



INDEX IMPERIALIS

The Holy Ordos of the Inquisition watch over the soul of Mankind's galactic empire. Their enemies are the daemon, the witch, and the alien, and the power they possess to hunt such prey is virtually limitless. Nobody is safe from the Inquisition's gimlet gaze, not even their own agents. It is their sworn duty to root out corruption wherever it is found and, ultimately, to prevent that corruption from destroying the Imperium - from within or from without.

INQUISITION

THE HOLY ORDERS OF THE EMPEROR'S INQUISITION

By Andy Clark, Duncan Waugh & Elliot Hamer

Inquisitors stalk the shadows of the Emperor's realm with unchecked impunity. They scrutinise every stratum of Human civilisation, from the lowliest sump-jacks to the glittering nobility of the highest spires. They watch for signs of corruption and heresy, investigating whoever and wherever they see fit.

Their authority is absolute, bequeathed to the Holy Ordos in the wake of the Horus Heresy and made manifest in the Rosette that each Inquisitor carries about their person. These devices may take the form of a literal wax seal held within a delicate suspensor field, a hololithic projection generated from an archeotech jewel, a theldrite-and-adamantine amulet, or one of countless other arcane devices.

Just like their Rosettes, no two Inquisitors are exactly the same, each varying enormously from the next in appearance and methods. Yet no matter the Inquisitor or the Rosette they carry, one thing holds true: theirs is the power to open any door, to consult any datascroll or sealed archive, and to requisition whatever civilian or military assets they require in order to see their duty successfully discharged.

Inquisitors are given the complete operational freedom to investigate whatever threats they believe greatest and to do so by any means they see fit. The majority of Inquisitors conceal themselves behind layers of disguise and obfuscation, working primarily through bands of hand-picked Acolytes until they are ready to strike. Only then do they unleash whatever military assets are required to crush their foe underfoot. Such a subtle initial approach often pays dividends, particularly when investigating cunning underground organisations that could simply scatter and vanish at a more direct approach or when daring the wrath of a corrupt planetary governor whose vast resources might have the power to make even an Inquisitor disappear without a trace.

Not all Inquisitors value secrecy and cunning, of course. There are those who prefer to inspire terror not only in their quarry but in all those around them, and those who gather private armies that they wield like the armoured fist of the Emperor himself. In extremis, Inquisitors even have the ability to call upon the ultimate sanction: Exterminatus, planet-death, the annihilation from orbit by virus bomb or cyclonic torpedo of all life upon a world. Most Inquisitors employ such apocalyptic tools only in the face of the direst threats. Of course, not all retain the perspective over time to wield their immense power with restraint ...

THE AQUILA FRACTURED

Though its ultimate mandate is uniform, everything else about the Inquisition is as factionalised and disunited as the worst examples of Imperial bureaucracy. The Inquisition is not one single body. Instead it is broken up into countless sub-factions known as Ordos, each with its own specialised area of interest. Largest and most powerful by some margin are the Ordos Majoris, these being the Ordo Hereticus, the Ordo Malleus, and the Ordo Xenos.

Ordo Hereticus Inquisitors are commonly known as Witch Hunters, for while their purview includes heretics, mutants, and traitors of all sorts, their most well-known role is the apprehension and neutralisation of dangerous rogue psykers. The Ordo Hereticus make great use of anti-psyker technology, blessed artefacts, and the purging purity of flame, and their prey often end their days lashed to a wooden stake atop a blazing pyre.

The Ordo Malleus have perhaps the most dread and dangerous duty of all, for they are the Daemonhunters. Prevention is better than cure, of course, and so Ordo Malleus Inquisitors spend much of their time purging Chaos cults and foiling the monstrous schemes of the Heretic Astartes. When such actions are not enough, it is the duty of Ordo Malleus Inquisitors to wade into the blood and horror unleashed by their daemoniac quarry and see the malevolent beings banished back to the warp no matter the cost.

By comparison to the other major Ordos, the remit of the Ordo Xenos is broad indeed. These are the Alien Hunters, charged with combating

PURITANS AND RADICALS

Even within a single Ordo there are extremes of methodology and belief that divide one Inquisitor from the next and can even set them at one another's throats. The most common of these divisions lies between those Inquisitors who choose to learn all they can of their foes and to use their own weapons and secrets against them, and those who see such behaviour as heretical.

The former are known as radical Inquisitors, those who choose to wield xenos weaponry to hunt aliens, unleash their own psychic powers to defeat witches, or even to conjure and bind daemons to battle other daemons. Then there are puritans, those who frown upon psychic abilities, xenotech, and anything else that might be considered even slightly heretical. Many puritan Inquisitors view their radical counterparts as little better than the corrupt and deviant beings they hunt.

Most Inquisitors begin their careers somewhere on the puritan end of this spectrum, but as they realise the monumental scale of the task they face, the temptation grows ever greater to seize power from whatever and wherever they can. It is with the best of intentions that they make use of the dark secrets they have learned, determined that one step along this treacherous path will not lead to another. Yet some lines cannot be uncrossed, and, as the Ecclesiarchy often preaches, the way into damnation is ever lit by the radiance of false enlightenment.



dangerous xenos both within the bounds of the Imperium and beyond it. Burning out the insidious taint of Genestealer Cults from Imperial underhives, securing hideously dangerous Drukhari artefacts before their unwitting dealers can unleash devastating bio-plagues, launching targeted raids to destabilise burgeoning Ork empires before they can reach the critical mass of the Waaagh!, all of these and countless other missions besides are performed by Ordo Xenos Inquisitors and their agents.

The Ordos Minoris are myriad. In many cases they consist of no more than a handful of Inquisitors set to very specific, often esoteric, and occasionally conflicting tasks. The Ordo Sepulchrum, for example, were formed as a response to the spread of heretical zombie plagues and now investigate, quarantine, and combat outbreaks of myriad warp-spawned diseases. The Ordo Scriptorum oversee Imperial records, communiques, and the sporadic conflicts – the so-called Wars of the Quill – that break out between opposing sects of Imperial scribes. The Ordo Sicarius attempt to police the activities of the shadowy Officio Assassinorum. The Ordo Chronus suppress temporal warp-travel anomalies by mercilessly hunting down those considered chronologically improbable and

erasing them, while the newly established Ordo Maledictum seek any means by which the Great Rift might be driven back or even closed altogether. Some minor Ordos are more obscure and bizarre still. The Ordo Necros, for example, serve an undocumented purpose within the Imperium while the Ordo Vigilus were in turn formed purely to keep a weather eye upon the Ordo Necros.

The majority of Inquisitorial operations are, of course, of huge benefit to the Imperium. Many of the deadliest threats to the Emperor's realm have been halted in their tracks by the efforts of a lone Inquisitor, their selfless operatives, or – occasionally – a conclave of Inquisitorial peers working as one. Yet though they may on occasion cooperate, territorial lines are drawn between the different Ordos, whose operatives have often found themselves working at cross-purposes or even engaging in outright warfare with one another. Each Inquisitor seeks to assert their own agenda with the fanaticism of one certain of their monopoly on the truth. After all, how could someone possessed of such power and forbidden lore not see clearest the path that Humanity must take? More often than not, it is the loyal servants of the Imperium who pay the price for such Inquisitorial conflicts.

Below: The combined might of Inquisitor Coteaz, Inquisitor Karamazov, and Inquisitor Greyfax prepare to battle the Emperor's foes, be they daemon, witch, or alien.



Investigations Ongoing

Day 36.

Talledus System investigation.

I have seen enough. These so-called Humble Saints are far more insidious than they appear. These are not holy miracles that they manifest, but the unclean powers of the witch. That they conceal their foulness beneath a shroud of false piety and supposed innocence only renders their crimes all the more revolting. I have activated my contacts within the 63rd Delphic Dracons and called in a favour with Captain Hadrach of the Astral Knights. The purge begins now.

Inquisitor Kaliadh Shayn, Ordo Hereticus

+++

+++ Astropathic Duct Gannymedes Hadrax//0009//Theta

+++ Vermillion Encryption Active

+++ Sending Commences

+++ Interrogator Osmun to Inquisitor Thassian

+++ Operation Shadow Talon successful

+++ Black Ship *Aegis of Truth* boarded amidst trailing coronae of Siren's Storm

+++ Heavy casualties on both sides while combating Silent Sisters of Adamant Hawks Cadre

+++ Twenty-three psi-shackled psykers extracted and brought aboard our craft

+++ *Aegis of Truth* scuttled. If any miss her and come looking, they will believe the warp storm took her

+++ Our craft extracted successfully, all psykers currently under heavy sedation

+++ Phase two can commence

+++ Proceeding to rendezvous point Hydrae-Delphi

+++ Sending Concludes

+++

Personal log of Ordo Xenos Inquisitor Bors Callimue.

