Total Points CP														
POINTS CP DETACHMENT* Ordo Malleus Inquisitor (Psyker); Ordo Malleus Inquisitor (Terminator) (Psyker); Ordo Malleus Acolytes; Daemonhost; Ordo Malleus A			TOTAL	UNITS	ARMY									
Page	256	4	4	5	Inquisition									
ORDO MALLEUS You can re-roll hit rolls and wound rolls for ORDO MALLEUS units if the target has the CHAOS or DAEMON keyword. TELETHESIA PSYCHIC POWERS SPELL CAST RANGE TARGET 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 substract 1 from its Leadership characteristic and it cannot fire Overwatch. You can force the model to immediately shoot a single weapon or make a single close combat attack at an enemy unit of your next Psychic phase, that unit must substract 1 from its Leadership characteristic and it cannot fire Overwatch. You can force the model to immediately shoot a single weapon or make a single close combat attack at an enemy unit of your drawn wholes cannot attack themselves, but they can attack other members of their own unit. ORDO MALLEUS INQUISITOR (PSYKER) (HQ) (71 PTS) MODELS X MOVE* WS BS S T W A LID SV INVSV 6 3+ 3+ 3+ 3 3 3 5 4 9 9 4+ - WEAPON RNG* TYPE S AP DMG ABILITY PTS Frag grenade 6 Grenade 6 Grenade 1 0 1 A Needle pistol always wounds on a 2+ unless the target model is a VEHICLE 2 ABILITIES AUTHORITY OF THE ROUISITION 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 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. This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each friendly Psychic phase, and	POINTS	CP	DETACE	HMENT"	UNITS									
MALLEUS Vou can re-roll hit rolls and wound rolls for ORDO MALLEUS units if the target has the CHAOS or DAEMON keyword TELETHESIA PSYCHIC POWERS SPELL CAST RANGE TARGET 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 substract 1 from its Leadership characteristic and it cannot fire Overwatch. You can force the model to immediately shoot a single wapon 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 PIS) MODELS X MOVE* WS BS S T W A LD SV INVSV 6 3+ 3+ 3+ 3 3 5 4 9 4 4 9 4+ - WEAPON RNG* TYPE S AP DMG ABILITY PTS Frag grenade 6 Grenade 10 6 -1 D3 - 0 Krak grenade 6 Grenade 11 0 1 - 0 Krak grenade 6 Grenade 12 Pistol 1 1 0 1 A Needle pistol always wounds on a 2+ unless the target model is a VEHICLE 2 ABILITIES AUTHORITY OF THE Nodels 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 TRANSPORT and star specifically and INQUISITOR TRANSPORT with specifically and INQUISITOR TRANSPORT. MALLEUS You can re-roll hit rolls and wound rolls for ORDO MALLEUS units if the target has the CHAOS or DAEMON keyword. This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in	256	+1	Vanguard											
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 D3 mortal wounds lift 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 substract 1 from its Leadership characteristic and it cannot fire Overwatch. Dominate 7 18 CHARACTER ORDO MALLEUS INQUISITOR (PSYKER) (HQ) (71 PTS) MODELS X MOVE WS BS S T W A LD SV INVSV G 3+ 3+ 3+ 3 3 5 4 9 4+ - WEAPON RNG TYPE S AP DMG ABILITY PTS Frag grenade 6 Grenade DO 1 - PTS Frag grenade 6 Grenade 1 1 0 1 A Needle pistol always wounds on a 2+ unless the target model is a VEHICLE 2 ABILITIES AUTHORITY OF THE Nodels and wound rolls for ORDO MALLEUS units if the target has the CHAOS or DAEMON keyword. All friendly IMPERIUM 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 friendly Psychic phase, and attempt to deny one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each friendly Psychic phase, and attempt to d	ORDO													
SPELL Smite	MALLEUS	Y	ou can re-r	oll hit roll	s and wou	nd rolls for	ORDO M	ALLEUS un	its if the ta	rget has th	eCHAOS or DA	AEMO N keyword.		
