

## 1.5 THE INQUISITION

### 1.5.1 General Inquisition Special Rules

#### 1.5.1.1 Inquisition Strategy Rating

Inquisitorial Task Forces frequently represent quite varied forces as an Inquisitor can draw troops from any military branch of the Imperium. While such myriad assets can be welded into a highly effective force, organizing the many chains of command can be a difficult task even for the excellent staff at an Inquisitor's disposal.

Inquisition Task Forces have a Strategy Rating of 3. However, under certain conditions this can vary:

- A force consisting of only Grey Knight or Deathwatch formations has a Strategy Rating of 5,
- A force consisting of only Adepta Sororitas detachments has a Strategy Rating of 4
- If the army includes any Inducted Imperial Guard formations it has a Strategy Rating of 2.

The presence of Imperial Navy and/or Titan Legion formations are not considered when determining an Inquisition army's Strategy Rating.

#### 1.5.1.2 VTOL

Vertical Take Off and Landing, aircraft with this ability are able to hover in mid-air, swooping low and maneuvering over the battlefield in much the same manner as skimmer craft.

A unit with this ability behaves like an aircraft, but when landed (i.e. after landing or performing an air assault action) counts as a *skimmer* with a move of 35cm. While landed it behaves as a ground unit in all respects (for example, it may perform withdrawal moves), but it may disengage at the end of the turn, in which case it reverts back to being an aircraft as normal.

### 1.5.2 GENERAL INQUISITION UNITS

#### 1.5.2.1 GENERAL INQUISITION CHARACTERS

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
<b>Canoness</b>	CH	n/a	n/a	n/a	n/a	Blessed Weapon	(contact)	(Assault Weapons), EA (+1), MW
	NOTES	<i>Leader, Commander, Inspiring, Invulnerable Save</i>						
<b>Glavian Pilot</b>	CH	F-B	n/a	n/a	n/a	None	--	--
	NOTES	<i>Invulnerable Save. A Glavian Pilot added to an aircraft changes its speed to Fighter-Bomber.</i>						
<b>Grey Knights Grand Master</b>	CH	n/a	n/a	n/a	n/a	Nemesis Force Weapon	(contact)	(Assault Weapons), EA (+1), TK(1)
	NOTES	<i>Leader, Commander, Invulnerable Save</i>						
<b>Inquisitor Lord</b>	CH	n/a	n/a	n/a	n/a	None	--	--
	NOTES	<i>Supreme Commander</i>						
<b>Mistress</b>	CH	n/a	n/a	n/a	n/a	Electro-whips	(contact)	(Assault Weapons), EA(+1), First Strike
	NOTES	<i>May only be added to Repentia units.</i>						
<b>Mystic</b>	CH	n/a	n/a	n/a	n/a	Lightning Arc	(15cm)	(Small Arms), EA(+1), First Strike
	NOTES	<i>Leader, Invulnerable Save</i>						
<b>Priest</b>	CH	n/a	n/a	n/a	n/a	Evicerator	(contact)	(Assault Weapons), EA (+1), MW
	NOTES	<i>Leader, Inspiring, Invulnerable Save</i>						