Investigation of Planet G-X-17, Pygok's Reach.

The Skorl really are a remarkable species. And to think, had we not intercepted that Ministorum Missionary's shrill bleatings, we never even would have encountered them! 'Oh, oh Emperor, they're eating my flock, oh Emperor they're monsters! Throne save us, blah blah blah ... As if the lives of a few hundred fungus-farmers merit the wholesale slaughter of a magnificent species such as this! Their weapons technology alone demands that we make peaceable contact with these beings and initiate trade, at least until such time as we have sufficient samples of their phase-inverter cannon tech to reverse engineer our own. Then we'll squash them like the invertebrates they resemble.

But what do they want, I wonder? What have we to offer them ...?

Ah! I have it! Exclusive rights to hunt and devour those grubbing little farmers!

Safety from Imperial retribution ... or the perception of it at least. Thank you

Emperor for your divine inspiration, that will do nicely ... Log Ends

+++

... Inquisitorial Clearance Level Vermilion Required

... Granted ... Data scroll Awakening ...

... After-action report, Jhorvian System, Ghloxas Heresy

... Lord Ghloxas of the Death Guard leads Vectorium [sub-ref: The Festerlung Brotherhood] to overthrow agri-world [sub-ref: Jhorvia V]

... Ordo Malleus Inquisitor Vincenze Farradocias Kazymar performs limited combat drop during fighting around [REDACTED]

... Apparent deployment of Daemonhost [sub-ref: Prr'xakkatos >> suspected Tzeentchian alpha-class maleficent entity >> sub-ref: Bokha's Sound Massacres, prior conflict between Lord Ghloxas and daemonic incursion force led by Prr'xakkatos]

... Ghloxas slain by Daemonhost, substantial collateral damage to Imperial and heretic ground forces

... Astrogatory evidence of Inquisitor Kazymar's cruiser [sub-ref: *Blade Inevitable*] preparing for limited orbital bombardment, presumably to cauterise site of engagement

... Attack run interrupted by arrival of, and aggressive engagement by, Imperial Navy battleship [sub-ref: *Hammerblow*] under Inquisitorial mandate issued by [sub-ref: Ordo Malleus Inquisitor Danicha Hest]

... *Blade Inevitable* believed to have escaped combat engagement zone. Probability of heavy damage incurred

... Jhorvia V currently overrun by battling heretic forces [Death Guard >> Tzeentchian Daemons]

... Situation ongoing, severitas maximal

+++

Sim, it's Khasp. If you get this, jettison your cargo, burn it all and get out. In the name of the Greater Good, get out! Pavayne isn't who she seems. She's no Rogue Trader, she's damned Inquisition. She took the meeting with Thomas's Gue'la enclave alright, but she didn't turn up to trade. They're all dead, Sim. She knows where the Enlightened Ones are planning their ambush. I'm going to try to warn them but I needed to warn you first in ca—

+++

'Interrogator Thorfas, this is Hest, do you read me?'

'Yes, Lady Inquisitor, though this vox signal is faint.'

'It will serve. We have purged the cult of the Blessed Daemon.'

'My congratulations, Lady Inquisitor. Did you persuade the filthy heretics to speak before they died?'

'A little faith in my methods, please, Interrogator. It is as we thought. They aided Kazymar willingly in the creation of the Daemonhost Prr'xakkatos.'

'Then they are damned, and Inquisitor Kazymar with them. Radical heretic ...'

'I am sure that Inquisitor Kazymar believed he had no choice but to follow this path, Thorfas.'

'My Lady, surely you are not arguing for leniency?'

'Not in the slightest, Interrogator. There is no room amidst the ranks of the Ordo Malleus for those who would consort with warp-spawn. I am merely pointing out that there is a lesson here for us all, should we wish to avoid Kazymar's fate.'

'Yes my Lady Inquisitor. He will burn, then?'

'He will burn ...'

+++

[Partial Transmission Intercept]

[Segment Commences]

... breaking through ... barricades in section eighteen ... can't hold them ... longer! Throne Almighty there's ... of them ... slouching ... grinning ... dragged Kariss down and ... don't care whether he's got everything out of the damned cogitator, either he ... or he and Inquisitor Fawren will both be ... when this lot ... Ordo Sicarius will just have to ... with what they've ... Emperor, here they come! Keep shooting! Keep ...

[Segment Concludes]

FORCES OF THE INQUISITION

INQUISITORS

Most Inquisitors are highly trained warriors, formidable in mind, body, and spirit. There are exceptions, of course – those individuals whose age, physical condition, or methodology see them command from afar. Others employ prodigious psychic might, information warfare, and the like to achieve their aims, never dirtying their hands with blade-to-blade combat. However, the vast majority of Inquisitors who take to the battlefields of the 41st Millennium can shoot, fight, and command an army as well as any vaunted Imperial hero.

Many Inquisitors employ specialised weaponry and wargear, from stake-launching crossbows and thrice-blessed holy blades to devastating psycannons, shimmering power weapons, and

cunningly wrought digital lasers. Few Inquisitors go to war without formidable suits of protective plate, holy warding amulets, or even – in the case of some warrior-savants of the Ordo Malleus – massive suits of Terminator armour. There are also those possessed of psychic powers. Such Inquisitors unleash their empyric powers to tear their enemies asunder, ward off the hostile attacks of rogue witches, or shield their operatives from hails of incoming fire.

No matter their abilities or their Ordo, all Inquisitors have one thing in common: they are possessed of a ferocious strength of will. No matter the horrors they are faced with, the unnatural phenomena or malefic manifestations unleashed around them, Inquisitors never waver. Neither do the warriors who fight under the crushing weight of their gaze, for to fail in the sight of the Inquisition is as good as failing before the Emperor himself, and the consequences are similarly dire.

ACOLYTES

The title of Inquisitorial Acolyte applies to any warrior, servant, scholar, aide, bodyguard, or operative recruited to serve an Inquisitor in the field. Inquisitors gather these retinues of Acolytes throughout the course of their investigations, often employing the skills of those they meet along the way and extending an invitation to those who impress them most. One Acolyte may be a heavily armed and armoured Tempestus Scion or ex-Arbitrator; the next might be a skilled bladeswoman from a feudal Imperial culture, a zealous priest brandishing a blazing flamer, a dead-eyed mercenary sniper, or a former veteran of the Astra Militarum. The list of Inquisitorial operatives is as long and varied as the worlds Inquisitors visit and the cultures with which they interact, but all fight to preserve the Emperor's realm by whatever means they know best.

Regardless of what other Acolytes may follow them, nearly every Inquisitor appoints an Interrogator. Acting as their master's chief Acolyte and strong right hand, an Interrogator learns the Inquisitorial craft and – should they live long enough – may eventually be ordained as a fully-fledged Inquisitor in their own right. In this way Inquisitors ensure that, should they fall in the pursuit of their duties, there will be one they trust to adopt their methods and mantle, and to see the mission through to its bloody end.

DAEMONHOSTS

Only the most courageous or desperate Inquisitors dare to create Daemonhosts. Even then it is an act of near-madness that all but the most radical would consider heresy. Fashioning a



HEROES AND VILLAINS

It is impossible to tally how many have borne the Inquisitorial Rosette over the millennia. Moreover, the vast majority have lived and died entirely beyond the sight of the Imperium they served, and whether they were saints, monsters, or a little of both is a question of perspective far beyond any but their peers to judge. For all this, there are those names that have attracted glory and notoriety in equal measure. There are those Inquisitors who – whether for the extreme methods they employ or the campaigns they have concluded – have come to be known throughout the far-flung circles of the Inquisition and, in a few rare cases, even beyond.

There is the ruthlessly authoritarian Torquemada Coteaz of the Ordo Malleus, a merciless puritan whose

tenure as High Protector of the Formosa Sector has seen him root out and destroy dozens of heretical cults. Then there is the zealous Ordo Hereticus Witch Hunter Fyodor Karamazov, who rides into battle atop his armoured Throne of Judgement and incinerates anyone who shows the slightest signs of what he considers heresy. Inquisitor Greyfax of the Ordo Xenos has found recent prominence due to her involvement with the resurrection of Roboute Guilliman and her subsequent fanatical purges of Necron forces localised around Ultramar. The deeds of these and other Inquisitors of great note may seem like heroism or heresy dependent upon perspective, but as Coteaz himself once notoriously remarked, 'Let none judge my deeds but the Emperor himself, for no other possesses the right nor the vision.'

