TOTAL MATCHE POINTS			COTAL TOTAL UNITS		S	ARMY								
260		4	5			Inquisition								
POINTS		CP DE	DETACHMENT"		`"	UNITS								
260		+1	Vanguard		Ord	Ordo Malleus Inquisitor (Psyker); Ordo Malleus Inquisitor (Terminator) (Psyker); Acolytes; Acolytes; Daemonhost;								
ORDO														
MALLEUS		You can re-	roll h	it rolls a	ınd wou	nd rolls for	ORDO M	ALLEUS u	nits if the ta	arget has th	neCHAOS or D	AEMO N keyword.		
HERETICUS		You can re-roll hit rolls and wound rolls for ORDO HERETICUS units if the target has the CHAOS or PSYKER keyword.												
XENOS		You can re-roll hit rolls and wound rolls of 1 for ORDO XENOS units against targets that do not have the CHAOS , IMPERIU or UNALIGNED FACTION keywords.									IUM			
SPECIALIST		You can re-	roll h	it rolls o	of 1 for	Specialist	units if the	target has th	neCHARA(CTER key	word.			
TELETHESIA PSY	CHIC P	OWERS												
SPELL		CAST		RANGE		RGET	EFFECT							
Smite		5					result of instead.	The closest enemy unit within 18" of the psyker suffers D3 mo result of the Psychic test was more than 10, the target suffers D instead.				ers D6 mortal wounds		
Terrify		6	5 18 in LoS		enem	ny unit	Until the start of your next Psychic phase, that unit must substract 1 from its Leadership characteristic and it cannot fire Overwatch.							
Psychic Fortitude		4	4 18 in LoS		IMP unit	ERIUM	Until the start of your next Psychic phase, that unit automatically passes Morale tests.							
Dominate		7	18		enem CHA	ny ARACTER	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 MALL	EUS 1	INQUIS	ITOI	R (PS	YKE	R) (HQ)	(71 PTS	S) MODE	ELS X 1					
MOVE"		WS			BS S		Т	W	A	LD	SV	INVSV		
6		3+			3+	3	3	5	4	9	4+	-		
WEAPON	RNG'	TYPE		S	AP	DMG	ABILITY		,		•		PTS	
Frag grenade	6	Grenade D6	3	3	0	1	-						0	
Krak grenade	6	Grenade 6		-1	D3	-						0		
Force stave	Melee	e Melee +2		-1	D3	-					14			
Needle pistol	12	Pistol 1 1		1	0	1	A Needle pistol always wounds on a 2+ unless the target model is a VEHICLE 2							
ABILITIES														
AUTHORITY OF THINQUISITION		only permi	t mod	els with	other F	action key	words to do	so. All oth	er restrictio	ns apply n	ne transport in quormally, and INC erminator model	•	ly	
MALLEUS		You can re-	roll h	it rolls a	ınd wou	nd rolls for	ORDO M	ALLEUS u	nits if the ta	arget has th	neCHAOS or D	AEMO N keyword.		
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 <i>Smite</i> power and one psychic power from the Telethesia discipline.												
FACTION KEYWOR	.DS	IMPERIUN	I, INC	QUISIT	ON, OI	RDO MAL	LEUS							

CHARACTER, INFANTRY, TERMINATOR, PSYKER, INQUISITOR

KEYWORDS

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	e Melee x2		-3	3	When atta	When attacking with this weapon, you must substract 1 from the hit roll.				m the hit roll.	25
Psyk-out grenade	6	Grenade D3		0	1		Each time you roll a hit roll of 6+ for this weapon when targeting a PSYKE DAEMON , the target suffers a mortal wound instead of the normal damage.					0
Psycannon	24	Heavy 4	7	-1	1	-						20
ABILITIES						Л						
AUTHORITY OF TH	or TI	nly permit ERMINAT	models v	vith other I els can only	Faction key y embark u	words to do	so. All oth	er restrictio at specifica	ns apply no	ormally, and IN	els to do so.	lly
MALLEUS		ou can re-	roll hit ro	lls and wou	nd rolls fo	r ORDO M	IALLEUS u	nits if the ta	rget has th	eCHAOS or I	DAEMON keyword.	
UNQUESTIONABLE WISDOM	A	All friendly IMPERIUM units within 6" of this model can use its Leadership characteristic instead of their own.										
TELEPORT STRIKE	of	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 ARM	OUR O	Ordo Malleus Inquisitors in Terminator Armour have a 5+ invulnerable save.										
PSYKER	т	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.										