#### 1.5.2.2 GENERAL INQUISITION INFANTRY

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
<b>Arco-flagellant</b>	INF	15 cm	4+	4+	n/a	Electro-flails	(contact)	(Assault Weapons), EA (+1), MW
	NOTES	<i>Fearless, Invulnerable Save, Teleport (Special). Teleport represents the flagellants being activated from a dormant state (hiding within the Inquisitor's retinue). They may be held in reserve even though part of a formation without Teleport, but may only Teleport if the Inquisitor is alive and on the board at the start of the turn, and must Teleport within 5cm of the Inquisitor.</i>						
<b>Death Cult Assassin</b>	INF	15 cm	4+	3+	n/a	Power Weapons	(contact)	(Assault Weapons), EA (+1), MW
<b>Deathwatch Bike</b>	INF	35cm	4+	3+	4+	Mk V Boltguns Chainswords	(15cm) (Contact)	(Small Arms), Sniper
	NOTES	<i>Mounted, Scouts. Counts as Bikes for transport purposes.</i>						
<b>Deathwatch Kill Team</b>	INF	15cm	4+	3+	4+	Mk V Boltguns Chainswords Mk V Heavy Bolter	(15cm) (Contact) 30cm	(Small Arms), Sniper AP5+, Sniper
	NOTES	<i>Teleport. Counts as Tacticals for transport purposes.</i>						
<b>Deathwatch Terminator</b>	INF	15cm	4+	3+	3+	Mk V Storm Bolters 2x Assault Cannon Power Weapons	(15cm) 30cm (Contact)	(Small Arms), Sniper AP5+/AT5+ Assault Weapons MW, Extra Attack (+1)
	NOTES	<i>Reinforced Armour, Teleport, Thick Rear Armour. Counts as Terminators for transport purposes.</i>						
<b>Inquisitor</b>	INF	15cm	4+	4+	4+	Power Weapon Psychic Powers	(contact) (15cm)	(Assault Weapons), EA (+1), MW (Small Arms), EA (+1), MW
	NOTES	<i>Fearless, Invulnerable Save, Leader, Commander</i>						
<b>Grey Knights</b>	INF	15cm	4+	3+	3+	Storm Bolters Nemesis Force Weapons Pscannon	(15cm) (Contact) 30cm	(Small Arms) (Assault Weapons), EA (+1) AP5+/AT6+, Negates <i>Invulnerable Saves</i>
	NOTES	<i>Fearless, Rites of Exorcism.. Counts as Tacticals for transport purposes.</i>						
<b>Grey Knights Purgation Squad</b>	INF	15cm	4+	4+	3+	Storm Bolters Nemesis Force Weapons 2 x Pscannon	(15cm) (Contact) 30cm	(Small Arms) (Assault Weapons), EA (+1) AP5+/AT6+, Negates <i>Invulnerable Saves</i>
	NOTES	<i>Fearless, Rites of Exorcism. Counts as Devastators for transport purposes.</i>						
<b>Grey Knights Terminator</b>	INF	15cm	4+	3+	3+	Storm Bolters Nemesis Force Weapons Holocaust Pscannon	(15cm) (Contact) (15cm) 30cm	(Small Arms) (Assault Weapons), EA (+1), MW (Small Arms), EA (+1) AP5+/AT6+, Negates <i>Invulnerable Saves</i>
	NOTES	<i>Fearless, Rites of Exorcism, Teleport, Reinforced Armour, Thick Rear Armour. Counts as Terminators for transport purposes.</i>						
<b>Repentia</b>	INF	20cm	5+	4+	n/a	Evicerator	(contact)	(Assault Weapons), EA (+1), MW
	NOTES	<i>Fearless</i>						
<b>Retributor</b>	INF	15cm	4+	6+	4+	Boltguns 2x Multi-meltas	(15cm) 15cm AND (15cm)	(Small Arms) MW5+ MW
	NOTES	<i>Faithful</i>						
<b>Seraphim</b>	INF	30cm	4+	4+	4+	Twin bolt pistols Twin hand flamers	(15 cm) (15 cm)	(Small Arms) (Small Arms), Ignore Cover
	NOTES	<i>Faithful, Jump Packs</i>						
<b>Sister of Battle</b>	INF	15cm	4+	5+	4+	Boltguns Heavy Flamer	(15 cm) 15 cm	(Small Arms) AP4+, Ignore Cover
	NOTES	<i>Faithful</i>						
<b>Support Staff</b>	INF	15 cm	6+	6+	6+	Laspistols	(15cm)	(Assault Weapons)
	NOTES	<i>Each unit of support staff gives the Inquisitor or one unit of warrior benchmen one re-roll per turn, which can be used to re-roll any attack dice or armour save.</i>						

<b>Warrior Henchmen</b>	INF	15 cm	5+	5+	4+	Hellguns Implant Weapons Plasma Cannon	(15 cm) (contact) 30cm	(Assault Weapons) (Small Arms), MW AP4+/AT4+, Slow Firing
	NOTES	--						

### 1.5.2.3 GENERAL INQUISITION LIGHT VEHICLES

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
<b>Deathwatch Land Speeder</b>	LV	35cm	4+	6+	5+	Assault Cannon Mk V Heavy Bolter	30cm 30cm	AP5+/AT5+ AP5+, Sniper
	NOTES	<i>Scouts, Skimmer</i>						
<b>Penitent Engine</b>	LV	20cm	4+	4+	4+	Combat-arms Flamers	(Contact) (15cm)	(Assault Weapons), EA (+1), MW (Small Arms), Ignore Cover
	NOTES	<i>Fearless, Invulnerable Save, Walker</i>						

### 1.5.2.4 GENERAL INQUISITION ARMoured VEHICLES

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
<b>Banisher</b>	AV	30 cm	4+	6+	6+	Banisher Launcher	45cm	D3 x AT6+/AA5+
	NOTES	--						
<b>Exorcist</b>	AV	30 cm	4+	6+	5+	Exorcist Launcher	45cm	D3 x AP6+/AT5+
	NOTES	--						
<b>Grey Knights Dreadnaught</b>	AV	15 cm	15cm	4+	3+	Missile Launcher Twin Lascannon OR Pscannon Nemesis Force Weapon	45cm 45cm 30cm (Contact)	AP5+/AT6+ AT4+ AP5+/AT6+, Negates Invulnerable Saves Assault Weapons MW; Extra attacks (+1)
	NOTES	<i>Fearless, Walker, Rites of Exorcism. Note the dreadnought is armed with either Missile Launcher and Twin Lascannon OR Pscannon and Nemesis Force Weapon.</i>						
<b>Immolator</b>	AV	30 cm	5+	5+	4+	Twin Heavy Flamers	15cm	AP3+ Ignore Cover
	NOTES	<i>Notes: Transport (One of the following units: Sisters of Battle, Celestians, Retributor, Repentia)</i>						