Daemonhost involves trapping the essence of a daemon within the corporeal body of a luckless human by fooling the daemon into possessing the unfortunate host and capturing its essence within their living flesh. The victim is prepared through the application of warding runes and sigils tattooed into their flesh, and bound with blessed chains, ensorcelled manacles, and whatever other arcane bindings will prevent the daemon from bursting free of its mortal prison once the act of possession has been performed.

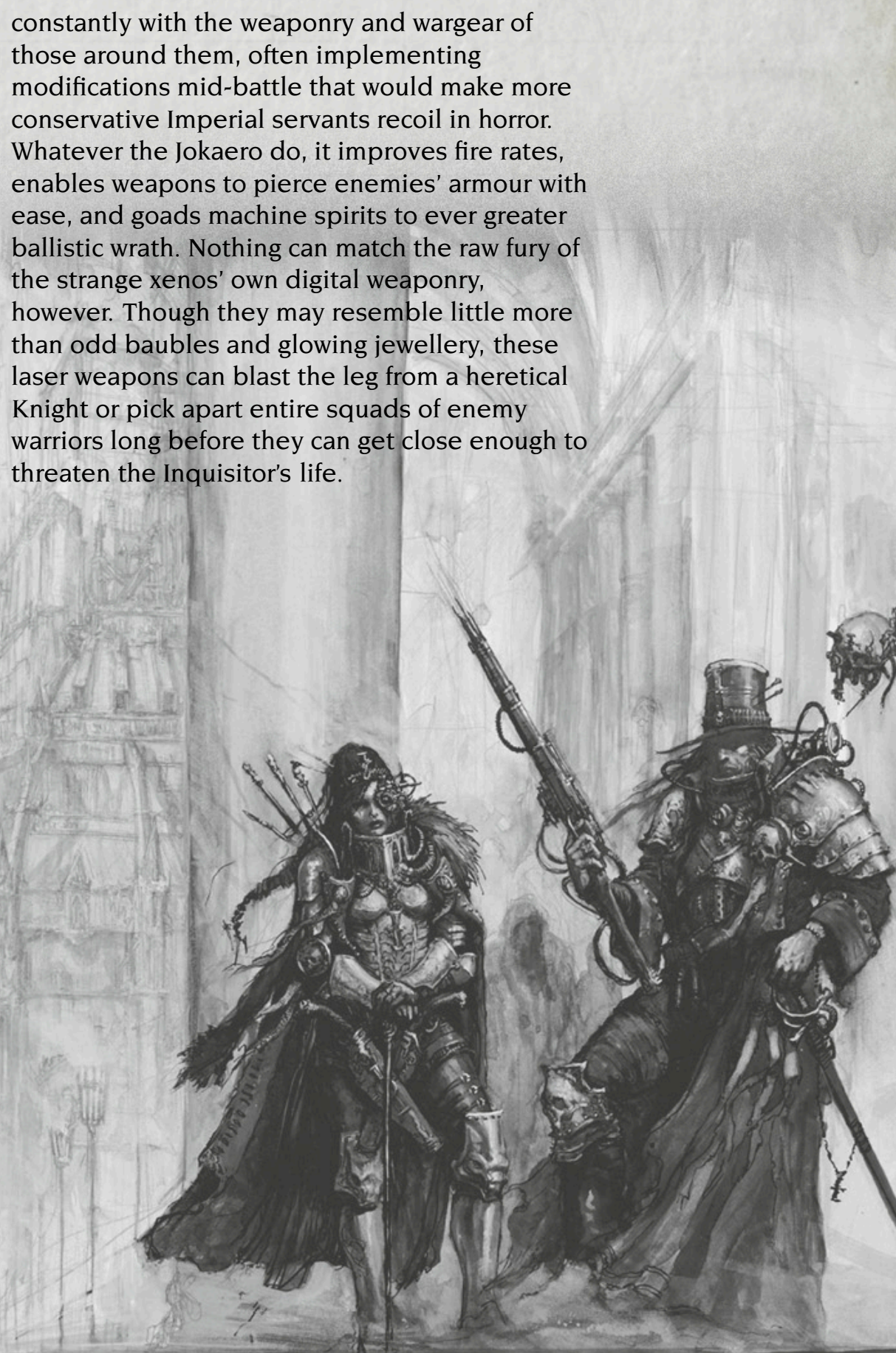
Daemonhosts are powerful if unpredictable allies, for they retain many of their unnatural powers to warp reality out of true. Some instil unholy might and resilience in their host bodies. Others bend time and space, unleash ravaging blasts of warp energy that can wrench a battle-tank inside out, or manifest even stranger and more bizarre abilities. Yet no matter how much they might twist and writhe, rage and scream, and fight their imprisonment, all Daemonhosts must employ these powers at the command of their master, the Inquisitor who summoned and trapped them.

JOKAERO

The Jokaero are an unusual xenos species occasionally seen amidst Ordo Xenos Inquisitorial retinues. They resemble gangle-limbed, orange-furred simians with sharply intelligent eyes and multijointed, retractable fingers and toes. This appearance has led many to sneer at the creatures as glorified pets, or else frown upon them as heretical xenos beasts. Yet those Inquisitors who include Jokaero amidst their retinues do so because they understand their incredible worth; Jokaero are instinctively talented techno-artisans without equal.

Acting as armourers and engineers for their Inquisitorial employers, the xenos tinker

constantly with the weaponry and wargear of those around them, often implementing modifications mid-battle that would make more conservative Imperial servants recoil in horror. Whatever the Jokaero do, it improves fire rates, enables weapons to pierce enemies' armour with ease, and goads machine spirits to ever greater ballistic wrath. Nothing can match the raw fury of the strange xenos' own digital weaponry, however. Though they may resemble little more than odd baubles and glowing jewellery, these laser weapons can blast the leg from a heretical Knight or pick apart entire squads of enemy warriors long before they can get close enough to threaten the Inquisitor's life.





INDEX: INQUISITION

In this section you will find datasheets and rules for using the forces of the Inquisition in your games of Warhammer 40,000, powerful individuals and their retinues who have complete autonomy to pursue Mankind's enemies.

KEYWORDS

Throughout this section you will come across the <ORDO> keyword. When you include such a unit in your army, you must nominate which Ordo it is from and then replace the <ORDO> keyword in every instance on its datasheet with the name of your chosen Ordo. The Ordos available are **ORDO HERETICUS**, **ORDO MALLEUS**, **ORDO XENOS** and **ORDO MINORIS**.

For example, if you include an Acolytes unit in your army and decide they are from the **ORDO HERETICUS**, their <ORDO> keyword becomes **ORDO HERETICUS** and the first sentence of their Loyal Servant ability reads 'When a friendly **ORDO HERETICUS INQUISITOR** model within 3" of this unit would lose any wounds as a result of an attack made against that model, this unit can attempt to intercept that attack.'

ABILITIES

The following abilities are common to many Inquisition units:

QUARRY

Units with the **ORDO MALLEUS**, **ORDO HERETICUS**, **ORDO XENOS** or **ORDO MINORIS** keyword gain the respective ability below:

Ordo Malleus: When resolving an attack made by a model in this unit against a **CHAOS** or **DAEMON** unit, you can re-roll the hit roll and you can re-roll the wound roll.

Ordo Hereticus: When resolving an attack made by a model in this unit against a **CHAOS** or **PSYKER** unit, you can re-roll the hit roll and you can re-roll the wound roll.

Ordo Xenos: When resolving an attack made by a model in this unit against a unit that is not **CHAOS**, **IMPERIUM** or **UNALIGNED**, you can re-roll the hit roll and you can re-roll the wound roll.

Ordo Minoris: When resolving an attack made by a model in this unit against a **CHARACTER** unit, you can re-roll the hit roll and you can re-roll the wound roll.

AUTHORITY OF THE INQUISITION

INFANTRY units with this ability can embark aboard any **IMPERIUM TRANSPORT** model, even if that model normally only permits models with other Faction keywords to do so. All other restrictions apply normally, and **INQUISITOR TERMINATOR** models can only embark aboard **TRANSPORT** models that specifically allow **TERMINATOR** models to do so.