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 Dominate 7 18 enemy CHARACTER To a senemy Unit the start of your next Psychic phase, that unit must substract 1 from its Leadership characteristic and it cannot fire Overwatch. Vou 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 MOVE" WS BS S T W A LD SV INVSV 6 3+ 3+ 3+ 3 3 3 5 4 9 9 4+ WEAPON RNG" TYPE S AP DMG ABILITY PTS Frag grenade 6 Grenade D6 3 0 1	TELETHESIA PSYC	HIC PO	WERS											
Fresite 5 Smite 5 Smite 18 in LoS Enemy unit Instead. Until the start of your next Psychic phase, that unit must substract 1 from its Leadership characteristic and it cannot fire Overwatch.	SPELL		CAST	RANGE	TA	RGET								
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MOVE" WS BS S T W A LD SV INVSV 6 3+ 3+ 3+ 3 3 5 4 9 4+ - WEAPON RNG" TYPE S AP DMG ABILITY Frag grenade 6 Grenade D6 3 0 1 - Force stave Melee Melee +2 -1 D3 - Needle pistol 12 Pistol 1 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. 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. 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.	Dominate		7	18		-	combat a	ttack at an	enemy unit	of your ch	oice as if it were	part of your army. N	Models	
WEAPON RNG" TYPE S AP DMG ABILITY PTS	ORDO MALLE	EUS IN	NQUISI	TOR (P	SYKE	R) (HQ)	(71 PTS) MODE	ELS X					
WEAPON RNG" TYPE S AP DMG ABILITY DTS	MOVE"		WS		BS	S	T	W	A	LD	SV	INVSV		
Frag grenade 6 Grenade D6 D6 D D D D D D D D D D D D D D D D	6		3+		3+	3	3	5	4	9	4+	-		
Frag grenade 6 D6 3 0 1 - 0 Krak grenade 6 Grenade 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 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 INQ UISITOR TERMINATOR models can only embark upon TRANSPORTS that specifically allow Terminator models to do so. MALLEUS Vou 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. 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.	WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY						PTS	
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 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. 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. 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.	Frag grenade	6		3	0	1	-						0	
Needle pistol 12 Pistol 1 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 INQUISITO R TERMINATO R 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. 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.	Krak grenade	6		6	-1	D3	-						0	
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 INQUISITIOR 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 theCHAOS or DAEMON keyword. UNQUESTIONABLE WISDOM All friendly IMPERIUM units within 6" of this model can use its Leadership characteristic instead of their own. 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.	Force stave	Melee	Melee	+2	-1	D3	-						14	
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 theCHAOS or DAEMON keyword. UNQUESTIONABLE WISDOM All friendly IMPERIUM units within 6" of this model can use its Leadership characteristic instead of their own. 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.	Needle pistol	12	Pistol 1	1	0	1	A Needle p	istol always	wounds on	a 2+ unles	s the target mode	el is a VEHICLE	2	
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. 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.	ABILITIES						1							
UNQUESTIONABLE WISDOM All friendly IMPERIUM 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 Smite power and one psychic power from the Telethesia discipline.		01	nly permit	models wi	th other F	action key	words to do	so. All other	er restriction	ns apply n	ormally, and INC	UISITOR	lly	
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	Y	ou can re-r	oll hit roll	s and wou	nd rolls for	ORDO M	ALLEUS un	nits if the ta	rget has th	eCHAOS or DA	AEMO N keyword.		
each enemy Psychic phase. It knows the <i>Smite</i> power and one psychic power from the Telethesia discipline.		A	ll friendly	IMPERIU	M units wi	ithin 6" of	this model	can use its I	eadership c	haracterist	ic instead of their	r own.		
FACTION KEYWORDS IMPERIUM, INQUISITION, ORDO MALLEUS	PSYKER												ver in	
	FACTION KEYWORD	S IN	MPERIUM	, INQUISI	TION, OF	RDO MAL	LEUS							
KEYWORDS CHARACTER, INFANTRY, TERMINATOR, PSYKER, INQUISITOR	KEYWORDS	C	HARACT I	ER, INFAN	TRY, TE	RMINATC	OR, PSYKEI	R, INQUISIT	ΓOR					

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 When attacking with this weapon, you must substract 1 from the hit roll.									n 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 P DAEMO N , the target suffers a mortal wound instead of the normal da					0	
Psycannon	24	Heavy 4	7	-1	1	-						20
ABILITIES			,			11.						