### 1.5.2.5 GENERAL INQUISITION AIRCRAFT AND SPACECRAFT

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
<b>Aquila Lander</b>	AC/AV	B	4+	n/a	5+	Chin Multi-laser	30cm	AP5+/AT6+/AA5+, FxF
	NOTES	<i>Planetfall; Scout; VTOL; Transport; (Two of the following units: Inquisitorial Retinue, Storm Troopers)</i>						
<b>Deathshriek Interceptor</b>	AC	F	5+	n/a	n/a	Stormbolters Twin Wing Lascannon	15cm 30cm	AP4+/AA5+ Fixed Forward Arc AT4+/AA4+ Fixed Forward Arc
	NOTES	--						
<b>Deathwatch Assault Craft</b>	AC/WE	B	4+	5+	3+	2x Twin Lascannon 3x Twin Heavy Bolters Storm Bolters Battle Cannon Hunter launcher	45cm 15cm (15cm) 75cm 60cm	AT4+ AP4+/AA5+ (Small Arms) AP4+/AT4+, Forward Arc AT4+/AA4+
	NOTES	<i>DC4, Planetfall, Reinforced Armour, Fearless, Transport (may transport 8 of the following units: Deathwatch Kill Teams, Deathwatch Terminators, Deathwatch Bikers PLUS 4 of the following units: Rhinos, Razorbacks, Land Speeders). Counts as a Landing Craft for transport purposes. Critical Hit Effect: The Assault Craft's magazine explodes, destroying the Assault Craft and anybody on board. Any units within 5cms of the Assault Craft suffer one hit.</i>						
<b>Deathwatch Strike Cruiser</b>	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	6BP, MW
	NOTES	<i>Transport (may carry sixteen of the following units: Deathwatch Kill Teams, Deathwatch Terminators, Deathwatch Bikers PLUS sixteen of the following units: Rhinos, Razorbacks, Land Speeders, PLUS six Deathwatch Thunderhawk Destructors and enough Assault Craft or drop pods to carry any other units on board. It may also carry nine Inquisitorial Stormtrooper or Inquisitorial Retinue plus one Gun-Cutter or three Pegasus Landers)</i>						
<b>Deathwatch Thunderhawk Destructor</b>	AC/WE	B	4+	6+	4+	Turbolaser Destructor Twin Lascannon Bomb Racks 2x Twin Heavy Bolter Twin Heavy Bolter Twin Heavy Bolter	60cm 45cm 15cm 30cm 15cm 15cm	2xAP5+/AT3+, Fixed Forward Arc AP4+, Fixed Forward Arc 2BP, Fixed Forward Arc AP4+/AT4+/AA4+, Fixed Forward Arc AP4+/AA5+, Right Fire Arc AP4+/AA5+, Left Fire Arc
	NOTES	<i>DC2, Planetfall; Reinforced Armour; Transport (may carry six of the following units: Deathwatch Kill Teams, Deathwatch Terminators, Deathwatch bikes). Counts as a Thunderhawk for transport purposes. Critical Hit Effect: The Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground, killing all on board.</i>						
<b>Grey Knight Strike Cruiser</b>	SC	n/a	n/a	n/a	n/a	2 x Pin-point Attack	n/a	MW2+ Titan Killer (D3)
	NOTES	<i>Transport (may carry twenty Grey Knight, Purgation or Grey Knight Terminator units plus twenty Land Raiders plus six Thunderhawks. It may also carry nine Inquisitorial Stormtrooper or Inquisitorial Retinue plus one Gun-Cutter or three Pegasus Landers). All Grey Knight and Grey Knight Purgation units transported by the Strike Cruiser gain the teleport special ability.</i>						
<b>Gun Cutter</b>	AC/WE	B	5+	6+	5+	Nose assault cannon Twin wing auto cannons	15cm 30cm	AP5+/AT5+/AA5+, FxF AP5+/AT6+/AA5+, FxF
	NOTES	<i>DC2, Planetfall, Reinforced Armour, VTOL, Transport (five Inquisitorial Retinue units) Critical Hit Effect: The Gun Cutter's control surfaces are damaged. The pilot loses control and the Gun Cutter crashes to the ground, killing all on board.</i>						
<b>Inquisition Battleship</b>	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	10BP, MW
	NOTES	<i>Transport: (May carry fifty-four of the following units: Inquisitorial Storm Troopers or Inquisitorial Retinue, PLUS eight of the following units: Deathwatch Kill Team, Deathwatch Terminator, Deathwatch bike, Grey Knight, Grey Knight Purgation or Grey Knight Terminator. In addition may carry eighteen Aquila Landing Craft PLUS six Gun-cutters PLUS one Inquisition Drop Fortress PLUS one Deathwatch Thunderhawk Destructor or Grey Knight Thunderhawk) Slow and steady – may not be used in the first two turns of the battle unless the scenario specifically states otherwise.</i>						
<b>Rogue Trader Vessel</b>	SC	n/a	n/a	n/a	n/a	Pin-point Attack	n/a	MW2+ Titan Killer (D3)
	NOTES	<i>Transport (May carry thirty-six of the following units: Inquisitorial Retinue, Storm Troopers PLUS twelve Aquila Landing Craft or Gun-cutters, Gun-cutters take three places)</i>						