If your army is Battle-forged, the following rules apply:

- No more than one **INQUISITOR** unit can be included in any **INQUISITION** Detachment (that is, a Detachment that includes only **INQUISITION** units).
- If your army does not include any **INQUISITION** Detachments, one **INQUISITOR** unit can be included in any other Detachment without taking up a slot so long as every unit in your army (with the exception of those that are **UNALIGNED**) has the **IMPERIUM** keyword (and does not have the **FALLEN** keyword). That **INQUISITOR** unit does not prevent other units in your army benefiting from Detachment abilities (e.g. Chapter Tactics), and does not prevent abilities that require every model in your army to have that ability (e.g. Combat Doctrines, Canticles of the Omnissiah). In a matched play game, that **INQUISITOR** unit is ignored for the purposes of the Battle Brothers rule (although all units in your army must still have the **IMPERIUM** faction keyword).

STRATAGEMS

If your army is Battle-forged and includes any **INQUISITOR** units, you have access to the Stratagems shown here, and can spend Command Points to activate them. These reflect the unique strategies used by the Inquisition. If a Stratagem is used before the battle to upgrade a unit (i.e. Inquisitorial Mandate) and you have an army roster, you must note on it which Stratagems are used to upgrade which units.

4CP

CYCLONIC TORPEDO

Inquisition Stratagem

Few have the authority to condemn an entire world to the fires of Exterminatus. An Inquisitor has such power, and the arsenal to deliver it.

Use this Stratagem in your Shooting phase, if an **INQUISITOR** model from your army is on the battlefield. Select one point on the battlefield and roll one D6 for each unit within 2D6" of that point, subtracting 1 from the result if the unit being rolled for is a **CHARACTER**. On a 4+ the unit being rolled for suffers D3 mortal wounds. You can only use this Stratagem once per battle.

1CP

INQUISITORIAL MANDATE

Inquisition Stratagem

With complete authority to pursue threats, Inquisitors are a potent presence in any of Humanity's armies.

Use this Stratagem before the battle. Select one **INQUISITOR** model from your army that is not your Warlord and determine one Warlord Trait for it; it is regarded as your Warlord for the purposes of that Warlord Trait. If that model is not a named character or **VEHICLE**, you can then give one Relic of the Inquisition to that model. All of the Relics your army includes must be different and be given to different models. You can only use this Stratagem once per battle.

1CP

SEIZE FOR INTERROGATION

Inquisition Stratagem

Nine stages of interrogation await those captured by the Inquisition, each more terrifying than the last. Even in the field, excrutiators will pry secrets from the minds of those captured.

Use this Stratagem in any phase, after an enemy **CHARACTER** unit is destroyed within 3" of any **INQUISITION** units from your army. Gain D3 Command Points and subtract 1 from the Leadership characteristic of enemy units until the end of the battle. You can only use this Stratagem once per battle.

1CP

REQUISITION

Inquisition Stratagem

The remit of the Inquisition is such that all of the Imperium's men and women must abide by its agents' demands.

Use this Stratagem in your Shooting phase, the Fight phase or your opponent's Charge phase, when an **IMPERIUM INFANTRY** or **IMPERIUM BIKER** unit from your army that is within 6" of a friendly **INQUISITOR** unit fires Overwatch or is chosen to shoot or fight with. Until the end of that phase, when resolving an attack made by a model in that unit against an enemy unit specified in that **INQUISITOR** unit's Quarry ability, re-roll a hit roll of 1.



Inquisitor Karamazov issues his judgement to the heretics of Boreah Hive. There can be only one sentence: death.



4
POWER

INQUISITOR GREYFAX

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Inquisitor Greyfax	6"	3+	3+	3	3	5	4	10	3+
Inquisitor Greyfax is a single model equipped with: master-crafted condemnor boltgun; master-crafted power sword; frag grenades; krak grenades; psyk-out grenades. You can only include one of this model in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Master-crafted condemnor boltgun	24"	Rapid Fire 1		4	-1	1	When resolving an attack made with this weapon against a PSYKER unit, this weapon has a Damage characteristic of 3 for that attack.		
Master-crafted power sword	Melee	Melee		User	-3	2	-		
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Grenade 1		6	-1	D3	-		
Psyk-out grenades	6"	Grenade D3		2	0	1	When resolving an attack made with this weapon against a PSYKER or DAEMON unit, on a hit roll of 6+ the target suffers 1 mortal wound and the attack sequence ends.		
ABILITIES	Authority of the Inquisition, Quarry (pg 28)						Indomitable: When a Deny the Witch test is taken for this model, add 1 to the total.		
	Psyocculum: This model can target a PSYKER CHARACTER or DAEMON CHARACTER unit even if it is not the closest enemy unit.						Unquestionable Wisdom: Friendly IMPERIUM units can use this model's Leadership instead of their own whilst they are within 6" of this model.		
	Refractor Field: This model has a 5+ invulnerable save.								
PSYKER	This model can attempt to manifest one psychic power in your Psychic phase and attempt to deny two psychic powers in your opponent's Psychic phase. It knows <i>Smite</i> and one psychic power from the Telethesia discipline (pg 36).								
FACTION KEYWORDS	IMPERIUM, INQUISITION, ORDO HERETICUS								
KEYWORDS	CHARACTER, INFANTRY, INQUISITOR, PSYKER, GREYFAX								



4
POWER

INQUISITOR COTEAZ

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Inquisitor Coteaz	6"	3+	3+	3	3	5	4	10	2+
Inquisitor Coteaz is a single model equipped with: bolt pistol; psyber-eagle; master-crafted Nemesis Daemon hammer. You can only include one of this model in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Psyber-eagle	24"	Assault D6		4	0	1	-		
Master-crafted Nemesis Daemon hammer	Melee	Melee		x2	-3	3	-		
ABILITIES	Authority of the Inquisition, Quarry (pg 28)						Spy Network: When an enemy unit is set up on the battlefield as reinforcements, you can select one friendly ORDO MALLEUS unit within 6" of this model. The selected unit can shoot at that enemy unit as if it were your Shooting phase. In addition, once per battle, when your opponent uses a Stratagem, this model can use its spy network. If it does, your opponent must spend 1 additional Command Point to resolve that Stratagem, or else it has no effect and any Command Points spent on that Stratagem are considered not to have been spent. This ability cannot affect Stratagems used 'before the battle'.		
	Refractor Field: This model has a 5+ invulnerable save.								
	Unquestionable Wisdom: Friendly IMPERIUM units can use this model's Leadership instead of their own whilst they are within 6" of this model.								
PSYKER	This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows <i>Smite</i> and one psychic power from the Telethesia discipline (pg 36).								
FACTION KEYWORDS	IMPERIUM, INQUISITION, ORDO MALLEUS								
KEYWORDS	CHARACTER, INFANTRY, INQUISITOR, PSYKER, COTEAZ								




INQUISITOR KARAMAZOV

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Inquisitor Karamazov	5"	3+	3+	5	5	8	4	10	4+

Inquisitor Karamazov is a single model equipped with: master-crafted multi-melta; master-crafted power sword; Throne of Judgement's stomping feet. You can only include one of this model in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Master-crafted multi-melta	30"	Assault 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Master-crafted power sword	Melee	Melee	User	-3	2	-
Throne of Judgement's stomping feet	Melee	Melee	User	-1	2	When the bearer fights, it makes 2D3 additional attacks with this weapon.

ABILITIES

Authority of the Inquisition, Quarry (pg 28)

Supreme Will: When a Psychic test is taken for an enemy model within 12" of this model, subtract 1 from the total. In addition, if a psychic power manifested by an enemy model targets this model, roll 2D6: if the total is greater than or equal to the Psychic test total, this model is not affected by that power (other models are still affected normally).

Unquestionable Wisdom: Friendly **IMPERIUM** units can use this model's Leadership instead of their own whilst they are within 6" of this model.

Dread Reputation: Subtract 1 from the Leadership characteristic of enemy **INFANTRY** units whilst they are within 12" of this model.

Throne of Judgement: This model has a 4+ invulnerable save.

