TOTAL MATCHED POINTS	TOTAL CP	I IOIAI UNIIS II		NITS ARMY											
295	4	6	,	Inquisition											
POINTS	NTS CP DETACHMENT"		IMENT"						UNITS						
295 +1 Vang			Inquisitor (Ordo Malleus) (Terminator) (Psyker) (A); Inquisitor (Ordo Malleus) (Psyker) (A); Acolytes (Ordo Malleus) (A); Acolytes (Ordo Malleus) (A); Acolytes (Ordo Malleus) (B); Daemonhost;									(A);			
ORDO			^												
MALLEUS			You can re-ro	oll hit rolls	and woun	d rolls for	ORDO MA	LLEUS units if	fthe target h	as the CHA	OS or DAEMON ke	yword.			
TELETHESIA PS	YCHIC	POWER	S												
SPELL			CAST	RANGE	TARGET					EFFECT					
Smite		5				e closest e e Psychic te	nemy unit wi	thin 18" of th than 10, the	e psyker su target suff	uffers D3 mortal w ers D6 mortal wou	ounds. If the resu unds instead.	t of			
Terrify	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.								
Psychic Fortitu	de		4	18 in LoS	IMPERIU unit	Un Un	Until the start of your next Psychic phase, that unit automatically passes Morale tests.								
Dominate			7	18	enemy CHARAC	TFR COI	nbat attac	can force the model to immediately shoot a single weapon or make a single close bat attack at an enemy unit of your choice as if it were part of your army. Models cannot ck themselves, but they can attack other members of their own unit.							
INQUISITO		JNDO	WS		BS	S S	T T	w w	A	LD	SV	INVSV			
6		3+			3+	3	3	6	5	9	2+	5+			
WEAPON		RNG"	TYPE	S	AP	DMG	ABILITY						PTS		
Nemesis Daemo hammer	on	Mele	Melee	x2 (6)	-3	3	When at	ttacking with	this weapon	, you must	substract 1 from t	he hit roll.	25		
Psyk-out grenad	e	6	Grenade D3	2	0	1		Each time you roll a hit roll of 6+ for this weapon w DAEMON, the target suffers a mortal wound inste		-	•	0			
Psycannon		24	Heavy 4	7	-1	1	[-					20			
ABILITIES		•													
AUTHORITY OF THI	ΗE		permit mod	els with ot	her Factior	n keyword	ds to do so.		trictions app	oly normall		might normally on TERMINATOR mod			
UNQUESTIONABL	EWIS	DOM	All friendly I	MPERIUM	units with	in 6" of th	is model c	an use its Lea	adership cha	racteristic	instead of their ov	wn.			
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 ARI	MOUR		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 ORDO MALLEUS units if the target has the CHAOS or DAEMON keyword.												

FACTION KEYWORDS

KEYWORDS

IMPERIUM, INQUISITION, ORDO MALLEUS

CHARACTER, INFANTRY, TERMINATOR, PSYKER, INQUISITOR

INQUISITOR (0	ORDO	MALLEU	JS) (PSY	KER) (A	(HQ)	(71 PTS)	MODELS	5 X 1				
MOVE"		WS		BS	S	Т	W	А	LD	SV	INVSV	
6		3+		3+		3	3 5 4 9 4+					
WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY			l.		I.	PT
Force stave	Melee	Melee	+2 (5) -1		D3	-						14
Frag grenade	6	Grenade D6	3	0	1	-						0
Krak grenade	6	Grenado 1	6	-1	D3	-						C
Needle pistol	12	Pistol 1	1	0	1	A Needle	e pistol alway	ys wounds or	n a 2+ unle:	ss the target mode	el is a VEHICLE	2
ABILITIES				·								
AUTHORITY OF THE NQUISITION	p	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.										
JNQUESTIONABLE WIS	SDOM A	II friendly	IMPERIUM	l units with	nin 6" of th	is model ca	an use its Lea	adership cha	racteristic	instead of their o	wn.	
PSYKER										nd attempt to deny lethesia discipline	y one psychic powe	erin
MALLEUS	Υ	ou can re-r	oll hit roll	s and wou	nd rolls for	ORDO MA	LLEUS units if	f the target h	as the CHA	OS or DAEMON ke	yword.	
FACTION KEYWORDS	I	MPERIUM,	INQUISITIO	ON, ORDO N	MALLEUS							
KEYWORDS	C	HARACTER	, INFANTRY	, TERMINA	TOR, PSYKE	R, INQUISIT	TOR					
ACOLYTES (OF	RDO M	ALLEUS) (A) (EI	LITES) (:	14 PTS)	MODEL	.S X 1	(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			1			P.
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 VEHICLE						2
ABILITIES												
AUTHORITY OF THE INQUISITION	p	ermit mod	lels with o	ther Factio	n keyword	ds to do so.		trictions app	ly normall	•	might normally on TERMINATOR mod	•
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 this unit can intercept that hit - the character does not lose a wound but the Acolyte suffers a mortal wound.										
MALLEUS	Y	You can re-roll hit rolls and wound rolls for ORDO MALLEUS units if the target has the CHAOS or DAEMON keyword.										
FACTION KEYWORDS	I	IMPERIUM, INQUISITION, ORDO MALLEUS										
KEYWORDS	11	NFANTRY, A	COLYTE									
ACOLYTES (OF	RDO M	ALLEUS) (A) (EI	LITES) (:	14 PTS)	MODEL	.S X 1	(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			"		·	P
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	a 2+ unless	the target model	is a VEHICLE	2
ABILITIES												
AUTHORITY OF THE NQUISITION	p	ermit mod	lels with o	ther Factio	n keyword	ds to do so.		trictions app	ly normall	•	might normally on TERMINATOR mod	•
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 this unit can intercept that hit - the character does not lose a wound but the Acolyte suffers a mortal wound.										
MALLEUS	Y	ou can re-i	oll hit roll	s and wou	nd rolls for	ORDO MA	LLEUS units if	fthe target h	as the CHA	.OS or DAEMON ke	yword.	
MALLEUS FACTION KEYWORDS				s and woul		ORDO MA	LLEUS units if	f the target h	as the CHA	OS or DAEMON ke	yword.	