### 1.5.2.6 GENERAL INQUISITION WAR ENGINES

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
<b>Basilica Imperialis</b>	WE	15cm	5+	6+ (5+)	5+ (4+)	Conflagration cannon Excommunicator launcher Heavy flamers	45cm 60cm 15cm	5BP Ignore Cover D6xAP4+/AT4+/AA5+ AP4+ Ignore Cover
	NOTES	<i>DC12, Inspiring, Reinforced Armour, Thick Rear Armour, Fearless, Transport (20 Infantry). Provided there are at least 6 Adepta Sororitas units on board, the Close Combat and Firefight values of the Basilica Imperialis are improved to 5+ and 4+ respectively. Critical Hit Effect:</i> The Basilica suffers major structural damage. Roll a D6: 1-2 the Basilica suffers an additional point of damage, 3-5 the Basilica takes an additional point of damage and D3 transported units (owner's choice) suffer a hit from falling masonry, 6 the promethium reserves are hit, causing a massive explosion, inflicting D3 additional points of damage and hits on D6 transported units (owner's choice).						
<b>Black Citadel</b>	WE	Immobile	4+	5+	4+	4x Twin Hydra Autocannon 4x Punisher Launchers Battle Cannon Bolters	45cm 45cm 75cm (15cm)	AP4+/AT5+/AA5+ 1BP Indirect Fire AP4+/AT4+ Small Arms
	NOTES	<i>DC7, 5 Void Shields, Planetfall, Reinforced Armour, Fearless; Thick Rear Armour, Transport (10 Infantry)</i> <i>Critical Hit Effect:</i> Internal explosions cause an extra point of damage and inflict hits on D6 transported units (owner's choice).						
<b>Obsidian Fortress</b>	WE	15cm	4+	6+	5+	Eye of Judgment 2x Battle Cannon Battle Cannon Battle Cannon	120cm 75cm 75cm 75cm	MW3+ Titan Killer (D3) AP4+/AT4+ Forward Arc AP4+/AT4+ Left Arc AP4+/AT4+ Right Arc
	NOTES	<i>DC10, 5 Void Shields, Reinforced Armour, Thick Rear Armour, Fearless, Transport (15 infantry)</i> <i>Critical Hit Effect:</i> the Obsidian Fortress' vulnerable track units are damaged, inflicting an additional point of damage and reducing the Speed of the machine by 5cm.						

### 1.5.3 EXPERIMENTAL INQUISITION UNITS

#### 1.5.3.1 EXPERIMENTAL INQUISITION CHARACTERS

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
<b>Relictor</b>	CH	n/a	n/a	n/a	n/a	Daemon weapon	(contact)	(Assault Weapons), EA(+1), TK(1)
<b>Commander</b>	NOTES	Leader, Fearless, Invulnerable Save, Commander						
<b>Relictor</b>	CH	n/a	n/a	n/a	n/a	Smite	(15 cm)	(Small Arms), EA(+1), MW
<b>Librarian</b>	NOTES	Leader, Fearless, Invulnerable Save, Daemon weapon						

#### 1.5.3.2 EXPERIMENTAL INQUISITION INFANTRY

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
<b>Daemonhost</b>	INF	25cm	5+	4+	4+	Blood Boil Diabolical Energies	(contact) (15cm) AND 30cm	(Assault Weapons), EA(+1), TK(D3) (Small Arms), EA(+1), TK(1) MW4+/AA4+ , MW
	NOTES	<i>Jump Packs, Reinforced Armour, Invulnerable Save, Teleport, Scout</i>						
<b>Radical Inquisitor</b>	INF	15cm	5+	4+	4+	Vortex Daemon weapon	(15 cm) (contact)	(Small Arms), EA(+1), TK(1) (Assault Weapons), EA(+1), TK(1)
	NOTES	<i>Fearless, Invulnerable Save, Leader, Commander</i>						

#### 1.5.3.2 EXPERIMENTAL INQUISITION LIGHT VEHICLE

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
[empty]								

#### 1.5.3.4 EXPERIMENTAL INQUISITION ARMoured VEHICLES

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
[empty]								

#### 1.5.2.5 EXPERIMENTAL INQUISITION AIRCRAFT AND SPACECRAFT

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
[empty]								

### 1.5.2.6 EXPERIMENTAL INQUISITION WAR ENGINES

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
[empty]								



# ORDO HERETICUS TASK FORCE INQUISITION ARMY LIST

ARMY CHAMPION: Eoin "Lord Inquisitor" Whelan

Version: 3.3



An Ordo Hereticus Inquisition army have a Strategy Rating of based on the types of formations contains as shown in the special rule "Inquisition Strategy Rating". Adepta Sororitas, Ordo Hereticus, and Titan Legion formations have an initiative rating of 1+. All other formations have an initiative rating of 2+.