FACTION KEYWORDS IMPERIUM, INQUISITION, ORDO HERETICUS

KEYWORDS VEHICLE, CHARACTER, INQUISITOR, KARAMAZOV




INQUISITOR EISENHORN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Inquisitor Eisenhorn	6"	3+	3+	3	3	5	4	10	4+

Inquisitor Eisenhorn is a single model equipped with: artificer bolt pistol; Barbarisater; runestaff; electrobane grenades. You can only include one of this model in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Artificer bolt pistol	12"	Pistol 1	4	-1	2	-
Barbarisater	Melee	Melee	User	-3	D3	When resolving an attack made with this weapon, add 1 to the hit roll.
Runestaff	Melee	Melee	+3	-1	D3	-
Electrobane grenades	6"	Grenade 1	4	-1	1	When resolving an attack made with this weapon against a VEHICLE unit, an unmodified wound roll of 4-5 inflicts 1 mortal wound on the target in addition to any other damage and an unmodified wound roll of 6 inflicts D3 mortal wounds on the target in addition to any other damage.

ABILITIES

Authority of the Inquisition, Quarry (pg 28)

Unquestionable Wisdom: Friendly **IMPERIUM** units can use this model's Leadership instead of their own whilst they are within 6" of this model.

Radical Bond: Whilst the **DAEMONHOST** model that was set up with this model's Malus Codicium ability is within 6" of this model, when resolving an attack made by that model, add 1 to the hit roll and wound roll, and when resolving an attack against that model, add 1 to its invulnerable save for that attack.

No Stranger to Pain: When this model would lose a wound, roll one D6; on a 6, that wound is not lost.

Malus Codicium: Once per battle, at the end of your Movement phase, you can use this ability. If you do, this model loses the Unquestionable Wisdom ability. Then set up a **DAEMONHOST** unit within 6" of this model and more than 9" away from any enemy models. Add 2 to that model's Strength, Toughness, Wounds and Attacks characteristics. If this model is destroyed, that **DAEMONHOST** unit is also destroyed.

PSYKER This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny two psychic powers in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Telethesia discipline (pg 36).

FACTION KEYWORDS IMPERIUM, INQUISITION, ORDO XENOS

KEYWORDS CHARACTER, INFANTRY, INQUISITOR, PSYKER, EISENHORN



ORDO MALLEUS INQUISITOR IN TERMINATOR ARMOUR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ordo Malleus Inquisitor in Terminator Armour	6"	3+	3+	3	3	6	4	9	2+
An Ordo Malleus Inquisitor in Terminator Armour is a single model equipped with: storm bolter; Nemesis Daemon hammer; psyk-out grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Combi-flamer	When you choose this weapon to shoot with, select one or both of the profiles below. If you select both, subtract 1 from hit rolls for attacks made with this weapon.								
- Boltgun	24"	Rapid Fire 1		4	0	1	-		
- Flamer	8"	Assault D6		4	0	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.		
Combi-melta	When you choose this weapon to shoot with, select one or both of the profiles below. If you select both, subtract 1 from hit rolls for attacks made with this weapon.								
- Boltgun	24"	Rapid Fire 1		4	0	1	-		
- Meltagun	12"	Assault 1		8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.		
Combi-plasma	When you choose this weapon to shoot with, select one or two of the profiles below. If you select two, subtract 1 from hit rolls for attacks made this weapon. Only one plasma gun profile can be selected.								
- Boltgun	24"	Rapid Fire 1		4	0	1	-		
- Plasma gun (standard)	24"	Rapid Fire 1		7	-3	1	-		
- Plasma gun (supercharge)	24"	Rapid Fire 1		8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.		
Psycannon	24"	Heavy 4		7	-1	1	-		
Storm bolter	24"	Rapid Fire 2		4	0	1	-		
Nemesis Daemon hammer	Melee	Melee		x2	-3	3	When resolving an attack made with this weapon, subtract 1 from the hit roll.		
Psyk-out grenades	6"	Grenade D3		2	0	1	When resolving an attack made with this weapon against a PSYKER or DAEMON unit, a hit roll of 6+ inflicts 1 mortal wound on the target and the attack sequence ends.		
WARGEAR OPTIONS	- This model can be equipped with one of the following instead of 1 storm bolter: 1 combi-flamer; 1 combi-melta; 1 combi-plasma; 1 psycannon. - This model can be equipped with 1 weapon from the <i>Force Weapons</i> list instead of 1 Nemesis Daemon hammer.								
ABILITIES	Authority of the Inquisition, Quarry (pg 28)						Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this model anywhere on the battlefield that is more than 9" away from any enemy models.		
	Terminator Armour: This model has a 5+ invulnerable save.								
	Unquestionable Wisdom: Friendly IMPERIUM units can use this model's Leadership instead of their own whilst they are within 6" of this model.								
PSYKER	This model can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows <i>Smite</i> and one psychic power from the Telethesia discipline (pg 36).								
FACTION KEYWORDS	IMPERIUM, INQUISITION, ORDO MALLEUS								
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, PSYKER, INQUISITOR								

 4 POWER INQUISITOR									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Inquisitor	6"	3+	3+	3	3	5	4	9	4+
An Inquisitor is a single model equipped with: bolt pistol; chainsword; frag grenades; krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Chainsword	Melee	Melee		User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.		
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	- This model can have the PSYKER keyword. If it does, it can be equipped with 1 weapon from the <i>Force Weapons</i> list instead of 1 chainsword. - This model can be equipped with one of the following instead of 1 bolt pistol: 1 weapon from the <i>Pistol Weapons</i> list, 1 weapon from the <i>Ranged Weapons</i> list. - This model can be equipped with 1 weapon from the <i>Melee Weapons</i> list instead of 1 chainsword.								
ABILITIES	Authority of the Inquisition, Quarry (pg 28) Refractor Field: This model has a 5+ invulnerable save. Unquestionable Wisdom: Friendly IMPERIUM units can use this model's Leadership instead of their own whilst they are within 6" of this model.						Iron Will: If this model is not a PSYKER and a psychic power manifested by an enemy model targets this model, roll 2D6: if the total is greater than or equal to the Psychic test total, this model is not affected by that power (other models are still affected normally).		
PSYKER	If this model is a PSYKER , it can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows <i>Smite</i> and one psychic power from the Telethesia discipline (pg 36).								
FACTION KEYWORDS	IMPERIUM, INQUISITION, <ORDO>								
KEYWORDS	CHARACTER, INFANTRY, INQUISITOR								

 1 POWER DAEMONHOST																	
NAME	M	WS	BS	S	T	W	A	Ld	Sv								
Daemonhost	6"	4+	4+	4	4	4	3	7	7+								
A Daemonhost is a single model equipped with: unholy gaze; warp grasp.																	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES										
Unholy gaze	12"	Assault 1		8	-1	1	When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has a Damage characteristic of 3 for that attack.										
Warp grasp	Melee	Melee		User	-3	1	-										
ABILITIES Daemonic Power: At the start of your Movement phase, roll one D6 for each model with this ability and apply the following result: <table><tr><th>D6</th><th>Result</th></tr><tr><td>1-2</td><td>Daemonic Speed: Until the start of your next turn, this model has a Move characteristic of 12" and can FLY.</td></tr><tr><td>3-4</td><td>Re-knit Host Form: This model regains all its lost wounds.</td></tr><tr><td>5-6</td><td>Energy Torrent: Roll one D6 for each enemy unit within 3" of this model; on a 2+ that enemy unit suffers D3 mortal wounds.</td></tr></table> Daemonic: This model has a 5+ invulnerable save.										D6	Result	1-2	Daemonic Speed: Until the start of your next turn, this model has a Move characteristic of 12" and can FLY.	3-4	Re-knit Host Form: This model regains all its lost wounds.	5-6	Energy Torrent: Roll one D6 for each enemy unit within 3" of this model; on a 2+ that enemy unit suffers D3 mortal wounds.
D6	Result																
1-2	Daemonic Speed: Until the start of your next turn, this model has a Move characteristic of 12" and can FLY.																
3-4	Re-knit Host Form: This model regains all its lost wounds.																
5-6	Energy Torrent: Roll one D6 for each enemy unit within 3" of this model; on a 2+ that enemy unit suffers D3 mortal wounds.																
FACTION KEYWORDS IMPERIUM, INQUISITION																	
KEYWORDS CHARACTER, INFANTRY, DAEMON, DAEMONHOST																	



