  1  rk onto an n keyword RTS that s sin 6" of the fest one p ows the S dd rolls for   | Movement pove of 12" a ds suffered my unit wit  (71 PTS)  T 3  ABILITY  A Needle sto do so. pecifically a sis model case sychic power mite power.  | ohase, and lond can FLY fo by this mode hin 3" of this  MODELS  W 5  e pistol alway  M TRANSPOR All other resallow Termin an use its Learn and one psy  | ook up the rest of tel earlier in the model; on room of the search of th    | LD 9  a 2+ unlesses de transly normall to do so. racteristic phase, an om the Te | ss the target mode asport in question y, and INQUISITOR instead of their or and attempt to demilethesia discipline   | INVSV  INVSV  -  el is a VEHICLE  might normally on a TERMINATOR mode wn. y one psychic powee. | ds.  PTS 14 0 0 2 |

| INQUISITOR (   | ORDO   | MALLEUS  | S) (B) (H  | IQ) (83   | PTS) N  | ODELS                     | X 1   |   |  |  |  |                 |
|--|--|--|--|---|---|---------------------------|---|---|--|--|--|-----------------|
| MOVE"  |  | WS   |  | BS  | S   | Т                         | W   | А   | LD   | SV   | INVSV  |                 |
| 6  |  | 3+   |  | 3+  | 3   | 3                         | 5   | 4   | 9  | 4+   | -  |                 |
| WEAPON   | RNG"   | TYPE   | S  | AP  | DMG   | ABILITY                   |   |   |  |  |  | PTS             |
| Force axe  | Melee  | Melee  | +1 (4)   | -2  | D3  | -                         |   |   |  |  |  | 16              |
| Frag grenade   | 6  | Grenade<br>D6  | 3  | 0   | 1   | -                         |   |   |  |  |  | 0               |
| Krak grenade   | 6  | Grenade<br>1   | 6  | -1  | D3  | -                         |   |   |  |  |  | 0               |
| Inferno pistol   | 6  | Pistol 1   | 8  | -4  | D6  |                           | get is within with it and di  | _   |  | on, roll two dice v<br>t.  | when inflicting                                | 12              |
| ABILITIES  |  |  |  |   |   | *                         |   |   |  |  |  |                 |
| AUTHORITY OF THE INQUISITION  UNQUESTIONABLE WIS   | c<br>t   | ermit mode<br>an only emb  | ls with oth<br>ark upon  | ner Faction<br>FRANSPOR   | n keyword<br>R <b>TS</b> that sp  | s to do so.<br>ecifically | All other rest<br>allow Termina   | trictions applator models   | y normall<br>to do so.                               | •  | n might normally on                            |                 |
| IRON WILL  | I  | fan enemy p  | sychic pov<br>or the psy   | wer target  | s an <b>INQU</b>  | JISITOR wh                | o is not a <b>PSY</b>   | KER, roll 2D6   | . If the res   | ult equals or bea  | ts the result of the<br>nat were targeted w    |                 |
| MALLEUS  | ١  | ⁄ou can re-rol   | l hit rolls  | and woun  | d rolls for   | ORDO MA                   | <b>LLEUS</b> units if   | the target h  | s the <b>CHA</b>                                     | <b>OS</b> or <b>DAEMON</b> ke  | eyword.  |                 |
| FACTION KEYWORDS   | MPERIUM, IN  | PERIUM, INQUISITION, ORDO MALLEUS  |  |   |   |                           |   |   |  |  |  |                 |
| KEYWORDS   | HARACTER, INFANTRY, INQUISITOR   |  |  |   |   |                           |   |   |  |  |  |                 |
| INQUISITOR (   | ORDO   | MALLEUS  | S) (C) (F  | IQ) (79   | PTS) N  | ODELS                     | X 1   |   |  |  |  |                 |
| MOVE"  |  | WS   |  | BS  | S   | Т                         | W   | А   | LD   | SV   | INVSV  |                 |
| 6  |  | 3+   |  | 3+  | 3   | 3                         | 5   |   | II _   |  |  |                 |
| WEAPON   | RNG"   | TYPE   | S  | AP  | DMG   |                           | ,   | 4   | 9  | 4+   | -  |                 |
| Power maul   | Melee  |  |  |   | Divid   | ABILITY                   | 3   | 4   | 9  | 4+   | -  | PTS             |
|  | 1  | Melee  | +2 (5)   | -1  | 1   | ABILITY<br>-              | 3   | 4   | 9  | 4+   | -  | PTS 4           |
| Frag grenade   | 6  | Grenade<br>D6  | +2 (5)   | -1<br>0   |   | -                         | 3   | 4   | 9  | 4+   | -  | -               |
| Frag grenade<br>Krak grenade   | 6  | Grenade  |  |   | 1   |                           | 3   | 4   | 9  | 4+   | -  | 4               |
