TOTAL MATCHED POINTS	TOTAL CP	TOTAL	UNITS	ARMY									
499	5	8		Inquisition									
POINTS	СР	DETACH	MENT"	UNITS									
245	+1	Vangu	ard	Inquisitor (Ordo Malleus) (Terminator) (Psyker) (A); Acolytes (Ordo Malleus) (A); Acolytes (Ordo Malleus) (B); Acolytes (Ordo Malleus) (C); Daemonhost;									
254	+1	Supre		Inquisitor (Ordo Malleus) (Psyker) (A); Inquisitor (Ordo Malleus) (B); Inquisitor (Ordo Malleus) (C);									
ORDO													
TELETHESIA PSY	CHIC P	OWERS											
SPELL			CAST		R	ANGE		TA	RGET		EFFECT		
INQUISITOR	(ORI	OO MAL	LEUS) (TERM	INATO	R) (PSY	KER) (A) (HQ) (136 PTS	S) MODELS	X 1		
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 (6) -3	3	1 /2							
Psyk-out grenade	6	Grenade D3	2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a PSYKER or DAEMON , the target suffers a mortal wound instead of the normal damage.							
Psycannon	24	Heavy 4	7	-1	1	-						20	
ABILITIES													
AUTHORITY OF TH		only permi	t models	with other F	action ke	ywords to d	o so. All oth	er restrictio	ns apply n	e transport in quormally, and INC erminator model		lly	
UNQUESTIONABLE WISDOM		All friendly	IMPER	IUM units w	ithin 6" o	f this model	can use its l	Leadership o	characterist	ic instead of the	ir own.		
TELEPORT STRIKE	:		vement	-						-	tlefield. At the end of is more than 9" from	-	
TERMINATOR ARM	IOUR	Ordo Malle	us Inquis	itors in Tern	ninator Aı	rmour have	a 5+ invulne	rable save.					
PSYKER										and attempt to d Celethesia discipli	eny one psychic pov ine.	ver in	
MALLEUS		You can re-	roll hit r	olls and wou	nd rolls fo	or ORDO M	1ALLEUS u	nits if the ta	arget has th	eCHAOS or DA	AEMON keyword.		
FACTION KEYWOR	DS	IMPERIUN	4, INQU	ISITION, O	RDO MAI	LLEUS							
KEYWORDS		CHARACT	ER, INF	ANTRY, TE	RMINAT	OR, PSYKE	R, INQUISI	TOR					
ACOLYTES (ORDO) MALL	EUS)	(A) (ELIT	TES) (2	8 PTS) N	MODELS	X 2	(1-6)				
MOVE"		WS		BS	S	Т	W	A	LD	SV	INVSV		
6		4+		4+	3	1	1	2	7	5+	-		
WEAPON	RNG	" TYPE	S	AP	DMG	ABILITY						PTS	
Power sword	Mele	e Melee	user (3)	-3	1	-						4	
Needle pistol	12	Pistol 1	1	0	1	A Needle p	istol always	wounds on a	a 2+ unless	the target model	is a VEHIC LE	2	
ABILITIES													
AUTHORITY OF TH	НЕ	only permi	t models	with other F	action ke	ywords to d	o so. All oth	er restrictio	ns apply n	e transport in quormally, and INC erminator model	-	lly	
LOYAL SERVANT										within 3" of this te suffers a mort	unit; on a 2+ a mode al wound.	el	
MALLEUS		You can re-	roll hit r	olls and wou	nd rolls fo	or ORDO M	1ALLEUS u	nits if the ta	arget has th	eCHAOS or DA	AEMO N keyword.		
FACTION KEYWOR	DS	IMPERIUN	I, INQU	ISITION, O	RDO MAI	LEUS							
KEYWORDS		INFANT RY	, ACOL	YTE									

			EUS) (I			<u> </u>						
MOVE"		WS 4+		BS 4+	3	1 T	1 W	2	1 LD 7	5+	INVSV	
	RNG"	TYPE	S					/	3+	-	PTS	
WEAPON Power fist	Melee	Melee	x2 (6)	-3	DMG D3	When attacking with this weapon, you must substract 1 from the hit roll.						20
Plasma pistol (Standard)	12	Pistol 1	7	7 -3		-						7
Plasma pistol (Supercharge)	12	Pistol	8	-3	2	On a hit roll of 1, the bearer is slain.						0
ABILITIES												
AUTHORITY OF THINQUISITION	or Ti	nly permit	models v	vith other I els can only	Faction ke y embark i	ywords to do upon TRANS	so. All other	er restriction at specifical	ns apply n ly allow T	ormally, and INC		
LOYAL SERVANT	om this u	nit can int	ercept tha	t hit - the	character do	es not lose a	a wound but	the Acoly	te suffers a mort	al wound.		