JOKAERO WEAPONSMITH

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Jokaero Weaponsmith	6"	6+	4+	2	3	3	2	7	7+
A Jokaero Weaponsmith is a single model equipped with: Jokaero weapons.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Jokaero weapons	When you choose this weapon to shoot with, select one of the profiles below.								
- Focused strike	24"	Heavy 1			8	-3	3	-	
- Scatter shot	12"	Assault 6			4	-1	1	-	
ABILITIES	Authority of the Inquisition (pg 28)								
	Defence Orbs: This model has a 5+ invulnerable save.								
	Inconceivable Customisation: At the start of your Shooting phase, you can select one friendly <ORDO> unit within 3" of this model and roll one D6; apply the result from the following table to the selected unit until the end of the turn.								
	D6	Result							
	1-2	Augmented Targeting: When resolving an attack made by a model in this unit, you can re-roll the hit roll.							
3-4	Augmented Penetration: When resolving an attack made by a model in this unit, you can re-roll the wound roll.								
5-6	Total Augmentation: When resolving an attack made by a model in this unit, you can re-roll the hit roll and you can re-roll the wound roll.								
FACTION KEYWORDS	IMPERIUM, JOKAERO, INQUISITION, <ORDO>								
KEYWORDS	CHARACTER, INFANTRY, JOKAERO WEAPONSMITH								



ACOLYTE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Acolyte	6"	4+	4+	3	3	1	2	7	5+
This unit contains 1 Acolyte. It can additionally contain up to 5 additional Acolytes (Power Rating + 1 per Acolyte). Every model is equipped with: laspistol; chainsword.									
WEAPON	RANGE	TYPE	S		AP	D	ABILITIES		
Laspistol	12"	Pistol 1	3		0	1	-		
Chainsword	Melee	Melee	User		0	1	When the bearer fights, it makes 1 additional attack with this weapon.		
WARGEAR OPTIONS	- Any model can be equipped with 1 weapon from the <i>Pistol Weapons</i> list instead of 1 laspistol. - Any model can be equipped with 1 weapon from from the <i>Melee Weapons</i> or <i>Ranged Weapons</i> lists instead of 1 chainsword.								
ABILITIES	Authority of the Inquisition, Quarry (pg 28) Agent: If this unit contains 1 Acolyte at the start of battle, it gains the CHARACTER keyword.						Loyal Servant: When a friendly <ORDO> INQUISITOR model within 3" of this unit would lose any wounds as a result of an attack made against that model, this unit can attempt to intercept that attack. Roll one D6; on a 2+ that model does not lose those wounds and one model from this unit is destroyed. Only one attempt can be made to intercept each attack.		
FACTION KEYWORDS	IMPERIUM, INQUISITION, <ORDO>								
KEYWORDS	INFANTRY, ACOLYTE								

WARLORD TRAITS

If an **INQUISITION CHARACTER** model is your Warlord, you can use the Inquisition Warlord Traits table to determine what Warlord Trait they have. You can either roll one D3 to randomly generate one, or you can select one. Alternatively, you can select one of the Ordo-specific Warlord Traits below, but only if your Warlord is from the relevant Ordo.

1 RADICAL

This warlord has no qualms about using heretical material if it serves Humanity's interests.

Once per battle round, you can re-roll one hit roll, wound roll, damage roll, saving throw, Psychic test or Deny the Witch test made for this Warlord.

2 PURITAN

Faith and purity of purpose shields this warlord from the horrors of the galaxy.

Improve this Warlord's invulnerable save by 1 (to a maximum of 3+).

3 FORMIDABLE RESOLVE

The unshakeable will of this warlord is enough to steel the hearts of Humanity's warriors.

Add 1 to this Warlord's Leadership characteristic and increase the range of this Warlord's Unquestionable Wisdom ability by 6".

ORDO HERETICUS: NO ESCAPE

This warlord is relentless in the hunt for their quarry.

This Warlord can perform a Heroic Intervention if there are any enemy units within 6" of them instead of 3", and when doing so can move up to 6" instead of 3". When an enemy unit within 1" of this Warlord is chosen to Fall Back, you can roll one D6; unless any models in that unit have a minimum move characteristic, on a 4+ that unit cannot Fall Back this turn.

ORDO XENOS: ESOTERIC LORE

This warlord is rarely outwitted.

Whilst this Warlord is on the battlefield, roll one D6 each time your opponent uses a Stratagem; on a 5+ you gain 1 Command Point.

ORDO MALLEUS: PSYCHIC MASTERY

This warlord has long mastered the immaterium's energies.

This Warlord knows one additional psychic power from the Telethesia discipline (pg 36), and can attempt to manifest one additional psychic power in your Psychic phase and attempt to deny one additional psychic power in your opponent's Psychic phase.

NAMED CHARACTERS AND WARLORD TRAITS

If one of the following characters is your Warlord, they must have the associated Warlord Trait shown below:

NAMED CHARACTER	WARLORD TRAIT
Inquisitor Eisenhorn	Radical
Inquisitor Greyfax	No Escape
Inquisitor Karamazov	Formidable Resolve
Inquisitor Coteaz	Psychic Mastery

TELETHESIA DISCIPLINE

Before the battle, generate the psychic powers for **PSYKER** models that know powers from the Telethesia discipline using the powers presented here. You can either roll one D6 on the table below to generate each power randomly (re-rolling duplicate results), or you can select which powers the psyker knows. If you are selecting powers, you can select from the Ordo-specific powers opposite, but only if the **PSYKER** belongs to that Ordo.

1 TERRIFY

Terrify has a warp charge value of 6. If manifested, select one enemy unit within 18" of and visible to this psyker. Until the start of your next Psychic phase, subtract 1 from the Leadership characteristic of models in that unit, and that unit cannot fire Overwatch.

2 PSYCHIC FORTITUDE

Psychic Fortitude has a warp charge value of 4. If manifested, select one friendly **IMPERIUM** unit within 12" of this psyker. Until the start of your next Psychic phase, when a Morale test is taken for that unit, do not roll the dice; it is automatically passed.

3 DOMINATE

Dominate has a warp charge value of 6. If manifested, select one enemy model within 12" of this psyker that is not a **VEHICLE** and roll 3D6. If the total is equal to or greater than that model's Leadership characteristic, that model can immediately shoot with one weapon as if it were your Shooting phase, or make one attack as if it were the Fight phase. In either case, treat that model as if it were a separate unit that is part of your army whilst shooting or making that close combat attack.

4 MENTAL INTERROGATION

Mental Interrogation has a warp charge value of 6. If manifested, select one enemy **CHARACTER** model within 12" of and visible to this psyker. Until the start of your next Psychic phase, when resolving an attack made by that model, subtract 1 from the hit roll. If your army is Battle-forged roll 3D6; if the result is equal to or greater than that model's Leadership characteristic, you gain 1 Command Point.

5 PSYCHIC PURSUIT

Psychic Pursuit has a warp charge value of 7. If manifested, select one enemy **CHARACTER** unit that only contains models with a Wounds characteristic of less than 10 and is within 18" of and visible to this psyker. Then, select one friendly **<ORDO>** unit within 6" of this psyker. Until the end of your next Shooting phase, that **<ORDO>** unit can target that **CHARACTER**, even if it is not the closest enemy unit.

6 CASTIGATION

Castigation has a warp charge value of 6. If manifested, select one enemy unit within 18" of and visible to this psyker and roll 3D6; if the total exceeds the lowest Leadership characteristic in that unit, that unit suffers D3 mortal wounds.

ORDO HERETICUS: ASCERTAINMENT

The psyker ravages the minds of the foe in their search for truth.

Ascertainment has a warp charge value of 6. If manifested, select one enemy unit within 12" of this psyker. Until the start of your next Psychic phase, subtract 1 from the Attacks characteristic of models in that unit (to a minimum of 1). Roll 2D6; if the total is equal to or greater than the highest Leadership characteristic in that unit, then until the start of your next Psychic phase, when resolving an attack made by a model in that unit, subtract 1 from the hit roll.

ORDO XENOS: PSYCHIC VEIL

The psyker veils their allies from the eyes of the enemy.

Psychic Veil has a warp charge value of 5. If manifested, until the start of your next Psychic phase friendly **ORDO XENOS** units within 6" of this psyker can only be selected as the target of attacks if they are the closest visible enemy unit, and can only be selected as the target of charges if they are within 6" of the charging unit.

ORDO MALLEUS: POWER THROUGH KNOWLEDGE

The psyker instills learned truths into the minds of their allies to better fight the servants of Chaos.

