

TELETHESIA PSYCHIC POWERS				
SPELL	CAST	RANGE	TARGET	EFFECT
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 CHARACTER	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.

INQUISITOR (ORDO MALLEUS) (TERMINATOR) (PSYKER) (A) (HQ) (136 PTS) 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	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 PSYKER or DAEMON , 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 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.
UNQUESTIONABLE WISDOM	All friendly IMPERIUM 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 ORDO MALLEUS units if the target has the CHAOS or DAEMON keyword.
FACTION KEYWORDS	IMPERIUM, INQUISITION, ORDO MALLEUS
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, PSYKER, INQUISITOR

CYPHER (HQ) (110 PTS) MODELS X 1



MOVE"	WS	BS	S	T	W	A	LD	SV	INVSV
7	2+	2+	4	4	5	4	9	3+	4+

WEAPON	RNG"	TYPE	S	AP	DMG	ABILITY	PTS
Basic melee	Melee	Melee	user (4)	0	1	-	0
Frag grenade	6	Grenade D6	3	0	1	-	0
Krak grenade	6	Grenade 1	6	-1	D3	-	0
Cypher's bolt pistol	16	Pistol 3	4	-1	1	-	0
Cypher's plasma pistol	12	Pistol 2	8	-3	2	-	0

ABILITIES

BLAZING WEAPONS	Cypher can use his pistols in your Shooting phase even if he has Advanced or Fallen Back in the same turn.
LORD CYPHER	You can re-roll hit rolls of 1 made for friendly FALLEN units within 6" of Cypher.
MYSTERIOUS PROTECTION	Cypher has a 4+ invulnerable save. In addition, roll a D6 if Cypher is slain, on roll of 2+, Cypher's model is still removed from play, but he is not considered to have been slain for the purposes of any mission victory conditions.
NO-ONE'S PUPPET	Cypher cannot use the Daemonic Ritual ability, even though he has the Chaos and Character keywords.
FACTION KEYWORDS	IMPERIUM, CHAOS, FALLEN
KEYWORDS	CHARACTER, INFANTRY, CYPHER