MALLEUS	Y	ou can re-	roll hit ro	lls and wou	ınd rolls fo	r ORDO M	ALLEUS ur	its if the ta	rget has th	eCHAOS or D.	AEMO N keyword.	
FACTION KEYWOR	DS IN	MPERIUM	I, INQUI	SITION, O	RDO MAI	LLEUS						
KEYWORDS	IN	NFANT RY	, ACOLY	TE								
ACOLYTES (ORDO	MALL	EUS) (C) (ELI	ΓES) (2	1 PTS) M	ODELS	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 (2)	AP		ABILITY						PTS 0
Basic melee Needle pistol	Melee 12	Melee Pistol	user (3)	0	1	A Needle p	istol always	wounds on a	n a 2+ unless the target model is a VEHICLE			
						When attacking with this weapon, choose one or both of the profiles below. If you choose both, substract 1 from all hit rolls made for this weapon.						
Combi-flamer	-	-	-	-	-		cking with th					11
Combi-flamer	24		- 4	- 0	- 1		cking with th					0
		- Rapid				you choose	cking with th	ract 1 from	all hit roll			
- Boltgun	24	Rapid Fire 1	4	0	1	you choose	cking with the both, substr	ract 1 from	all hit roll			0
- Boltgun	24 8 HE U	Rapid Fire 1 Assault D6	4 4 his ability models v	0 0 / can emba	1 Irk onto an	This weapony IMPERIU	cking with the both, substraction automatic	eally hits its	target. though the sapply n	s made for this w	veapon. uestion might norma Q UISITO R	0
- Boltgun - Flamer ABILITIES AUTHORITY OF THINQUISITION	24 8 HE U on TI	Rapid Fire 1 Assault D6 nits with t nly permit ERMINAT	4 4 his ability models v OR models v OR models time a	0 0 can emba vith other I els can only	1 In the onto an action keep yembark to the order to the	This weapon IMPERIU ywords to do apon TRANS	on automatic M TRANS F o so. All othe SPO RTS th. O R loses a v	eally hits its PORT, even er restriction at specifical wound whilst	target. though the sapply not allow To they are	e transport in quormally, and INC	uestion might norma Q UISITO R ls to do so. s unit; on a 2+ a moo	0 0 ally
- Boltgun - Flamer ABILITIES AUTHORITY OF THINQUISITION LOYAL SERVANT	24 8 HE U on The Reference of the Refere	Rapid Fire 1 Assault D6 nits with to the same of the same on this units	4 4 his ability models v OR models vi OR interest and i	0 0 can emba	1 1 1 rk onto an Faction key embark u MALLEUS t hit - the	This weapon IMPERIU ywords to do apon TRANS INQUISITE character do	on automatic M TRANS F o so. All othe SPORTS th OR loses a v es not lose a	eally hits its PORT, even er restriction at specifical wound whilst a wound but	target. though the apply n ly allow Tenthe Acoly	e transport in quormally, and INC erminator model within 3" of this te suffers a mort	uestion might norma Q UISITO R ls to do so. s unit; on a 2+ a moo	0 0 ally
- Boltgun - Flamer ABILITIES AUTHORITY OF TH	24 8 HE U on The Reference of the Years of Theorem of The Years of Theorem of The Years of Theorem of	Rapid Fire 1 Assault D6 nits with the permit of the permi	4 4 his ability models vio R models vio R models vio R moderach time and the can introll hit roll hi	0 0 can emba	1 1 rk onto an Faction ke y embark t MALLEUS t hit - the	This weapon TRANS INQUISITE Character do	on automatic M TRANS F o so. All othe SPORTS th OR loses a v es not lose a	eally hits its PORT, even er restriction at specifical wound whilst a wound but	target. though the apply n ly allow Tenthe Acoly	e transport in quormally, and INC erminator model within 3" of this te suffers a mort	uestion might norma Q UISITO R ls to do so. s unit; on a 2+ a moderal wound.	0 0 ally

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	n.		А	я		PTS
Warp grasp	Melee	Melee	user (4)	-3	1	-						0
Unholy gaze	12	Assault 1	8	-1	1		you roll a hi 3 instead of		for this we	apon, that hit ro	oll is resolved with a	0
ABILITIES												
DAEMONIC POWER	R 3.	-2: Daemo -4: Re-knit	nic Speed Host Fo	The modern: Remov	el has a Mo	ove of 12" a ands suffered	nd can FLY by this mod	for the rest del earlier in	of the Mo	e roll on the foll ovement phase. 2+ the enemy uni	lowing table. it suffers D3 mortal	
DAEMONIC	Т	his model	has a 5+ i	nvulnerabl	e save.							
