

ORDO MALLEUS INQUISITOR (TERMINATOR) (PSYKER) (HQ) (136 PTS) MODELS X 1

MOVE"	WS	BS	S	T	W	A	LD	SV	INVSV
6	3+	3+	3	3	6	5	9	2+	5+

WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS
Nemesis Daemon hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.	25
Psyk-out grenade	6	Grenade D3	2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a PSYKER or DAEMON , the target suffers a mortal wound instead of the normal damage.	0
Psycannon	24	Heavy 4	7	-1	1	-	20

ABILITIES

AUTHORITY OF THE INQUISITION	Units with this ability can embark onto any IMPERIUM TRANSPORT , even though the transport in question might normally only permit models with other Faction keywords to do so. All other restrictions apply normally, and INQUISITOR TERMINATOR models can only embark upon TRANSPORTS that specifically allow Terminator models to do so.
MALLEUS	You can re-roll hit rolls and wound rolls for ORDO MALLEUS units if the target has the CHAOS or DAEMON keyword.
UNQUESTIONABLE WISDOM	All friendly IMPERIUM units within 6" of this model can use its Leadership characteristic instead of their own.
TELEPORT STRIKE	During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle - set it up anywhere on the battlefield that is more than 9" from any enemy models.
TERMINATOR ARMOUR	Ordo Malleus Inquisitors in Terminator Armour have a 5+ invulnerable save.
PSYKER	This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and one psychic power from the Telethesia discipline.
FACTION KEYWORDS	IMPERIUM, INQUISITION, ORDO MALLEUS
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, PSYKER, INQUISITOR

ORDO MALLEUS ACOLYTES (ELITES) (12 PTS) MODELS X (1-6)

MOVE"	WS	BS	S	T	W	A	LD	SV	INVS
6	4+	4+	3	3	3	2	7	5+	-

WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS
Power sword	Melee	Melee	User	-3	1	-	4
Boltgun	24	Rapid Fire 1	4	0	1	-	0

ABILITIES

AUTHORITY OF THE INQUISITION	Units with this ability can embark onto any IMPERIUM TRANSPORT , even though the transport in question might normally only permit models with other Faction keywords to do so. All other restrictions apply normally, and INQUISITOR TERMINATOR models can only embark upon TRANSPORTS that specifically allow Terminator models to do so.
LOYAL SERVANT	Roll a D6 each time a friendly MALLEUS INQUISITOR loses a wound whilst they are within 3" of this unit; on a 2+ a model from this unit can intercept that 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 ORDO MALLEUS units if the target has the CHAOS or DAEMON keyword.
FACTION KEYWORDS	IMPERIUM, INQUISITION, ORDO MALLEUS
KEYWORDS	INFANTRY, ACOLYTE

ORDO MALLEUS ACOLYTES (ELITES) (12 PTS) MODELS X 1 (1-6)

MOVE"	WS	BS	S	T	W	A	LD	SV	INVSV
6	4+	4+	3	3	3	2	7	5+	-
WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY			PTS
Power sword	Melee	Melee	User	-3	1	-			4
Boltgun	24	Rapid Fire 1	4	0	1	-			0

ABILITIES

AUTHORITY OF THE INQUISITION	Units with this ability can embark onto any IMPERIUM TRANSPORT , even though the transport in question might normally only permit models with other Faction keywords to do so. All other restrictions apply normally, and INQUISITOR TERMINATOR models can only embark upon TRANSPORTS that specifically allow Terminator models to do so.
LOYAL SERVANT	Roll a D6 each time a friendly MALLEUS INQUISITOR loses a wound whilst they are within 3" of this unit; on a 2+ a model from this unit can intercept that 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 ORDO MALLEUS units if the target has the CHAOS or DAEMON keyword.
FACTION KEYWORDS	IMPERIUM, INQUISITION, ORDO MALLEUS
KEYWORDS	INFANTRY, ACOLYTE

DAEMONHOST (ELITES) (25 PTS) MODELS X 1

MOVE"	WS	BS	S	T	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	-3	1	-			0
Unholy gaze	12	Assault 1	8	-1	1	Each time you roll a hit roll of 6+ for this weapon, that hit roll is resolved with a Damage of 3 instead of 1.			0

ABILITIES

DAEMONIC POWER	Roll a D6 for this model at the start of its Movement phase, and look up the result of the roll on the following table. 1-2: Daemonic Speed: The model has a Move of 12" and can FLY for the rest of the Movement phase. 3-4: Re-knit Host Form: Remove any wounds suffered by this model earlier in the battle. 5-6: Energy Torrent: Roll a D6 for each enemy unit within 3" of this model; on roll of 2+ the enemy unit suffers D3 mortal wounds.
DAEMONIC	This model has a 5+ invulnerable save.
FACTION KEYWORDS	IMPERIUM, INQUISITION
KEYWORDS	INFANTRY, DAEMON, DAEMONHOST