Power Through Knowledge has a warp charge value of 6. If manifested, select one friendly **IMPERIUM INFANTRY** or **IMPERIUM BIKER** unit within 12" of this psyker. Until the start of your next Psychic phase, models in that unit have a 5+ invulnerable save.

RELIQS OF THE INQUISITION

The armouries of the Inquisition are filled with myriad artefacts. Some are rare technology whilst others are difficulty sourced relics that bear a weighty history – for good or ill.

If your army is led by an INQUISITION Warlord, you can give one of the following Relics of the Inquisition to an INQUISITION CHARACTER model from your army. Named characters and VEHICLE models cannot be given any of the following Relics.

Note that some Relics are weapons that replace one of the model's existing weapons. Where this is the case, you must, if you are using points values, still pay the cost of the weapon that is being replaced. Write down any Relics of the Inquisition your models have on your army roster.

BLADE OF THE ORDO

These exquisite powered blades have been in service to the Ordo for thousands of years, each one passed on when an Inquisitor's tenure comes to an end.

INQUISITOR model equipped with power sword only. This Relic replaces a power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Blade of the Ordo	Melee	Melee	+1	-3	D3
Abilities: When resolving an attack made with this weapon against a unit that is specified by the bearer's Quarry ability (pg 28), this weapon has a Damage characteristic of 3 for that attack.					

DIGITAL WEAPONS

Digital weapons are concealed lasers fitted into finger rings, bionic implants or the knuckles of a power-armoured gauntlet.

INQUISITOR model only. When a model with this Relic fights, it can make 1 additional attack using the close combat weapon profile (see the *Warhammer 40,000* rulebook). When resolving that attack, if a hit is scored the target suffers 1 mortal wound and the attack sequence ends.

BLACKSHROUD

Whether by way of advanced technology or a stranger, more esoteric power, this mysterious black cloak of unknown provenance shields the wearer from harm.

INQUISITOR model only. When resolving an attack made against a model with this Relic, subtract 1 from the wound roll.

IGNIS JUDICIUM

The flames of this ancient inferno pistol burn hottest when dancing upon the heretic and the witch, a conflagration that only absolution will extinguish.

ORDO HERETICUS INQUISITOR model equipped with inferno pistol only. This Relic replaces an inferno pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Ignis Judicium	12"	Pistol 1	8	-4	D6
Abilities: When resolving an attack made with this weapon against a unit that is within half range or that has the CHAOS or PSYKER keyword, roll two D6 when inflicting damage with it and discard one of the results.					

BIO-CORROSIVE POISONS

With their melee weapons coated in hyper-aggressive strains of poison, the bearer can lay low the mightiest beast, no matter its genetic heritage.

ORDO XENOS INQUISITOR model only. When resolving an attack made with a melee weapon by a model with this Relic against a unit that is not a **VEHICLE** or **TITANIC**, a wound roll of 2+ is always successful.

TAINTED BLADE

Only the most radical Inquisitor would bear such a controversial weapon, for with it they can wield the essence of the enemy against them.

ORDO MALLEUS INQUISITOR model equipped with a power sword only. This Relic replaces a power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Tainted Blade	Melee	Melee	+3	-3	1
Abilities: In the Fight phase, when the bearer is chosen to fight with for the first time that phase, roll one D6; on a 1 the bearer suffers 1 mortal wound and this weapon cannot be used that phase. When resolving an attack made with this weapon, if the saving throw is failed you can make one additional attack against the same unit using this weapon. This additional attack cannot generate another attack.					

ARMOURIES OF THE ORDOS

With near-limitless resources, the Inquisition can requisition weaponry from across the Imperium, allowing them to apply the necessary lethality against Humanity’s countless foes. From reliable laspistols and chainswords to the arcane and rare inferno pistol and mighty Nemesis Daemon hammer, the wargear of the Inquisition is detailed here.

WARGEAR LISTS

MELEE WEAPONS

- Power fist
- Power maul
- Power sword
- Thunder hammer

FORCE WEAPONS

- Force axe
- Force stave
- Force sword
- Nemesis Daemon hammer

PISTOL WEAPONS

- Bolt pistol
- Inferno pistol ¹
- Needle pistol
- Plasma pistol

RANGED WEAPONS

- Boltgun
- Combi-flamer
- Combi-melta
- Combi-plasma
- Condemnor boltgun ¹
- Flamer
- Hot-shot lasgun
- Incinerator ¹
- Meltagun
- Plasma gun
- Storm bolter

¹ INQUISITOR only

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Artificer bolt pistol	12"	Pistol 1	4	-1	2	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Combi-flamer	When you choose this weapon to shoot with, select one or both of the profiles below. If you select both, subtract 1 from hit rolls for attacks made with this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	8"	Assault D6	4	0	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Combi-melta	When you choose this weapon to shoot with, select one or both of the profiles below. If you select both, subtract 1 from hit rolls for attacks made with this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Combi-plasma	When you choose this weapon to shoot with, select one or two of the profiles below. If you select two, subtract 1 from hit rolls for attacks made this weapon. Only one plasma gun profile can be selected.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun (standard)	24"	Rapid Fire 1	7	-3	1	-
- Plasma gun (supercharge)	24"	Rapid Fire 1	8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.
Condemnor boltgun	24"	Rapid Fire 1	4	0	1	When resolving an attack made with this weapon against a PSYKER unit, this weapon has a Damage characteristic of D3 for that attack.
Electrobane grenades	6"	Grenade 1	4	-1	1	When resolving an attack made with this weapon against a VEHICLE unit, an unmodified wound roll of 4-5 inflicts 1 mortal wound on the target in addition to any other damage and an unmodified wound roll of 6 inflicts D3 mortal wounds on the target in addition to any other damage.
Jokaero weapons	When you choose this weapon to shoot with, select one of the profiles below.					
- Focused strike	24"	Heavy 1	8	-3	3	-
- Scatter shot	12"	Assault 6	4	-1	1	-

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Flamer	8"	Assault D6	4	0	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Frag grenades	6"	Grenade D6	3	0	1	-
Hot-shot lasgun	18"	Rapid Fire 1	3	-2	1	-
Incinerator	8"	Assault D6	6	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Inferno pistol	6"	Pistol 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Laspistol	12"	Pistol 1	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-
Master-crafted condemnor boltgun	24"	Rapid Fire 1	4	-1	1	When resolving an attack made with this weapon against a PSYKER unit, this weapon has a Damage characteristic of 3 for that attack.
Master-crafted multi-melta	30"	Assault 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Meltagun	12"	Assault 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Needle pistol	12"	Pistol 1	1	0	1	When resolving an attack made with this weapon, a wound roll of 6+ is successful if the target is a VEHICLE unit or TITANIC unit; otherwise a wound roll of 2+ is successful.
Plasma gun	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.
Plasma pistol	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.
Psyber-eagle	24"	Assault D6	4	0	1	-
Psycannon	24"	Heavy 4	7	-1	1	-
Psyk-out grenade	6"	Grenade D3	2	0	1	When resolving an attack made with this weapon against a PSYKER or DAEMON unit, on a hit roll of 6+ the target suffers 1 mortal wound and the attack sequence ends.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Unholy gaze	12"	Assault 1	8	-1	1	When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has a Damage characteristic of 3 for that attack.

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Barbarisater	Melee	Melee	User	-3	D3	When resolving an attack made with this weapon, add 1 to the hit roll.
Chainsword	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.
Force axe	Melee	Melee	+1	-2	D3	-
Force stave	Melee	Melee	+2	-1	D3	-
Force sword	Melee	Melee	User	-3	D3	-
Master-crafted Nemesis Daemon hammer	Melee	Melee	x2	-3	3	-
Master-crafted power sword	Melee	Melee	User	-3	2	-
Nemesis Daemon hammer	Melee	Melee	x2	-3	3	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Power fist	Melee	Melee	x2	-3	D3	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Runestaff	Melee	Melee	+3	-1	D3	-
Throne of Judgement's stomping feet	Melee	Melee	User	-1	2	When the bearer fights, it makes 2D3 additional attacks with this weapon.
Thunder hammer	Melee	Melee	x2	-3	3	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Warp grasp	Melee	Melee	User	-3	1	-

POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points costs of all your models and the wargear they are armed with to determine your army's total points value.