## ORDO HERETICUS INDIVIDUALS

FORMATION	CORE UNITS	NOTES	COST
<b>0-1 Inquisition Fortress</b>	One Black Citadel OR Obsidian Fortress	None	700 points
<b>0-1 Inquisitor Lord</b>	One Inquisitor Lord character	•Add an Inquisitor Lord character to an Inquisitor or Canoness unit.	+50 points

## INQUISITION FORMATIONS

An Ordo Hereticus Inquisition army may contain any number of the following formations.

### ORDO HERETICUS FORCES

FORMATION	CORE UNITS	UPGRADES	COST
<b>Inquisitor</b> (0-1 per 1000 points)	One Inquisitor unit and three units from the following list: Henchmen or Support Staff units (in any combination), plus transport	•Add one Priest characters +50 points (May include three Arco-flagellants or three Penitent Engines for + 150 points) •Add one Death Cult Assassin units for +50 points •Add any number of the following: Henchmen units (+35 points each), Support Staff units (+15 points each)	200 points
<b>Storm Trooper Detachment</b>	Eight Storm Trooper units plus transport (These units lose the scouts special ability.)	•Add one Priest characters +50 points (May include three Arco-flagellants or three Penitent Engines for + 150 points)	225 points
<b>Gun-cutter</b> (0-1 per Inquisitor)	One Gun-cutter	•Add one Glavian Pilot character for +75 points	125 points
<b>Orbital Support</b>	One Rogue Trader Vessel	•Replace with an Inquisition Battleship for +175 points	75 points

## ADEPTA SORORITAS FORMATIONS

FORMATION	CORE UNITS	UPGRADES	COST
<b>Adepta Sororitas Convent</b>	Eight Sister of Battle units plus transport	•Add one Canoness character +75 •Add one Priest characters +50 points (May include three Arco-flagellants or three Penitent Engines for + 150 points) •Add one free Mistress character plus one to three Repentia units for +40 points each	250 points
<b>Retributor Convent</b>	Six Retributor units plus transport	None	250 points
<b>Seraphim Convent</b>	Six Seraphim units	•Add one Canoness character +75	225 points
<b>Exorcism Battalion</b>	Five Exorcists or Banishers or any combination of the two	None	350 points
<b>Basilica Imperialis</b>	One Basilica Imperialis	None	500 points

## INDUCTED IMPERIAL GUARD COMPANIES

FORMATION	UNITS	UPGRADES	COST
<b>Imperial Guard Company</b>	Twelve Imperial Guard Infantry units	•Add one Priest characters +50 points (May include three Arco-flagellants or three Penitent Engines for + 150 points) •Add one Hydra Flak Tank +50 points •Add three Leman Russ +200 point •Add enough Chimera transport vehicles to transport the formation at +25 points each	250 points

## TRANSPORT OPTIONS

You may choose to include transport vehicles to any allowed formations. You must choose exactly as many vehicles as necessary to carry the formation with as few transport spaces left over as possible. These can be any combination with the following restrictions:

### ORDO HERETICUS TRANSPORT

UNITS	COST
<b>Aquila Lander</b> (no other option allowed)	+50 points each
<b>Chimera</b>	+25 points each
<b>Land Raider</b> (Inquisitor only)	+100 points each
<b>Rhino</b>	+10 points each
<b>Valkyrie</b>	+40 points each

### ADEPTA SORORITAS TRANSPORT

UNITS	COST
<b>Immolator</b>	+30 points each
<b>Rhino</b>	+10 points each

## IMPERIAL ALLIES

(Up to on third of an army's points may be spent on Imperial Allies formations.)

### IMPERIAL NAVY AIRCRAFT

FORMATION	COST
<b>Three Thunderbolt Fighters</b>	250 points
<b>Two Marauder Bombers</b>	300 points

### TITAN LEGION BATTLEGROUPS

FORMATION	COST
<b>One Warlord Class Titan</b>	850 points
<b>One Reaver Class Titan</b>	650 points
<b>One Warhound Class Titan</b>	275 points
<b>Two Warhound Class Titans</b>	500 points

### SPECIAL RULE – Special Action: *Pray*

Any Ordo Hereticus Inquisition army formation may take a "Pray" special action instead of a normal action. Upon a successful action test, the formation may either make one move or shoot normally once. In addition, all *faithful* units in the formation receive the *Fearless*, *Invulnerable Save* and *Thick Rear Armour* special rules until the formation's next action.



# ORDO MALLEUS TASK FORCE INQUISITION ARMY LIST

ARMY CHAMPION: Eoin "Lord Inquisitor" Whelan

Version: 3.3



An Ordo Malleus Inquisition army have a Strategy Rating of based on the types of formations contains as shown in the special rule "Inquisition Strategy Rating". Grey Knight, Ordo Malleus, and Titan Legion formations have an initiative rating of 1+. All other formations have an initiative rating of 2+. All Grey Knights formations benefit from the "And They Shall Know No Fear" Special Rule.