ACOLYTES (OF	RDO MA	LLEUS)	(B) (EL	.ITES) (3	35 PTS)	MODEL	S X 1	(1-6)					
MOVE"		WS		BS		Т	W	А	LD	SV	INVSV		
6		4+		4+		1	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 substract 1 from the hit roll.				e 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	pe	rmit mod n only em	els with o	ther Factio	n keyword RTS that s	ds to do so. pecifically a	All other rest allow Termina	trictions appl ator models t	y normally o do so.	, and INQUISITOR	might normally on TERMINATOR mod	els	
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 this unit can intercept that hit - the character does not lose a wound but the Acolyte suffers a mortal wound.											
MALLEUS	Yo	u can re-r	oll hit rolls	and wour	nd rolls for	ORDO MAI	L LEUS units if	the target ha	s the CHA	OS or DAEMON ke	yword.		
FACTION KEYWORDS	IN	IMPERIUM, INQUISITION, ORDO MALLEUS											
KEYWORDS	IN	FANTRY, AG	COLYTE										
DAEMONHOS	T (ELITE	S) (25 I	PTS) MO	ODELS >	K 1								
MOVE"		WS BS		S	Т	W	А	LD	SV	INVSV			
6		4+		4+	4	4	3	2	7	7+	_		
WEAPON								Ζ.			5+		
	RNG"	TYPE	S	AP	DMG	ABILITY	-	2	,	,,	5+	PTS	
Warp grasp	RNG" Melee	TYPE Melee	S user (4)	-3	DMG 1	ABILITY -		2	,	,.	5+	PTS 0	
Warp grasp Unholy gaze			_			- Each time	you roll a hit of 3 instead o	roll of 6+ for		on, that hit roll is			
	Melee	Melee Assault	user (4)	-3	1	- Each time	,	roll of 6+ for				0	
Unholy gaze	Melee 12	Melee Assault 1 II a D6 for 2: Daemoi 4: Re-knit	user (4) 8 this moderate Speed:	-3 -1 el at the st The mode : Remove :	1 1 art of its Nel has a Moany wound	Each time Damage of Movement pove of 12" a ds suffered	of 3 instead o ohase, and lo nd can FLY for by this mode	roll of 6+ for f 1. ok up the res r the rest of the l earlier in the	this weap ult of the r ne Movem e battle.	on, that hit roll is roll on the following ent phase.	resolved with a	0 0	
Unholy gaze ABILITIES	Melee 12	Melee Assault 1 II a D6 for 2: Daemor 4: Re-knit 6: Energy	user (4) 8 this mode nic Speed: Host Form Torrent: Ro	-3 -1 el at the st The mode : Remove :	1 1 art of its N el has a Mo any wound each ene	Each time Damage of Movement pove of 12" a ds suffered	of 3 instead o ohase, and lo nd can FLY for by this mode	roll of 6+ for f 1. ok up the res r the rest of the l earlier in the	this weap ult of the r ne Movem e battle.	on, that hit roll is roll on the following ent phase.	resolved with a	0 0	
Unholy gaze ABILITIES DAEMONIC POWER	Melee	Melee Assault 1 II a D6 for 2: Daemon 4: Re-knit 6: Energy Tis model I	user (4) 8 this mode nic Speed: Host Form Torrent: Ro	-3 -1 el at the st The mode : Remove : oll a D6 for vulnerable	1 1 art of its N el has a Mo any wound each ene	Each time Damage of Movement pove of 12" a ds suffered	of 3 instead o ohase, and lo nd can FLY for by this mode	roll of 6+ for f 1. ok up the res r the rest of the l earlier in the	this weap ult of the r ne Movem e battle.	on, that hit roll is roll on the following ent phase.	resolved with a	0 0	