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Acolytes	1-6	8
Daemonhost	1	25
Inquisitor	1	55
Jokaero Weaponsmith	1	18
Ordo Malleus Inquisitor in Terminator Armour	1	91

NAMED CHARACTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Inquisitor Coteaz	1	90
Inquisitor Eisenhorn	1	80
Inquisitor Greyfax	1	85
Inquisitor Karamazov	1	115

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Bolt pistol	0
Boltgun	0
Combi-flamer	8
Combi-melta	15
Combi-plasma	11
Condemnor boltgun	1
Jokaero weapons	4
Flamer	6
Frag grenade	0
Hot-shot lasgun	4
Incinerator	20
Inferno pistol	7
Laspistol	0
Krak grenade	0
Meltagun	14
Needle pistol	2
Plasma gun	11
Plasma pistol	5
Psycannon	7
Psyk-out grenade	0
Storm bolter	2
Unholy gaze	0

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Chainsword	0
Force Axe	10
Force stave	8
Force sword	8
Nemesis Daemon hammer	18
Power fist	9
Power maul	4
Power sword	4
Thunder hammer	16
Warp grasp	0





AGENTS OF THE INQUISITION

You've read the short story, background, and rules for the Inquisition. Now feast your eyes on a gallery of inspirational Inquisitors and their retinues, converted and painted by the talented members of the Warhammer Studio.

Inquisitors and their retinues come in many different guises, offering up loads of painting and modelling opportunities for enthusiastic hobbyists. The best thing is there are so many miniatures that can be used to represent them! Tempestus Scions and Skitarii Rangers make excellent Acolytes, as do Genestealer Cult Hybrids and Chaos Cultists (ironically!). And the list is virtually endless when

it comes to models you can use for Inquisitors, too. Magi, Sorcerers, Space Marines, Custodes, and even Stormcast Eternals have been used in this article, plus countless other bits and pieces raided from people's bits boxes. Over the next few pages you'll see Inquisitors and their retinues painted by Nyle Ajina, Maxime Corbeil, and Dan Harden, plus lone Inquisitors (some puritan, some radical) painted by other members of the studio.

INQUISITOR INDRIS, ORDO XENOS

Nyle: My Inquisitor is an Ordo Xenos radical who has started using alien tech in her wars against them. I used to play Inquisitor a lot, and I wanted to recreate the classic retinue with an Inquisitor, a Guardsman, a Magos, and an Arco-Flagellant. The Guard trooper is the least radical of the team – he has a web pistol and power maul for capturing specimens. The Magos is a xeno-biologist who likes experimenting on aliens. He has already converted a Genestealer Cults Aberrant into an Arco-Flagellant.



1

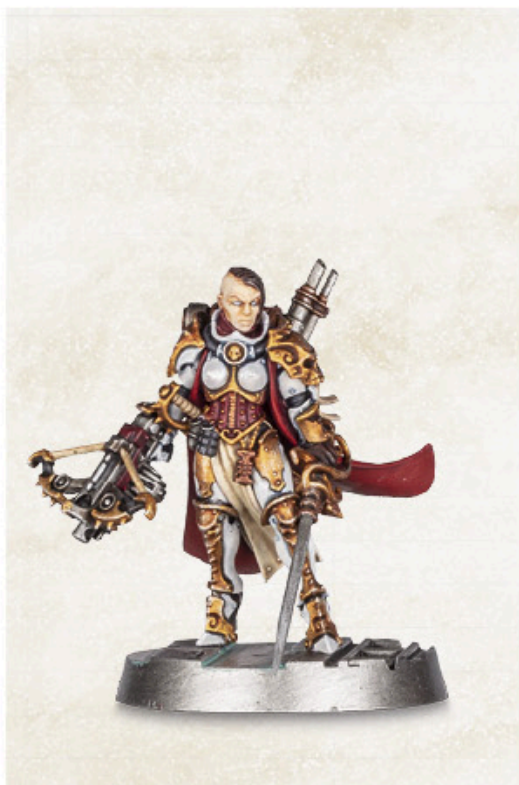


2

Inquisitor Ashuria Indris (1) is converted from a Genestealer Cults Magus with the head of a Delaque Ganger and a Farseer's spear. The belt on her robe features an Inquisitorial symbol taken from the Deathwatch Kill Team set.

Her Arco-Flagellant (2) is converted from an Aberrant with the lash whip from a Metamorph, a Sicarian Ruststalker claw, a Cult Primus claw, and a pacifier helm made from a Skitarii Vanguard helmet.





1



2



3

Ashley Lowe converted two Inquisitors. The first is based on Inquisitor Greyfax (1), with the rapier blade from Janus Draik and the head of a Stormcast Eternals Sequitor. The second (2) is based on another Sequitor with the addition of a Space Wolves power axe, Inquisitorial icons, and purity seals.

Mark Bedford's Inquisitor (3) is also made from Inquisitor Greyfax, but with the addition of a Skitarii galvanic rifle and the head from Saint Celestine.

INQUISITOR BOURGERY, ORDO CHRONOS

Maxime: I converted this Inquisitor for a campaign I was playing in the studio. The Inquisitor is actually the wizened old man being carried by the armoured warrior. He is a very powerful psyker, but he has become withered due to overuse of his powers. He now seeks a way to travel back in time to hijack his younger body. His retinue are all mechanically augmented meat puppets – mind-wiped people that he controls psychically much like Inquisitor Ravenor does in the novels of the same name.



1



2

Inquisitor Appolus Bourgerly (1) is converted from a Stormfiend brain-rat, with the head of a Skitarii Ranger. His carrier is made from a Tempestus Scion torso, Genestealer Hybrid arms and legs, and a Putrid Blightking's head.

Bourgerly's gun puppet (2) is an amalgamation of many kits. The legs are the wooden ribs of a Corpse Cart, while the model's body is a Ghoul. The head is from a Chaos Cultist, while the heavy stubber comes from a Chimera.



John Blanche's Inquisitor **(1)** is converted from Ixion Hale, with the addition of an Orlock autopistol and servoclaw.

James Gallagher used Inquisitor Greyfax's body for his Inquisitor **(2)**, plus the hooded head of a Dark Rider and a cut-down daemon sword from Kranon the Relentless.

Inquisitor Caleb Sterne **(3)** is converted by Andy King. Andy used a Chaos Sorcerer's robes, a Grey Knights blade, and a Space Marine's head, torso, and arms.



1



2



3

INQUISITOR THANE, ORDO XENOS

Dan: I converted this Inquisitor and his warband to fight alongside my Adeptus Mechanicus army. My Skitarii are from Stygies VIII, and their Tech-Priests are known for their interest in xenos technology, so it seemed right to send an Inquisitor to watch over them. It just so happens that he's a bit of a sympathiser and has an interest in alien technology himself. So now he's equipped himself with some Stygian technology and disappeared into the galaxy to hunt some aliens.



1



2

Inquisitor Thane **(1)** is converted using the robed legs of a Chaos Sorcerer Lord with the armoured torso from a Tactical Marine. His specimen canister is actually a street lamp from the old Sector Imperialis terrain kits – you can see one of his diminutive Acolytes carrying a spare tank full of bubbling green liquid in the picture below.

Tech-Priest Omnos LXIV **(2)** is converted from a Cairn Wraith with a servo-skull head and a Tech-Priest's axe.





1



2



Maxime's radical Inquisitor of the Ordo Malleus **(1)** is converted from an Ordo Malleus Inquisitor with the armoured gauntlet from the Emperor's Champion and a very large and angry-looking daemon blade taken from the Chaos Lord kit.

Maxime also painted Inquisitor Eisenhorn **(2)**. As a long-time fan of the novel series by Dan Abnett, Maxime was very excited when he got to sculpt the model. He then, of course, had to paint one for himself!

INQUISITOR MAEL, ORDO HERETICUS

Maxime: Inquisitor Mael is one of those ultra-puritanical Inquisitors who basically goes around burning everything that's even slightly heretical. He normally fights alongside my Black Templars, who are also well known for abhorring witches and heretics. The Inquisitor's retinue are made up of all kinds of models, including an old Dialogus model (her staff now features a skeleton in a gibbet from the Gargant kit), an Empire priest, and a scribe from the Death Korps of Krieg Quartermaster set.



1



2

Inquisitor Mael's most trusted Acolyte has been converted from a Chaos Cultist with the head of a Wight King **(1)**. Maxime sculpted the flames, bionic eye, and cables leading into the character's mouth himself.

Inquisitor Faustus Mael **(2)** is converted from a Tempestus Scion. The burning braziers are from the Corpse Cart, while his flaming mace is from the Mortis Engine. His head is from the prisoner on the Stonehorn kit.

