

TOTAL MATCHED POINTS	TOTAL CP	TOTAL UNITS	ARMY
499	5	8	Inquisition
POINTS	CP	DETACHMENT "	UNITS
245	+1	Vanguard	Inquisitor (Ordo Malleus) (Terminator) (Psyker) (A); Acolytes (Ordo Malleus) (A); Acolytes (Ordo Malleus) (B); Acolytes (Ordo Malleus) (C); Daemonhost;
254	+1	Supreme command	Inquisitor (Ordo Malleus) (Psyker) (A); Inquisitor (Ordo Malleus) (B); Inquisitor (Ordo Malleus) (C);

ORDO

## TELETHESIA PSYCHIC POWERS

SPELL	CAST	RANGE	TARGET	EFFECT
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## INQUISITOR (ORDO MALLEUS) (TERMINATOR) (PSYKER) (A) (HQ) (136 PTS) MODELS X 1

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

WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS
Nemesis Daemon hammer	Melee	Melee	x2 (6)	-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.
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.
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.
FACTION KEYWORDS	IMPERIUM, INQUISITION, ORDO MALLEUS
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, PSYKER, INQUISITOR

## ACOLYTES (ORDO MALLEUS) (A) (ELITES) (28 PTS) MODELS X 2 (1-6)

MOVE"	WS	BS	S	T	W	A	LD	SV	INVS
6	4+	4+	3	1	1	2	7	5+	-

WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS
Power sword	Melee	Melee	user (3)	-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 <b>MALLEUS INQUISITOR</b> 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 <b>ORDO MALLEUS</b> units if the target has the <b>CHAOS</b> or <b>DAEMON</b> keyword.
FACTION KEYWORDS	IMPERIUM, INQUISITION, ORDO MALLEUS
KEYWORDS	INFANTRY, ACOLYTE

ACOLYTES (ORDO MALLEUS) (B) (ELITES) (35 PTS) MODELS X 1 (1-6)

MOVE"		WS	BS	S	T	W	A	LD	SV	INVS
6		4+	4+	3	1	1	2	7	5+	-
WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY				PTS
Power fist	Melee	Melee	x2 (6)	-3	D3	When attacking with this weapon, you must subtract 1 from the 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 roll of 1, the bearer is slain.				0
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 <b>MALLEUS INQUISITOR</b> 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 <b>ORDO MALLEUS</b> units if the target has the <b>CHAOS</b> or <b>DAEMON</b> keyword.									
FACTION KEYWORDS	IMPERIUM, INQUISITION, ORDO MALLEUS									
KEYWORDS	INFANTRY, ACOLYTE									

ACOLYTES (ORDO MALLEUS) (C) (ELITES) (21 PTS) MODELS X 1 (1-6)

MOVE"		WS	BS	S	T	W	A	LD	SV	INVSV
6		4+	4+	3	1	1	2	7	5+	-
WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY				PTS
Basic melee	Melee	Melee	user (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 <b>VEHICLE</b>				2
Combi-flamer	-	-	-	-	-	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.				11
- Boltgun	24	Rapid Fire 1	4	0	1	-				0
- Flamer	8	Assault D6	4	0	1	This weapon automatically hits its target.				0
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 <b>MALLEUS INQUISITOR</b> 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 <b>ORDO MALLEUS</b> units if the target has the <b>CHAOS</b> or <b>DAEMON</b> 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 (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.	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

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

MOVE"	WS	BS	S	T	W	A	LD	SV	INVSV
6	3+	3+	3	3	5	4	9	4+	-
WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS		
Force stave	Melee	Melee	+2 (5)	-1	D3	-	14		
Frag grenade	6	Grenade D6	3	0	1	-	0		
Krak grenade	6	Grenade 1	6	-1	D3	-	0		
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.
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.
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.
FACTION KEYWORDS	IMPERIUM, INQUISITION, ORDO MALLEUS
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, PSYKER, INQUISITOR

## INQUISITOR (ORDO MALLEUS) (B) (HQ) (83 PTS) MODELS X 1

MOVE"		WS	BS	S	T	W	A	LD	SV	INVSV
6		3+	3+	3	3	5	4	9	4+	-
WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY				PTS
Force axe	Melee	Melee	+1 (4)	-2	D3	-				16
Frag grenade	6	Grenade D6	3	0	1	-				0
Krak grenade	6	Grenade 1	6	-1	D3	-				0
Inferno pistol	6	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.				12

### 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.
UNQUESTIONABLE WISDOM	All friendly <b>IMPERIUM</b> units within 6" of this model can use its Leadership characteristic instead of their own.
IRON WILL	If an enemy psychic power targets an <b>INQUISITOR</b> who is not a <b>PSYKER</b> , roll 2D6. If the result equals or beats the result of the Psychic test for the psychic power, then power has no effect upon that model (though any other models that were targeted will be affected normally).
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.
FACTION KEYWORDS	IMPERIUM, INQUISITION, ORDO MALLEUS
KEYWORDS	CHARACTER, INFANTRY, INQUISITOR

## INQUISITOR (ORDO MALLEUS) (C) (HQ) (100 PTS) MODELS X 1

MOVE"		WS	BS	S	T	W	A	LD	SV	INVSV
6		3+	3+	3	3	5	4	9	4+	-
WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY				PTS
Thunder hammer	Melee	Melee	x2 (6)	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.				25
Frag grenade	6	Grenade D6	3	0	1	-				0
Krak grenade	6	Grenade 1	6	-1	D3	-				0
Incinerator	8	Assault D6	6	-1	1	This weapon automatically hits its target.				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.
UNQUESTIONABLE WISDOM	All friendly <b>IMPERIUM</b> units within 6" of this model can use its Leadership characteristic instead of their own.
IRON WILL	If an enemy psychic power targets an <b>INQUISITOR</b> who is not a <b>PSYKER</b> , roll 2D6. If the result equals or beats the result of the Psychic test for the psychic power, then power has no effect upon that model (though any other models that were targeted will be affected normally).
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.
FACTION KEYWORDS	IMPERIUM, INQUISITION, ORDO MALLEUS
KEYWORDS	CHARACTER, INFANTRY, INQUISITOR