FACTION KEYWOR	DS II	MPERIUM	, INQUIS	ITION								
KEYWORDS	n	NFANT RY	, DAEMC	N, DAEM	ONHOST							
INQUISITOR	(ORDO		LEUS)	`		` ` ` `	, , , , , , , , , , , , , , , , , , ,					
MOVE"		3+	3+		S 3	T 3	T W A LD SV 3 5 4 9 4+				INVSV	
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	6	-1	D3	-						0
Teruk grenade	0	1		2 Pistol 1 1 0 1 A Needle pistol always wounds on a 2+ unless the target model is a VEHICL								
Needle pistol	12	Pistol 1	1	0	1	A Needle p	oistol always	s wounds on	a 2+ unles	s the target mode	el is a VEHICLE	2
		1	1	0	1	A Needle p	oistol always	s wounds on	a 2+ unles	s the target mode	el is a VEHIC LE	2
Needle pistol ABILITIES AUTHORITY OF TE	HE U	Pistol 1 Units with to the state of the sta	his ability models w	can embar	rk onto an	y IMPERIU ywords to do	M TRANSI	PORT, even	though th	-	estion might norma QUISITOR	
Needle pistol ABILITIES AUTHORITY OF THINQUISITION	HE U	Pistol 1 Units with to the permit ERMINAT	his ability models w	can embar ith other F	rk onto an Faction key	y IMPERIU ywords to do ipon TRANS	M TRANSI so. All oth SPORTS th	PORT, even er restriction at specifical	though th ns apply n ly allow T	e transport in qu	estion might norma OUISITOR s to do so.	
Needle pistol ABILITIES AUTHORITY OF THE INQUISITION UNQUESTIONABLE WISDOM	HE U OF T	Pistol 1 Units with to the permit ERMINAT All friendly This model	his ability models w OR mode	can embar ith other F els can only JM units w pt to man	rk onto an Faction key embark u	y IMPERIU ywords to do upon TRANS f this model	M TRANSI o so. All oth SPORTS th can use its I	PORT, even er restriction at specifical Leadership c	though the sapply n ly allow T haracterist	e transport in quormally, and INC erminator model ic instead of the	estion might norma QUISITOR s to do so. ir own. eny one psychic pov	lly
Needle pistol ABILITIES AUTHORITY OF THE INQUISITION UNQUESTIONABLE WISDOM	HE UOT TO A	Pistol 1 Units with to the permit ERMINAT all friendly with a model ach enemy	his ability models w OR mode IMPERIO can attem Psychic	can embar ith other F els can only JM units w opt to mani obase. It ki	rk onto an Faction ke, rembark utithin 6" or ifest one phows the S	y IMPERIU ywords to do ipon TRANS f this model sychic power	M TRANSI o so. All oth SPORTS th can use its I er in each fri and one psy	PORT, even er restriction at specifical Leadership c iendly Psych ichic power	though the ns apply n ly allow T haracterist ic phase, a from the T	e transport in quormally, and INC erminator model ic instead of the	estion might norma QUISITOR s to do so. ir own. eny one psychic pov	lly
Needle pistol ABILITIES AUTHORITY OF THE INQUISITION UNQUESTIONABLE WISDOM PSYKER	HE U or T	Pistol 1 Units with to the permit ERMINAT all friendly with a model ach enemy	his ability models w OR mode IMPERIU can attem Psychic	can embar ith other F els can only JM units w pt to man phase. It kn	rk onto an Faction key rembark uithin 6" or iifest one phows the S	y IMPERIU ywords to do upon TRANS f this model sychic power mite power r ORDO M	M TRANSI o so. All oth SPORTS th can use its I er in each fri and one psy	PORT, even er restriction at specifical Leadership c iendly Psych ichic power	though the ns apply n ly allow T haracterist ic phase, a from the T	e transport in quormally, and INC erminator model ic instead of the	testion might norma OUISITOR s to do so. ir own. eny one psychic povine.	lly

MOVE" 6 WEAPON Force axe Frag grenade	RNG"	WS		DC	~		777		1.5	CT.	T	
WEAPON Force axe Frag grenade	RNG"	3+		3+	S 3	3	5 W	4	LD 9	SV 4+	INVSV	
Force axe		TYPE	S	AP	DMG	ABILITY	3	4	9	4+	_	PTS
Frag grenade	Melee	Melee	+1 (4)	-2	DMG D3	-						16
	6	Grenade D6	3	0	1	-						0
Krak grenade	6	Grenade 1	6	-1	D3	-						0
nferno pistol	6	Pistol 1	8	-4	D6		et is within h th it and disc	-		on, roll two dice	when inflicting	12
ABILITIES												
AUTHORITY OF TH NQUISITION JNQUESTIONABLE WISDOM	T O	nly permit ERMINATO	models w	ith other Fals can only	action key embark u	words to do	so. All othe SPORTS tha	er restriction at specifical	ns apply no	e transport in quormally, and INC erminator model ic instead of the	ls to do so.	lly
RON WILL	P	-	for the p	_							s or beats the result that were targeted v	
MALLEUS	Y	ou can re-r	oll hit rol	lls and wour	nd rolls for	r ORDO M	ALLEUS un	its if the ta	rget has th	eCHAOS or D	AEMON keyword.	