I DI KEK							er in each fr	iendly Psyc				wer in
	ea	ch enemy	Psychic		nows the S	mite power	er in each fr	iendly Psyc				wer in
	DS IN	MPERIUM	Psychic I, INQUIS	phase. It k	nows the S	mite power	er in each fr	iendly Psyc chic power				wer in
FACTION KEYWOR	DS IN	MPERIUM	Psychic I, INQUIS ER, INFA	phase. It k	RDO MAL	mite power	er in each fr and one psy	iendly Psyc chic power				wer in
FACTION KEYWOR	DS IN	MPERIUM	Psychic I, INQUIS ER, INFA	phase. It k	RDO MAL	mite power LEUS DR, PSYKE	er in each fr and one psy	iendly Psyc chic power				wer in
FACTION KEYWOR KEYWORDS ACOLYTES (1	DS IN	MPERIUM HARACTI) (14 P'	Psychic I, INQUIS ER, INFA	phase. It k SITION, O NTRY, TE	RDO MAL	mite power LEUS DR, PSYKE (1-6)	er in each fr and one psy	iendly Psyc chic power	from the T	elethesia discip	oline.	wer in
FACTION KEYWOR KEYWORDS ACOLYTES (1 MOVE"	DS IN	MPERIUM HARACT (14 P' WS	Psychic I, INQUIS ER, INFA	phase. It k SITION, O NTRY, TE ODELS BS	RDO MALERMINATO	mite power LEUS DR, PSYKE (1-6)	er in each fr and one psy R, INQUISI	iendly Psycichic power	from the T	elethesia discip	oline.	
FACTION KEYWOR KEYWORDS ACOLYTES (I MOVE" 6 WEAPON	DS IN CI	MPERIUM HARACT (14 P' WS 4+	Psychic I, INQUIS ER, INFA	phase. It k SITION, O NTRY, TE DDELS BS 4+	RDO MALERMINATO	T 3	er in each fr and one psy R, INQUISI	iendly Psycichic power	from the T	elethesia discip	oline.	
FACTION KEYWOR KEYWORDS ACOLYTES (I MOVE" 6 WEAPON Power sword	ea DS IN CI ELITES	MPERIUM HARACT (14 P' WS 4+	Psychic I, INQUIS ER, INFA TS) MO	phase. It k SITION, O NTRY, TE DDELS BS 4+ AP	RDO MAL RMINATO X 1 S DMG 1	mite power LEUS DR, PSYKE (1-6) T 3 ABILITY	er in each fr and one psy R, INQUISI	FOR A 2	LD 7	SV 5+	oline.	PTS
FACTION KEYWOR KEYWORDS ACOLYTES (I MOVE" 6 WEAPON Power sword	ea DS IN CI ELITES RNG" Melee	MPERIUM HARACT (14 P' WS 4+ TYPE Melee	Psychic I, INQUIS ER, INFA TS) MO S User	phase. It k SITION, O NTRY, TE DDELS BS 4+ AP -3	RDO MAL RMINATO X 1 S DMG 1	mite power LEUS DR, PSYKE (1-6) T 3 ABILITY	er in each fr and one psy R, INQUISI	FOR A 2	LD 7	SV 5+	INVSV	PTS 4
FACTION KEYWOR KEYWORDS ACOLYTES (I MOVE" 6 WEAPON Power sword Needle pistol ABILITIES AUTHORITY OF TH	ea DS IN CI ELITES RNG" Melee 12	MPERIUM HARACT (14 P' WS 4+ TYPE Melee Pistol 1	Psychic I, INQUIS ER, INFA TS) MO S User 1 his ability models v	phase. It k SITION, O NTRY, TE ODELS BS 4+ AP -3 0	RDO MAL RMINATO X 1 S DMG 1 1 rk onto an Faction key	LEUS DR, PSYKE (1-6) T 3 ABILITY - A Needle p	er in each fr and one psy R, INQUISI W 1 istol always UM TRANSI D so. All oth	FOR A 2 Wounds on a	LD 7	SV 5+	INVSV - lel is a VEHICLE question might norma	PTS 4 2
FACTION KEYWOR KEYWORDS ACOLYTES (I MOVE" 6 WEAPON Power sword Needle pistol ABILITIES AUTHORITY OF THE INQUISITION	ean DS IN CI	MPERIUM HARACT (14 P WS 4+ TYPE Melee Pistol 1 mits with the permit the mits with the permit the mits with	Psychic I, INQUIS ER, INFA TS) MO S User 1 his ability models v O R model ach time a	phase. It k SITION, O NTRY, TE DDELS BS 4+ AP -3 0 / can emba with other I els can only	RDO MAL RMINATO X 1 S DMG 1 rk onto an Faction key y embark u DRDO INQ	mite power LEUS DR, PSYKE (1-6) T 3 ABILITY - A Needle p words to do pon TRANS UISITOR lo	W 1 istol always UM TRANSI 0 SO, All oth SPO RTS th	FOR A 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	LD 7 a 2+ unless a though the base apply no ally allow To a re within	SV 5+ the target mode e transport in commally, and IN erminator mode.	INVSV - lel is a VEHICLE question might norma NQ UISITO R lels to do so. ; on a 2+ a model from	PTS 4