## ORDO MALLEUS INDIVIDUALS

FORMATION	CORE UNITS	NOTES	COST
<b>0-1 Inquisition Fortress</b>	One Black Citadel OR Obsidian Fortress	None	700 points
<b>0-1 Inquisitor Lord</b>	One Inquisitor Lord character	•Add an Inquisitor Lord character to an Inquisitor or Grand Master unit.	+50 points

## INQUISITION FORMATIONS

An Ordo Malleus Inquisition army may contain any number of the following formations:

### ORDO MALLEUS FORCES

FORMATION	CORE UNITS	UPGRADES	COST
<b>Inquisitor</b> (0-1 per 1000 points)	One Inquisitor unit and three units from the following list: Henchmen or Support Staff units (in any combination), plus transport	•Add one Priest characters +50 points (May include three Arco-flagellants or three Penitent Engines for + 150 points) •Add one Death Cult Assassin units for +50 points •Add any number of the following: Henchmen units (+35 points each), Support Staff units (+15 points each)	200 points
<b>Storm Trooper Detachment</b>	Eight Storm Trooper units plus transport <i>(These units lose the scouts special ability.)</i>	•Add one Priest characters +50 points (May include three Arco-flagellants or three Penitent Engines for + 150 points)	225 points
<b>Gun-cutter</b> (0-1 per Inquisitor)	One Gun-cutter	•Add one Glavian Pilot character for +75 points	125 points
<b>Orbital Support</b>	One Rogue Trader Vessel	•Replace with an Inquisition Battleship for +175 points	75 points

### GREY KNIGHTS DETACHMENTS

DETACHMENT	CORE UNITS	UPGRADES	COST
Grey Knight Order	Four Grey Knight or Grey Knight Purgation units in any combination	•Add one or two Grey Knights Dreadnoughts +75 points each •Add two Grey Knights Terminator units +200 points •Add one free Mistress character plus one to three Repentia units for +40 points each	275 points
Terminator Order	Four Grey Knight Terminator units	•Add one Grand Master to a unit in the formation +75 points	400 points
Dreadnought Spearhead	Four Grey Knight Dreadnoughts	None	250 points
Thunderhawk	One Thunderhawk	None	250 points
Strike Cruiser	One Grey Knight Strike Cruiser	None	225 points
Land Raiders	Four Land Raiders	None	450 points

### INDUCTED IMPERIAL GUARD COMPANIES

FORMATION	UNITS	UPGRADES	COST
Imperial Guard Company	Twelve Imperial Guard Infantry units	•Add one Priest characters +50 points (May include three Arco-flagellants or three Penitent Engines for + 150 points) •Add one Hydra Flak Tank +50 points •Add three Leman Russ +200 point •Add enough Chimera transport vehicles to transport the formation at +25 points each	250 points

### TRANSPORT OPTIONS

You may choose to include transport vehicles to any allowed formations. You must choose exactly as many vehicles as necessary to carry the formation with as few transport spaces left over as possible. These can be any combination with the following restrictions:

#### ORDO HERETICIUS TRANSPORT

UNITS	COST
<b>Aquila Lander</b> (no other option allowed)	+50 points each
<b>Chimera</b>	+25 points each
<b>Land Raider</b> (Inquisitor only)	+100 points each
<b>Rhino</b>	+10 points each
<b>Valkyrie</b>	+40 points each

#### GREY KNIGHTS TRANSPORT

UNITS	COST
<b>Land Raider</b>	+125 points each
<b>Land Raider Crusader</b>	+125 points each

## IMPERIAL ALLIES

(Up to one third of an army's points may be spent on Imperial Allies formations.)

### IMPERIAL NAVY AIRCRAFT

FORMATION	COST
<b>Three Thunderbolt Fighters</b>	250 points
<b>Two Marauder Bombers</b>	300 points

### TITAN LEGION BATTLEGROUPS

FORMATION	COST
<b>One Warlord Class Titan</b>	850 points
<b>One Reaver Class Titan</b>	650 points
<b>One Warhound Class Titan</b>	275 points
<b>Two Warhound Class Titans</b>	500 points

### SPECIAL RULE – Grey Knights

The following are new Specialist Unit abilities for Grey Knights:

•**Rites of Exorcism:** Any Daemon unit attacked by Grey Knights (whether from ranged combat or assaults) suffers -1 to their armour save and do cause Blast Markers on the parent unit. However, in the End Phase of every turn, Chaos armies may return one summoning point's worth of daemons that have been removed from play to the Daemon Pool for every unit with Rites of Exorcism on the board.

•**Shrouding:** Any Indirect Fire or Aircraft attack, or any attack from a range greater than 45cm directed against a Grey Knights infantry unit suffers -1 to hit. This does not apply if the unit is in cover.

•**Fearless Drivers:** All Grey Knights Armoured Vehicles and War Engines have the *fearless* special ability.

### DESIGNER'S NOTE - Nemesis Force Weapons

The trademark daemon-slaying weapon of the Grey Knights is the Nemesis Force Halberd. This psychically-attuned weapon can be used to channel the power of the wielder against his foes. As such the effectiveness of the weapon depends on the will of the psyker using it, and it has several different effects in the datafaxes of the Grey Knights. This is an exception to the normal rule in Epic that each weapon has only one profile – refer to the datafax of each unit as appropriate.