AUTHORITY OF TH	IE oi	nly permit	models w	ith other F	action key	words to do	so. All oth	er restriction	ns apply n	e transport in q ormally, and IN erminator mode		lly
MALLEUS	Y	ou can re-r	oll hit rol	ls and wou	nd rolls for	ORDO M	IALLEUS u	nits if the ta	rget has th	eCHAOS or D	AEMO N keyword.	
UNQUESTIONABLE WISDOM	A	ll friendly	IMPERIU	M units w	ithin 6" of	this model	can use its I	eadership c	haracterist	ic instead of the	eir own.	
TELEPORT STRIKE	of	0 1	vement pl							•	ttlefield. At the end of is more than 9" from	-
TERMINATOR ARM	OUR O	rdo Malleu	ıs Inquisito	ors in Term	ninator Ar	mour have a	a 5+ invulne	rable save.				
PSYKER		his model	can attem									
	ea									and attempt to o	deny one psychic pow line.	ver in
FACTION KEYWOR		ch enemy	Psychic p		nows the S	mite power						wer in
FACTION KEYWOR KEYWORDS	DS IN	ich enemy MPERIUM	Psychic p	ohase. It kr ITION, OF	nows the S	mite power		chic power				wer in
	DS IN	ich enemy MPERIUM HARACTI	Psychic programmers, INQUISER, INFA	ohase. It kr ITION, OF NTRY, TE	nows the S RDO MAL RMINAT (LEUS DR, PSYKE	and one psy	chic power	from the T			wer in
KEYWORDS	DS IN	ich enemy MPERIUM HARACTI	Psychic programmers, INQUISER, INFA	ohase. It kr ITION, OF NTRY, TE	nows the S RDO MAL RMINAT (LEUS DR, PSYKE	and one psy	COR	from the T			ver in
KEYWORDS ORDO MALL	DS IN	COLYT	Psychic programmers, INQUISER, INFA	ohase. It kr ITION, OF NTRY, TE.	RDO MAL RMINATO	mite power LEUS OR, PSYKE	and one psy R, INQUISI ELS X	FOR (1-6)	from the T	elethesia discip	line.	wer in
KEYWORDS ORDO MALL MOVE"	DS IN	MPERIUM HARACTI COLYT WS	Psychic programmers, INQUISER, INFA	ohase. It kr ITION, OF NTRY, TE LITES) (BS	RDO MAL RMINATO 12 PTS 8 3	mite power LEUS DR, PSYKE) MODE	R, INQUISI	FOR (1-6)	LD	elethesia discip	line.	
KEYWORDS ORDO MALL MOVE" 6	DS IN C	MPERIUM HARACTI COLYT WS 4+	Psychic programmer of the prog	ohase. It kr ITION, OF NTRY, TE. LITES) (BS 4+	RDO MAL RMINATO 12 PTS 8 3	DR, PSYKE	R, INQUISI	FOR (1-6)	LD	elethesia discip	line.	