FACTION KEYWOR KEYWORDS ACOLYTES (I MOVE" 6 WEAPON Power sword Needle pistol ABILITIES AUTHORITY OF THINQUISITION LOYAL SERVANT	ean DS IN CI	MPERIUM HARACT (14 P WS 4+ TYPE Melee Pistol 1 mits with the permit the mits with the permit the mits with	Psychic I, INQUIS ER, INFA TS) MO S User 1 his ability models v O R model ach time a	phase. It k SITION, O NTRY, TE DDELS BS 4+ AP -3 0 / can emba with other I els can only	RDO MAL RMINATO X 1 S DMG 1 rk onto an Faction key y embark u DRDO INQ	mite power LEUS DR, PSYKE (1-6) T 3 ABILITY - A Needle p words to do pon TRANS UISITOR lo	W 1 istol always UM TRANSI 0 SO, All oth SPO RTS th	FOR A 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	LD 7 a 2+ unless a though the base apply no ally allow To a re within	SV 5+ the target mode e transport in commally, and IN erminator mode 3" of this unit	INVSV - lel is a VEHICLE question might norma NQ UISITO R lels to do so. ; on a 2+ a model from	PTS 4
FACTION KEYWOR KEYWORDS ACOLYTES (I MOVE" 6 WEAPON Power sword Needle pistol	ean DS IN CI	MPERIUM HARACT (14 P' WS 4+ TYPE Melee Pistol 1 mits with the permit ERMINAT old a D6 each it can into	Psychic I, INQUIS ER, INFA TS) MO S User 1 his ability models v O R mode ach time a	phase. It k SITION, O NTRY, TE DDELS BS 4+ AP -3 0 / can emba with other I els can only	RDO MAL RMINATO X 1 S 3 DMG 1 1 rk onto an Faction key y embark u DRDO INQ character of	mite power LEUS DR, PSYKE (1-6) T 3 ABILITY - A Needle p words to do pon TRANS UISITOR lo	W 1 istol always UM TRANSI 0 SO, All oth SPO RTS th	FOR A 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	LD 7 a 2+ unless a though the base apply no ally allow To a re within	SV 5+ the target mode e transport in commally, and IN erminator mode 3" of this unit	INVSV - lel is a VEHICLE question might norma NQ UISITO R lels to do so. ; on a 2+ a model from	PTS 4

ACOLYTES (ELITES	S) (14 P	TS) M	ODELS	X 1	(1-6)						
MOVE"		WS		BS	S	Т	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	ee Melee Use		-3	1	-					4	
Needle pistol	12	Pistol 1		0	1	A Needle p	A Needle pistol always wounds on a 2+ unless the target model is a VEHICI				is a VEHICLE	2
ABILITIES	A			Ť								
AUTHORITY OF TI	dE o	nly permit	models	with other	Faction ke	ywords to do	so. All oth	er restrictio	ns apply n	e transport in quormally, and INC erminator model		lly
LOYAL SERVANT	I .									3" of this unit; a mortal wound.	on a 2+ a model from	n this
ORDO												
FACTION KEYWOR	DS I	MPERIUM	1, INQU	ISITION, C	ORDO							
KEYWORDS	l I	INFANTRY, ACOLYTE										
DAEMONHO	ST (EL	ITES) ((25 PT	S) MOI	DELS X	1						
MOVE"		WS		BS	S	T	W	A	LD	SV	INVSV	
6		4+		4+	4	4 3 2 7 7+		5+	5+			
WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY						PT
Warp grasp	Melee	ee Melee Us		-3	1	-	-			0		
Unholy gaze	12	Assault	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	1				•							
DAEMONIC POWEI	R 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.										
DAEMONIC This model has a 5+ invulnerable save.												
		IMPERIUM, INQUISITION										
FACTION KEYWOR	DS II	MPERIUM	1, INQU	ISITION								