# ORDO XENOS TASK FORCE INQUISITION ARMY LIST

ARMY CHAMPION: Eoin "Lord Inquisitor" Whelan

Version: 3.3



An Ordo Xenos Inquisition army have a Strategy Rating of based on the types of formations contains as shown in the special rule "Inquisition Strategy Rating". Deathwatch, Ordo Xenos, and Titan Legion formations have an initiative rating of 1+. All other formations have an initiative rating of 2+. All Deathwatch formations benefit from the "And They Shall Know No Fear" Special Rule.

## ORDO HERETICIUS INDIVIDUALS

FORMATION	CORE UNITS	NOTES	COST
<b>0-1 Inquisition Fortress</b>	One Black Citadel OR Obsidian Fortress	None	700 points
<b>0-1 Inquisitor Lord</b>	One Inquisitor Lord character	•Add an Inquisitor Lord character to an Inquisitor or Captain unit.	+50 points

## INQUISITION FORMATIONS

An Ordo Xenos Inquisition army may contain any number of the following formations.

### ORDO HERETICIUS FORCES

FORMATION	CORE UNITS	UPGRADES	COST
<b>Inquisitor</b> (0-1 per 1000 points)	One Inquisitor unit and three units from the following list: Henchmen or Support Staff units (in any combination), plus transport	•Add one Priest characters +50 points (May include three Arco-flagellants or three Penitent Engines for + 150 points) •Add one Death Cult Assassin units for +50 points •Add any number of the following: Henchmen units (+35 points each), Support Staff units (+15 points each)	200 points
<b>Storm Trooper Detachment</b>	Eight Storm Trooper units plus transport ( <i>These units lose the scouts special ability.</i> )	•Add one Priest characters +50 points (May include three Arco-flagellants or three Penitent Engines for + 150 points)	225 points
<b>Gun-cutter</b> (0-1 per Inquisitor)	One Gun-cutter	•Add one Glavian Pilot character for +75 points	125 points
<b>Orbital Support</b>	One Rogue Trader Vessel	•Replace with an Inquisition Battleship for +175 points	75 points

### DEATHWATCH DETACHMENTS

DETACHMENT	CORE UNITS	UPGRADES	COST
<b>Deathwatch Kill Team</b>	One Captain OR Librarian character plus Four Deathwatch Kill Team units plus transport	•replace one Deathwatch Kill Team unit with a Deathwatch Terminator unit +50 points ( <i>May only choose Drop Pods transport option, which can deploy the formation as normal.</i> )	325 points
<b>Deathwatch Strike Team</b>	Four Deathwatch Bike units or Deathwatch Land Speeders	Add one Librarian OR Captain character to a unit in the formation +50 points	200 points
<b>Deathshriek Squadron*</b>	Two Deathshriek Interceptors	None	200 points
<b>Thunderhawk Destructor</b>	One Deathwatch Thunderhawk Destructor	None	250 points
<b>Strike Cruiser</b>	One Deathwatch Strike Cruiser	None	200 points
<b>Assault Craft</b>	One Deathwatch Assault Craft	None	400 points

### INDUCTED IMPERIAL GUARD COMPANIES

FORMATION	UNITS	UPGRADES	COST
Imperial Guard Company	Twelve Imperial Guard Infantry units	•Add one Priest characters +50 points (May include three Arco-flagellants or three Penitent Engines for + 150 points) •Add one Hydra Flak Tank +50 points •Add three Leman Russ +200 point •Add enough Chimera transport vehicles to transport the formation at +25 points each	250 points

### TRANSPORT OPTIONS

You may choose to include transport vehicles to any allowed formations. You must choose exactly as many vehicles as necessary to carry the formation with as few transport spaces left over as possible. These can be any combination with the following restrictions:

#### ORDO XENOS TRANSPORT

UNITS	COST
<b>Aquila Lander</b> (no other option allowed)	+50 points each
<b>Chimera</b>	+25 points each
<b>Land Raider</b> (Inquisitor only)	+100 points each
<b>Rhino</b>	+10 points each
<b>Valkyrie</b>	+40 points each

#### DEATHWATCH TRANSPORT

UNITS	COST
<b>Drop Pods</b>	Free
<b>Razorback</b>	+35 points each
<b>Rhino</b>	+10 points each

## IMPERIAL ALLIES

(Up to one third of an army's points may be spent on Imperial Allies formations.)

### IMPERIAL NAVY AIRCRAFT

FORMATION	COST
<b>Three Thunderbolt Fighters</b>	250 points
<b>Two Marauder Bombers</b>	300 points

### TITAN LEGION BATTLEGROUPS

FORMATION	COST
<b>One Warlord Class Titan</b>	850 points
<b>One Reaver Class Titan</b>	650 points
<b>One Warhound Class Titan</b>	275 points
<b>Two Warhound Class Titans</b>	500 points

#### SPECIAL RULE – Deathwatch Air Power

Deathwatch interceptors are rarely deployed if Navy air support is available. You may not select Deathshriek Squadrons if you have Imperial Navy inducted formations.

Additionally, you may not have more Deathshriek Squadrons than Deathwatch Kill Teams.

