

TOTAL MATCHED POINTS	TOTAL CP	TOTAL UNITS	ARMY
260	4	5	Inquisition
POINTS	CP	DETACHMENT "	UNITS
260	+1	Vanguard	Ordo Malleus Inquisitor (Psyker); Ordo Malleus Inquisitor (Terminator) (Psyker); Acolytes; Acolytes; Daemonhost;

ORDO	
MALLEUS	You can re-roll hit rolls and wound rolls for <b>ORDO MALLEUS</b> units if the target has the <b>CHAOS</b> or <b>DAEMON</b> keyword.
HERETICUS	You can re-roll hit rolls and wound rolls for <b>ORDO HERETICUS</b> units if the target has the <b>CHAOS</b> or <b>PSYKER</b> keyword.
XENOS	You can re-roll hit rolls and wound rolls of 1 for <b>ORDO XENOS</b> units against targets that do not have the <b>CHAOS</b> , <b>IMPERIUM</b> or <b>UNALIGNED FACTION</b> keywords.
SPECIALIST	You can re-roll hit rolls of 1 for Specialist units if the target has the <b>CHARACTER</b> keyword.

TELETHESIA PSYCHIC POWERS				
SPELL	CAST	RANGE	TARGET	EFFECT
Smite	5			The closest enemy unit within 18" of the psyker suffers D3 mortal wounds. If the result of the Psychic test was more than 10, the target suffers D6 mortal wounds instead.
Terrify	6	18 in LoS	enemy unit	Until the start of your next Psychic phase, that unit must subtract 1 from its Leadership characteristic and it cannot fire Overwatch.
Psychic Fortitude	4	18 in LoS	<b>IMPERIUM</b> unit	Until the start of your next Psychic phase, that unit automatically passes Morale tests.
Dominate	7	18	enemy <b>CHARACTER</b>	You can force the model to immediately shoot a single weapon or make a single close combat attack at an enemy unit of your choice as if it were part of your army. Models cannot attack themselves, but they can attack other members of their own unit.

# ORDO MALLEUS INQUISITOR (PSYKER) (HQ) (71 PTS) MODELS X 1

MOVE"	WS	BS	S	T	W	A	LD	SV	INVS
6	3+	3+	3	3	5	4	9	4+	-

WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS
Frag grenade	6	Grenade D6	3	0	1	-	0
Krak grenade	6	Grenade 1	6	-1	D3	-	0
Force stave	Melee	Melee	+2	-1	D3	-	14
Needle pistol	12	Pistol 1	1	0	1	A Needle pistol always wounds on a 2+ unless the target model is a <b>VEHICLE</b>	2

## ABILITIES

AUTHORITY OF THE INQUISITION	Units with this ability can embark onto any <b>IMPERIUM TRANSPORT</b> , even though the transport in question might normally only permit models with other Faction keywords to do so. All other restrictions apply normally, and <b>INQUISITOR TERMINATOR</b> models can only embark upon <b>TRANSPORTS</b> that specifically allow Terminator models to do so.
MALLEUS	You can re-roll hit rolls and wound rolls for <b>ORDO MALLEUS</b> units if the target has the <b>CHAOS</b> or <b>DAEMON</b> keyword.
UNQUESTIONABLE WISDOM	All friendly <b>IMPERIUM</b> units within 6" of this model can use its Leadership characteristic instead of their own.
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

## 1

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 <b>PSYKER</b> or <b>DAEMON</b> , 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 <b>IMPERIUM TRANSPORT</b> , even though the transport in question might normally only permit models with other Faction keywords to do so. All other restrictions apply normally, and <b>INQUISITOR TERMINATOR</b> models can only embark upon <b>TRANSPORTS</b> that specifically allow Terminator models to do so.
MALLEUS	You can re-roll hit rolls and wound rolls for <b>ORDO MALLEUS</b> units if the target has the <b>CHAOS</b> or <b>DAEMON</b> keyword.
UNQUESTIONABLE WISDOM	All friendly <b>IMPERIUM</b> 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

## (3)

MOVE"		WS	BS	S	T	W	A	LD	SV	INVS
6		4+	4+	3	3	1	2	7	5+	-
WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY				PTS
Power sword	Melee	Melee	User	-3	1	-				4
Needle pistol	12	Pistol 1	1	0	1	A Needle pistol always wounds on a 2+ unless the target model is a <b>VEHICLE</b>				2

## ABILITIES

AUTHORITY OF THE INQUISITION	Units with this ability can embark onto any <b>IMPERIUM TRANSPORT</b> , even though the transport in question might normally only permit models with other Faction keywords to do so. All other restrictions apply normally, and <b>INQUISITOR TERMINATOR</b> models can only embark upon <b>TRANSPORTS</b> that specifically allow Terminator models to do so.
LOYAL SERVANT	Roll a D6 each time a friendly ORDO 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.
ORDO	
FACTION KEYWORDS	IMPERIUM, INQUISITION, ORDO
KEYWORDS	INFANTRY, ACOLYTE

## ACOLYTES (ELITES) (14 PTS) MODELS X 1 (1-6)

MOVE"	WS	BS	S	T	W	A	LD	SV	INVSV
6	4+	4+	3	3	1	2	7	5+	-
WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS		
Power sword	Melee	Melee	User	-3	1	-	4		
Needle pistol	12	Pistol 1	1	0	1	A Needle pistol always wounds on a 2+ unless the target model is a <b>VEHICLE</b>	2		

### ABILITIES

AUTHORITY OF THE INQUISITION	Units with this ability can embark onto any <b>IMPERIUM TRANSPORT</b> , even though the transport in question might normally only permit models with other Faction keywords to do so. All other restrictions apply normally, and <b>INQUISITOR TERMINATOR</b> models can only embark upon <b>TRANSPORTS</b> that specifically allow Terminator models to do so.
LOYAL SERVANT	Roll a D6 each time a friendly ORDO 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.
ORDO	
FACTION KEYWORDS	IMPERIUM, INQUISITION, ORDO
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