ORDO MALL MOVE" 6 WEAPON Power sword	DS IN C	MPERIUM HARACTI COLYI WS 4+	Psychic programmer of the programmer of the programmer of the programmer of the psychological psychologi	Dhase. It known of the little	RDO MAL RMINATO 12 PTS S DMG	DR, PSYKE	R, INQUISI	FOR (1-6)	LD	elethesia discip	line.	PTS
ORDO MALL MOVE" 6 WEAPON Power sword	DS IN C	MPERIUM HARACTI COLYI WS 4+ TYPE Melee Rapid	Psychic programmer pro	Dhase. It known of the little	RDO MAL RMINATO S DMG 1	DR, PSYKE	R, INQUISI	FOR (1-6)	LD	elethesia discip	line.	PTS 4
ORDO MALL MOVE" 6 WEAPON Power sword Boltgun ABILITIES AUTHORITY OF TH	DS IN C	WS 4+ TYPE Melee Rapid Fire 1	Psychic production of the prod	Dhase. It known that the strength of the stren	RDO MAL RMINATO S DMG 1 Ck onto an Gaction key	mite power LEUS DR, PSYKE MODE T 3 ABILITY	R, INQUISITELS X 1 W 3	TOR (1-6) A 2	LD 7	SV 5+	INVSV - uestion might normal Q UIS ITO R	PTS 4
ORDO MALL MOVE" 6 WEAPON Power sword Boltgun ABILITIES AUTHORITY OF THINQUISITION	DS IN C. C. EUS A RNG" Melee 24	WS 4+ TYPE Melee Rapid Fire 1 mits with timely permits ERMINAT	Psychic programmer, INQUISER, INFAL ES (EI S User 4 his ability models w O R mode	Dhase. It known that the state of the state	RDO MAL RMINATO 12 PTS S 3 DMG 1 1	mite power LEUS DR, PSYKE	R, INQUISITELS X W 3 UM TRANSI D SO. All oth SPORTS th	(1-6) A 2 PORT, even er restriction at specifical wound whils:	LD 7 though the has apply n ly allow T to they are	SV 5+ e transport in q ormally, and IN erminator mode	uestion might normal Q UISITO R els to do so. s unit; on a 2+ a mode	PTS 4
ORDO MALL MOVE" 6 WEAPON Power sword Boltgun ABILITIES AUTHORITY OF TH	DS IN C	WS 4+ TYPE Melee Rapid Fire 1 mits with tinly permit ERMINAT	Psychic properties of the prop	BS 4+ AP -3 0 can embar ith other Fels can only friendly Mercept that	RDO MAL RMINATO 12 PTS S 3 DMG 1 1 ck onto any faction key fembark u 1ALLEUS hit - the o	MILEUS DR, PSYKE DR, PSYKE DR, PSYKE DR, PSYKE DR T 3 ABILITY	W 3 WM TRANSI O SO. All oth SPORTS th OR loses a ses not lose:	COR (1-6) A 2 PORT, even er restriction at specifical wound whilst a wound but	though the apply n ly allow T they are the Acoly	SV 5+ e transport in querially, and IN erminator mode within 3" of this te suffers a more	uestion might normal Q UISITO R els to do so. s unit; on a 2+ a mode	PTS 4
ORDO MALL MOVE" 6 WEAPON Power sword Boltgun ABILITIES AUTHORITY OF THINQUISITION LOYAL SERVANT	DS IN C	WS 4+ TYPE Melee Rapid Fire 1 mits with tally permit ERMINAT old a D6 eadom this un ou can re-re-	Psychic programmer, INQUISER, INFAL ES (EL S User 4 his ability models we OR models we OR models with time a ait can introll hit roll	BS 4+ AP -3 0 can embar ith other Fels can only friendly Mercept that	RDO MAL RMINATO 12 PTS S 3 DMG 1 1 ck onto any raction key rembark u 1ALLEUS chit - the condrolls for	mite power LEUS OR, PSYKE OR, PSYKE T 3 ABILITY	W 3 WM TRANSI O SO. All oth SPORTS th OR loses a ses not lose:	COR (1-6) A 2 PORT, even er restriction at specifical wound whilst a wound but	though the apply n ly allow T they are the Acoly	SV 5+ e transport in querially, and IN erminator mode within 3" of this te suffers a more	uestion might normal Q UISITO R els to do so. s unit; on a 2+ a mode tal wound.	PTS 4

MOVE"		WS		BS	S	Т	W	A	LD	SV	INVSV	
6		4+		4+ 3		3	3	2	7	5+	-	
WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY					Л	PTS
Power sword	Melee	Melee	User	-3	1	-						4
Boltgun	24	Rapid Fire 1	4	0	1	-						0
ABILITIES				,								
AUTHORITY OF T INQUISITION	HE on	nly permit	models	with other l	Faction ke	ywords to do	so. All othe	er restrictio	ns apply n	e transport in quormally, and INC erminator model	-	ly
LOYAL SERVANT				-					-	within 3" of this te suffers a morta	unit; on a 2+ a modal wound.	el
MALLEUS	Y	ou can re-	roll hit r	olls and wou	md rolls fo	or ORDO M	IALLEUS un	its if the ta	rget has th	eCHAOS or DA	AEMO N keyword.	