#### DESIGN NOTE – Deathwatch Snipers

Most Deathwatch have the *sniper* special rule. This is to represent the variety of special ammunitions, sniper capability bolters and specialist training they have access to. If the *sniper* special rule applies to Assault Weapons or Small Arms, then the ability is available in close combat and/or firefights.





# RELICTORS SPACE MARINE ARMY LIST

ARMY CHAMPION: Eoin "Lord Inquisitor" Whelan

Version: 1.0



A Relictors Space Marine army have a Strategy Rating of 5. All formations have an initiative rating of 1+. All Relictors formations benefit from the "And They Shall Know No Fear" Special Rule.

## INQUISITION RADICALS FORMATIONS

FORMATION	CORE UNITS	UPGRADES	COST
<b>Inquisitor</b> (0-1 per 1000 points)	One Inquisitor unit and three units from the following list: Henchmen or Support Staff units (in any combination), plus transport	<ul style="list-style-type: none"> <li>•Add one Daemonhost +100 points</li> <li>•Add one Death Cult Assassin units for +50 points</li> <li>•Add any number of the following: Henchmen units (+35 points each), Support Staff units (+15 points each)</li> </ul>	200 points
<b>Storm Trooper Detachment</b>	Eight Storm Trooper units plus transport (These units lose the scouts special ability.)	<ul style="list-style-type: none"> <li>•Add one Priest characters +50 points (May include three Arco-flagellants or three Penitent Engines for + 150 points)</li> </ul>	225 points
<b>Gun-cutter</b> (0-1 per Inquisitor)	One Gun-cutter	<ul style="list-style-type: none"> <li>•Add one Glavian Pilot character for +75 points</li> </ul>	125 points

## RELICTORS SPACE MARINES DETACHMENTS

### RELICTORS CORE DETACHMENTS

DETACHMENT	CORE UNITS	UPGRADES	COST
<b>Assault</b>	Four Assault units	Commander, Vindicator	175 points
<b>Bike</b>	Five Bike units	Commander, Attack Bike	200 points
<b>Devastator</b>	Four Devastator units plus transport	Commander, Dreadnought, Hunter, Land Raider, Transport	250 points
<b>Land Speeder</b>	Five Land Speeders	Commander, Typhoon/Tornado	200 points
<b>Scout</b>	Four Scout units plus transport	Commander, Sniper, Transport	150 points
<b>Tactical</b>	Six Tactical units plus transport	Commander, Dreadnoughts, Hunter, Vindicator, Transport	300 points

### RELICTORS SUPPORT DETACHMENTS

(One Support Detachments may be taken per Core Detachment)

DETACHMENT	CORE UNITS	UPGRADES	COST
<b>Land Raider</b>	Four Land Raiders	Commander, Vindicator	400 points
<b>Predators</b>	Four Predators (Annihilators or Destructors or any mix)	Commander, Vindicator	300 points
<b>Terminator</b>	Four Terminator units	Commander, Dreadnought, Land Raiders, Vindicator	325 points
<b>Vindicator</b>	Four Vindicators	Commander	300 points
<b>Whirlwind</b>	Four Whirlwinds	Commander, Hunter	300 points

### RELICTORS UPGRADES

UPGRADE	UNITS	COST
<b>Attack Bike</b>	Replace any number of Bike units with one Attack Bike each	Free
<b>Commander</b>	Add one Relictor Commander character to a unit in the formation. The Commander may be a Captain or Librarian (One Relictors Commander in the army may be upgraded to a Supreme Commander)	+75 points (+50 points)
<b>Dreadnought</b>	Add one or two Dreadnoughts	+50 points each
<b>Hunter</b>	Add one Hunter	+75 points
<b>Land Raiders</b>	Add up to four Land Raiders	+100 points each
<b>Sniper</b>	One Scout unit may be given the Sniper ability	
<b>Typhoon/Tornado</b>	Replace any number of Land Speeders with one Land Speeder Tornado or Typhoon each	+25 per Typhoon +10 per Tornado
<b>Vindicator</b>	Add one or two Vindicators	+75 points each

## TRANSPORT OPTIONS

You may choose to include transport vehicles to any allowed formations. You must choose exactly as many vehicles as necessary to carry the formation with as few transport spaces left over as possible. These can be any combination with the following restrictions:

### INQUISITION RADICALS TRANSPORT

UNITS	COST
<b>Chimera</b>	+25 points each
<b>Land Raider</b> (Inquisitor only)	+100 points each
<b>Rhino</b>	+10 points each
<b>Valkyrie</b>	+40 points each

### RELICTOR SPACE MARINE TRANSPORT

UNITS	COST
<b>Drop Pods</b>	Free
<b>Razorback</b>	+25 points each
<b>Rhino</b>	Free

## RELICTORS ORBITAL SUPPORT

(Up to one third of an army's points may be spent on Imperial Allies formations.)

FORMATION	CORE UNITS	COST
<b>Landing Craft</b>	One Landing Craft	350 points
<b>Strike Cruiser</b>	One Strike Cruiser	200 points
<b>Thunderhawk</b>	One Thunderhawk Gunship	200 points