224	TOTAL MATCHED POINTS	TOTAL CP	TOTAL UN	IITS					ARMY					
Note			4	Inquisition										
MALEUS Value Property Prop	POINTS	СР												
TRETHENS APPOINT OF THE PLANT OF THE CHARGE APPOINT TO BE AND WELLES OF THE CHARGE OF	224	+1	Vanguar	rd Ir	Inquisitor (Ordo Malleus) (Terminator) (Psyker) (A); Acolytes (Ordo Malleus) (A); Acolytes (Ordo Malleus) (B);									
SPELL CAST SPELL CAST SPELL SPELL CAST SPELL SPELL CAST SPELL SPELL SPELL SPELL SPELL SPELL SPELL The dosest enemy unit within 18" of the payer suffers D3 mortal wounds. If the result of the Fysich test was more than 10, the target suffers D3 mortal wounds. If the result of the Fysich test was more than 10, the target suffers D3 mortal wounds. If the result of the Fysich test was more than 10, the target suffers D3 mortal wounds. If the result of the Fysich test was more than 10, the target suffers D3 mortal wounds. If the result of the Fysich test was more than 10, the target suffers D3 mortal wounds. If the result of the Fysich test was more than 10, the target suffers D3 mortal wounds. If the result of the Fysich test was more than 10, the target suffers D3 mortal wounds. If the Fysich test was more than 10, the target suffers D3 mortal wounds. If the Fysich test was more than 10, the target suffers D3 mortal wounds. If the Fysich test was note than 10, the target suffers D3 mortal wounds. If the Fysich test was note than 10, the target suffers D3 mortal wounds. If the Fysich test was note than 10, the target suffers D3 mortal wounds. If the Fysich test was note than 10, the target suffers D3 mortal wounds. If the Fysich test was noted than 10, the target suffers D3 mortal wounds. If the Fysich test was noted than 10, the Fysich test was noted to help the Fysich test was noted than 10, the Fysich test was noted to help the Fysich test was noted to the Fysich test was noted to help the Fy	ORDO			8										
Smite	MALLEUS		You can re-r	roll hit rolls	s and woun	d rolls for	ORDO MA	L LEUS units if	the target h	as the CHA (OS or DAEMON ke	yword.		
The closest semany unit within 18° of the payker suffers 30 mortal wounds. If the result of the Payker suffers 30 mortal wounds. If the result of the Payker suffers 30 mortal wounds intered with the Payker better was more than 10, the tranger suffers 50 mortal wounds intered. The point of the payker suffers 30 mortal wounds. If the result of the Payker suffers 30 mortal wounds intered with the Payker better was more than 10, the tranger suffers 30 mortal wounds intered. The point of the payker suffers 30 mortal wounds intered the payker suffers 30 mortal wounds intered. The point of the payker suffers 30 mortal wounds intered the payker suffers 30 mortal wounds intered. The point of the payker suffers 30 mortal wounds intered the payker suffers 30 mortal wounds intered. The point of the payker suffers 30 mortal wounds intered the payker suffers 30 mortal wounds intered. The point of the payker suffers 30 mortal wounds intered the payker suffers 30 mortal wounds intered. The point of the payker suffers 30 mortal wounds intered the payker suffers 30 mortal wounds intered into the payker suffers 30 mortal wounds intered by a suffer suffers 30 mortal wounds intered. The point of the payker suffers 30 mortal wounds intered by a suffer suffers 30 mortal woun	TELETHESIA PSYCHIC I	POWERS	5											
Dominate Part Part	SPELL		CAST	RANGE	TARGET				.h: 10" af +h		ffara D2 maantal	accada Ifaba nasco	la af	
Combinate themselves, but they can attack other members of their own units. NQUISITOR (ORDO MALLEUS) (TERMINATOR) (PSYKER) (A) (HQ) (136 PTS) MODELS X 1	Smite		5			I .		•					IT OT	
MOVE* NOVE* NOV	Dominate		7	18		TER COT	nbat attacl	k at an enem	y unit of your	choice as i	fit were part of y	our army. Models		
Medapon Mark Medapon Medapo	INQUISITOR (O	RDO	MALLEU	JS) (TER	RMINATO	DR) (PS	YKER) (A	A) (HQ) (1	L36 PTS)	MODELS	5 X 1			
Medapon Mark Medapon Medapo														
Melapon RNG" Type S AP DMG ABILITY DPTS S AP DMG ABILITY PTS S AP DMG ABILITY S S AP	MOVE"		WS		BS	S	Т	W	А	LD	SV	INVSV		
Nemesis Daemon Namier Nemesis Nemesis Nemesis Namier	6		3+		3+	3	3	6	5	9	2+	5+		
