TOTAL MATCHED POIN	тs тот	AL CP TO	OTAL UNITS					ARN	MY					
189		4 3						Inquis	ition					
POINTS		CP DE	TACHMENT	11	UNITS									
189		+1 '	Vanguard	ı	Inquisitor (Ordo Malleus) (Terminator) (Psyker) (A); Acolytes (Ordo Malleus) (A); Daemonhost;									
ORDO														
MALLEUS	Y	ou can re-	roll hit rolls	s and wour	nd rolls fo	r ORDO MA	LLEUS units if	fthe target h	as the CHAO	S or DAEMON k	eyword.			
TELETHESIA PSYCHIC F	POWERS													
SPELL		CAST	RANGE	TARGE		a clasact as	a mu unit wi	thin 10" of th	EFFECT	forc D2 mortal	wounds Ifthe recul	l+ of		
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.								
Dominate		7	18	enemy CHARAG	CTER CO	You can force the model to immediately shoot a single weapon or make a single close								
INQUISITOR (O	RDO	MALLE	US) (TER	RMINATO	OR) (PS	SYKER) (/	A) (HQ) (1	136 PTS) I	MODELS					
MOVE"		WS		BS	S	Т	T W		A LD		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 (6)	-3	3	When attacking with this weapon, you must substract 1 from the hit roll.					the hit roll.	25		
Psyk-out grenade	6	Grenad D3	e 2	0	1		me you roll a hit roll of 6+ for this weapon when targeting a PSYKE ON , the target suffers a mortal wound instead of the normal dama				•	0		
Psycannon	24	Heavy 4	4 7	-1	1	-						20		
ABILITIES														
AUTHORITY OF THE INQUISITION	r c	ermit mod an only en	dels with o	ther Factio TRANSPO	n keywor RTS that s	ds to do so. pecifically	All other res allow Termin	trictions app ator models	ly normally, to do so.	and INQUISITO	n might normally on R TERMINATOR mod	•		
UNQUESTIONABLE WISE		All friendly IMPERIUM units within 6" of this model can use its Leadership characteristic instead of their own.												
TELEPORT STRIKE	c	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	C	Ordo Malle	us Inquisit	ors in Term	ninator Ar	mour have	a 5+invulner	able 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	Y	⁄ou can re-	roll hit rolls	s and wour	nd rolls fo	r ORDO MA	LLEUS units if	fthe target h	as the CHAO	S or DAEMON ke	eyword.			
FACTION KEYWORDS	ı	MPERIUM,	INQUISITIO	ON, ORDO N	/ALLEUS									
KEYWORDS	C	CHARACTER	R, INFANTRY	, TERMINAT	OR, PSYKI	ER, INQUISIT	OR							
ACOLYTES (OR	DO M	ALLEUS	S) (A) (El	LITES) (2	28 PTS)	MODEL	S X 2	(1-6)						
MOVE"		WS		BS	S	Т	W	А	LD	SV	INVSV			
6		4+		4+	3	1	1	2	7	5+	-			
WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY					Л	PTS		
Power sword	Melee	Melee	user (3)	-3	1	-						4		
Needle pistol	12	Pistol 1	1	0	1	A Needle p	oistol always	wounds on a	2+unless t	he target mode	l is a VEHICLE	2		
ABILITIES		,												
AUTHORITY OF THE INQUISITION	þ	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.												
LOYAL SERVANT		Roll a D6 each time a friendly MALLEUS INQUISITOR loses a wound whilst they are within 3" of this unit; on a 2+a model from thi unit can intercept that hit - the character does not lose a wound but the Acolyte suffers a mortal wound.										this		
MALLEUS You can re-roll hit rolls and wound rolls for ORDO MALLEUS units if the target has the CHAOS or DAEMON keyword.														
		MADEDILINA	INCHISITIO	ON, ORDO N	ΛΔΙΙΕΙΙς									
FACTION KEYWORDS		MPERIUM,	inquisitie	,, 0110011	IALLEGS									

DAEMONHOST (ELITES) (25 PTS) MODELS X 1												
MOVE"		WS		BS		Т	W	А	LD	SV	INVSV	
6	6 4+			4+		4 3 2 7 7+ 5-				5+		
WEAPON	RNO	6" TYPE	S	AP	DMG	ABILITY PT:						
Warp grasp	Mel	ee Melee	user (4)	-3	1	- 0						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.						
ABILITIES												
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, I	INFANTRY, DAEMON, DAEMONHOST									