FACTION KEYWO	DDG D			ICITION O	DDO MAI	LEHE						
THE HOW KE I WO	KDS II	MPERIUM	1, INQU	isi i ion, o	KDO MAI	LLEUS						
KEYWORDS		MPERIUM NFANT RY			KDO WAI	LLEUS						
	I	NFANT RY	, ACOLY	YTE								
KEYWORDS	I	NFANT RY	, ACOLY	YTE			W	A	LD	SV	INVSV	
KEYWORDS DAEMONHO	I	NFANTRY	, ACOLY	YTE S) MOD	ELS X	1	W 3	A 2	LD 7	SV 7+	INVSV 5+	
KEYWORDS DAEMONHO MOVE"	I	NFANT RY	, ACOLY	S) MOD	DELS X	1 T			1			PT
KEYWORDS DAEMONHO MOVE" 6	DST (EL	NFANT RY LITES) (WS 4+	25 PT	S) MOD BS 4+	DELS X	1 T 4			1			PT 5
KEYWORDS DAEMONHO MOVE" 6 WEAPON	DST (EL	NFANT RY JTES) (WS 4+ TYPE	25 PT	BS 4+	S A DMG	T 4 ABILITY - Each time	3	2 troll of 6+	7	7+		i
MOVE" 6 WEAPON Warp grasp	ST (EL	WS 4+ TYPE Melee	25 PT S User	BS 4+ AP -3	PELS X S 4 DMG	T 4 ABILITY - Each time	you roll a hi	2 troll of 6+	7	7+	5+	0
DAEMONHO MOVE" 6 WEAPON Warp grasp Unholy gaze ABILITIES	PST (EL RNG" Melee 12 RNG" S.	WS 4+ TYPE Melee Assault 1 oll a D6 fc -2: Daemo	25 PT S User 8 User this monic Spee t Host Fee	BS 4+ AP -3 -1 odel at the ed: The modorm: Remove	S 4 DMG 1 1 Start of its el has a Mye any wou	T 4 ABILITY - Each time Damage of Movement ove of 12" a unds suffered	you roll a hin '3 instead of phase, and lo and can FLY by this mod	t roll of 6+ 1. Ook up the story the rest el earlier in	for this we	7+ apon, that hit ro	5+	0
DAEMONHO MOVE" 6 WEAPON Warp grasp Unholy gaze ABILITIES	RNG" Melee 12 RR 3.5. W	WS 4+ TYPE Melee Assault 1 oll a D6 fc -2: Daemo -4: Re-kni -6: Energy ounds.	25 PT S User 8 Or this ment Speed Host For Torrent	BS 4+ AP -3 -1 odel at the ed: The modorm: Remove	DELS X S 4 DMG 1 1 start of its el has a More any wou for each e	T 4 ABILITY - Each time Damage of Movement ove of 12" a unds suffered	you roll a hin '3 instead of phase, and lo and can FLY by this mod	t roll of 6+ 1. Ook up the story the rest el earlier in	for this we	7+ apon, that hit ro	5+ oll is resolved with a lowing table.	0
DAEMONHO MOVE" 6 WEAPON Warp grasp Unholy gaze	RNG" Melee 12 RR 3.5.w	WS 4+ TYPE Melee Assault 1 oll a D6 fc -2: Daemo -4: Re-kni -6: Energy ounds.	25 PT S User 8 User 7 10 11 11 12 13 14 15 16 16 17 17 18 18 18 18 18 18 18 18	BS 4+ AP -3 -1 odel at the add: The modorm: Remove:: Roll a D6	DELS X S 4 DMG 1 1 start of its el has a More any wou for each e	T 4 ABILITY - Each time Damage of Movement ove of 12" a unds suffered	you roll a hin '3 instead of phase, and lo and can FLY by this mod	t roll of 6+ 1. Ook up the story the rest el earlier in	for this we	7+ apon, that hit ro	5+ oll is resolved with a lowing table.	0