Marie Melec Melec X (b) -3 5 When attacking with this weapon, you must substract I from the hit roll. 25	WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY						PTS	
Psychannon 24 Heavy 4 7 1 1 1		Melee	Melee	x2 (6)	-3	3	When at	tacking with	this weapon	, you must s	substract 1 from t	he hit roll.	25	
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. UNQUESTIONABLE WISDOM All friendly IMPERIUM units within 6" of this model can use its Leadership characteristic instead of their own. 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 Smite power and one psychic power from the Telethesia discipline. 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 (CHARACTER, INFANTRY, TERMINATOR, PSYKER, INQUISITOR) ACOLYTES (ORDO MALLEUS) (A) (ELITES) (28 PTS) MODELS X 2 (1-6) WEAPON RANG THE BENEFIT OF THE Model user (3) -3 1 -	Psyk-out grenade	6		e 2	0	1		-		-	_	-	0	
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 INQUISITION TERMINATOR models and only embark upon TRANSPORTS that specifically allow Terminator models to do so. 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 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 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 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 is an eleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model is an eleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model is an eleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model is a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model is a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model in a teleportarium chamber instead of placing it	Psycannon	24	Heavy 4	1 7	-1	1	-						20	
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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	TERMINATOR ARMOUR	-	Ordo Malle	us Inquisit	ors in Term	inator Arr	nour have	a 5+invulner	able save.					
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Power sword Melee user (3) -3 1 - Needle pistol 12 Pistol 1 0 1 A Needle pistol always wounds on a 2+ unless the target model is a VEHICLE 2 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 ROIL 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.	6		4+		4+	3	1	1	2	7	5+	-		
Needle pistol 12 Pistol 1	WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY						PTS	
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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.	Needle pistol	12		1	0	1	A Needle p	istol always	wounds on a	2+ unless	the target model	is a VEHICLE	2	
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.	ABILITIES													
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	LOYAL SERVANT											a 2+a model from	this	
FACTION KEYWORDS IMPERIUM, INQUISITION, ORDO MALLEUS	MALLEUS		You can re-r	roll hit rolls	s and woun	d rolls for	ORDO MA	L LEUS units if	the target h	as the CHAC	OS or DAEMON ke	yword.		
	FACTION KEYWORDS		IMPERIUM,	INQUISITIO	ON, ORDO M	1ALLEUS								
KEYWORDS INFANTRY, ACOLYTE	KEYWORDS		INFANTRY, A	COLYTE										

ACOLYTES (OR	DO MA	ALLEUS)	(B) (EL	LITES) (S	35 PTS)	MODEL	.S X 1	(1-6)				
MOVE"		WS		BS	S	Т	T W A LD SV		INVSV			
6		4+		4+		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	is weapon, y	ou must sı	ubstract 1 from th	e hit roll.	20
Plasma pistol (Standard)	12	Pistol 1	7	-3	1	-						7
Plasma pistol (Supercharge)	12	Pistol 1	8	-3	2	On a hit ro	ll of 1, the be	arer is slain.				0
ABILITIES												
AUTHORITY OF THE INQUISITION	p	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	Yo	ou can re-r	oll hit rolls	and wou	nd rolls fo	r ORDO MA	LLEUS units if	fthe target ha	s the CHA	OS or DAEMON ke	yword.	
FACTION KEYWORDS IMPERIUM, INQUISITION, ORDO MALLEUS												
KEYWORDS	IN	NFANTRY, A	COLYTE									
DAEMONHOST	(ELITE	ES) (25	PTS) MO	ODELS 2	X 1							
MOVE"		WS	WS E		S	Т	T W A LD SV				INVSV	
6		4+		4+	4	4	3	2	7	7+	5+	
WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY						
Warp grasp	Melee	Melee	user (4)	-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.						
ABILITIES												
DAEMONIC POWER	1- 3-	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.										ıds.
DAEMONIC	TI	his model l	nas a 5+in	vulnerabl	e save.							
FACTION VEWNORDS		4050004	NOUNCITIO	\A.I								
FACTION KEYWORDS	IIN	MPERIUM, I	NQUISTIC	N								