FACTION KEYWOR	DS II	MPERIUM	, INQUIS	ITION, OR	DO MAL	LEUS						
KEYWORDS	С	HARACTE	ER, INFA	NTRY, INC	UISITOR	l .						
INQUISITOR	(ORDO	O MALI	LEUS)	(C) (HQ	(100	PTS) MO	DDELS X	ζ 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		ABILITY						PTS
	Melee		x2 (6)	-3	3	When atta	cking with t	his weapon,	you must	substract 1 from	the hit roll.	25
Γhunder hammer			_	0	1	-						0
	6	Grenade D6	3			1						
Γhunder hammer			6	-1	D3	-						0
Thunder hammer Frag grenade	6	D6 Grenade		-1	D3	This weapo	on automatic	cally hits its	s target.			20
Thunder hammer Frag grenade Krak grenade	6	D6 Grenade 1 Assault	6			This weap	on automatic	cally hits its	starget.			\vdash
Thunder hammer Frag grenade Krak grenade ncinerator	6 6 8 HE U	D6 Grenade 1 Assault D6 Units with the	6 6 nis ability models w	-1 can embar	l k onto an	y IMPERIU	M TRANSP	ORT, even	though th	e transport in quormally, and ING		20
Thunder hammer Frag grenade Krak grenade Incinerator ABILITIES	6 8 8 U U O O T T	D6 Grenade 1 Assault D6 Units with the only permit ERMINATE	6 6 nis ability models w OR mode	can embarith other Fals can only	k onto any action key embark u	y IMPERIU ywords to do pon TRANS	M TRANS Poso. All other SPORTS that can use its L	PORT, even er restriction at specifical	though th ns apply no ly allow To haracterist	ormally, and INC erminator model ic instead of the	Q UISITO R ls to do so.	20
Thunder hammer Frag grenade Krak grenade ncinerator ABILITIES AUTHORITY OF THOUISITION JNQUESTIONABLE	6 8 8 U U O: T T A A	D6 Grenade 1 Assault D6 Units with the only permit FRMINATE All friendly f an enemy	6 6 nis ability models w OR mode IMPERIU psychic I for the p	can embarith other Falls can only JM units wi	l k onto any action key embark u thin 6" of ts an INQ	y IMPERIU ywords to do ppon TRANS f this model	M TRANS Poso. All other SPORTS that can use its L	PORT, even er restriction at specifical eadership c	though th ns apply no ly allow To haracterist	ormally, and INC erminator model ic instead of the f the result equal	Q UIS ITO R ls to do so.	20 llly
Thunder hammer Frag grenade Krak grenade Incinerator ABILITIES AUTHORITY OF THAT THE NOUISITION UNQUESTIONABLE WISDOM	6 6 8 8 HE U oi T T A A	D6 Grenade 1 Assault D6 Units with the strength of the strengt	6 6 nis ability models w OR mode IMPERIU psychic p for the p mally).	can embarith other Fels can only JM units with power targe sychic power	k onto any action key embark u thin 6" of ts an INQ er, then p	y IMPERIU ywords to do pon TRANS f this model UISITOR v ower has no	M TRANSP oso. All other sports that can use its L who is not a effect upon	PORT, even er restriction at specifical neadership control PSYKER, r that model	though the ns apply no ly allow To haracterist oll 2D6. It (though a	ormally, and INC erminator model ic instead of the f the result equal ny other models	Q UIS ITO R ls to do so. ir own. s or beats the result	20 llly
WEAPON	RNG" Melee	Melee	x2 (6)	-3	3		cking with t	his weapon,	you must	substract 1 from	the hit roll.	

KEYWORDS

CHARACTER, INFANTRY, INQUISITOR