|  |  | Grenade<br>D6<br>Grenade   | 3  | 0   | 1   | -                         | apon automat  |   |  | 4+   | -  | 0               |
| Krak grenade   | 6  | Grenade<br>D6<br>Grenade<br>1<br>Assault   | 3 6  | -1  | 1<br>1<br>D3  | -                         |   |   |  | 4+   | -  | 0 0             |
| Krak grenade<br>Incinerator  | 6<br>8   | Grenade D6  Grenade 1  Assault D6  Units with this permit mode   | 3 6 6 s ability cls with other   | 0 -1 -1 an embar  | 1 1 D3 1  | This wea                  | pon automat   | tically hits its  T, even thoug   | target.  | sport in question  | n might normally on                            | 0 0 20 ly       |
| Krak grenade Incinerator ABILITIES AUTHORITY OF THE  | 8  | Grenade D6 Grenade 1 Assault D6 Units with this permit mode can only emb   | 3<br>6<br>6<br>s ability c<br>ls with otl                                      | 0 -1 -1 an embar ner Faction  | 1 D3 1 k onto any h keyword   | This wea                  | mpon automat<br>M TRANSPORT<br>All other rest<br>allow Termina                                      | ically hits its<br>I, even thoug<br>trictions app<br>ator models                                  | target. th the tran y normally                       | sport in question  | R TERMINATOR mod                               | 0 0 20 ly       |
| Krak grenade Incinerator ABILITIES AUTHORITY OF THE INQUISITION                                  | 6 8 8 SDOM A   | Grenade D6  Grenade 1  Assault D6  Units with this permit mode can only emb All friendly IN                              | 3 6 6 s ability c ls with oth ark upon  IPERIUM u sychic pour                  | 0 -1 -1 an embar ner Faction FRANSPOR units within                      | 1 D3  k onto any h keyword trs that spin 6" of this s an INQU                 | This wea                  | M TRANSPORTAL All other restallow Termina an use its Lea  | r, even thoug<br>trictions app<br>ator models<br>dership char                                     | target. th the tran y normally to do so. acteristic  | sport in question<br>y, and <b>INQUISITO</b><br>instead of their c<br>ult equals or bea                      | R TERMINATOR mod                               | 4 0 0 20 ly els |
| Krak grenade Incinerator  ABILITIES  AUTHORITY OF THE INQUISITION  UNQUESTIONABLE WIS            | 6 8 8 FEBRUARY SERVICES AND A SERVICE AND A SERVICES AND A SERVICE AND A SERV | Grenade D6  Grenade 1  Assault D6  Units with this permit mode can only emb All friendly IN fan enemy p Psychic test for | 3 6 6 s ability c ls with oth ark upon  IPERIUM to sychic poor the psy nally). | 0 -1 -1 an embar ner Faction FRANSPOR units within wer target chic powe | 1  D3  1  k onto any n keyword (TS that spin 6" of this s an INQU, r, then po | This wea                  | M TRANSPORT<br>All other rest<br>allow Termina<br>an use its Lea<br>o is not a PSY<br>o effect upon | r, even thoug<br>trictions app<br>ator models t<br>dership char<br>KER, roll 2D6<br>that model (t | target. th the tran ly normallito do so. facteristic | sport in question<br>y, and <b>INQUISITO</b><br>instead of their c<br>ult equals or bea                      | own.  ts the result of the nat were targeted w | 4 0 0 20 ly els |
| Krak grenade Incinerator  ABILITIES  AUTHORITY OF THE INQUISITION  UNQUESTIONABLE WIS  IRON WILL | 6 8 8 SDOM A   | Grenade D6  Grenade 1  Assault D6  Units with this permit mode can only emb All friendly IN fan enemy p Psychic test for | 3 6 6 s ability c ls with oth ark upon sychic por or the psy nally).           | o -1 -1 an embar ner Faction FRANSPOR units within wer target chic powe | 1 D3 1 k onto any h keyword tTS that spin 6" of this s an INQU, r, then po    | This wea                  | M TRANSPORT<br>All other rest<br>allow Termina<br>an use its Lea<br>o is not a PSY<br>o effect upon | r, even thoug<br>trictions app<br>ator models t<br>dership char<br>KER, roll 2D6<br>that model (t | target. th the tran ly normallito do so. facteristic | sport in question<br>y, and <b>INQUISITO</b><br>instead of their c<br>ult equals or bea<br>y other models th | own.  ts the result of the nat were targeted w | 4 0 0 20 ly els |