



INQUISITION
TASK
FORCE

Armies of the Inquisition

Inquisitorial Forces

The shadowy organisation of the Inquisition maintains a cultivated aura of fear surrounding the Inquisitors and their minions. One of the main methods is to shroud their operations in secrecy, lest what is commonplace become mundane. Nevertheless, the Inquisition must retain fortresses and armies throughout the Imperium to enforce their position of ultimate authority, even unto such secular organisations such as the Adeptus Mechanicus or the Adeptus Assassinorium. Bleak and forbidding inquisition fortresses are mainly maintained on capitol worlds, but others are present in isolated systems or stand sentinel over worlds deemed Interdictus. The main fighting troops of the Inquisition is a pool of highly trained, conditioned stormtroopers that are made as resistant to the temptations of heresy through psycho-indoctrination or mindwipe-enforced loyalty. Typically a fortress will hold a regiment of inquisitorial stormtroopers, but numbers vary depending on size and location. Similarly-recruited troops crew the spacecraft of the Inquisition, largely strike cruisers capable of responding with alacrity yet housing formidable firepower, but the Inquisition possesses a great variety of starships, from the null-shielded spy craft to behemoths from the Dark Age of Technology. The Inquisitors themselves hold carte blanche to maintain their own staff, and although many prefer to operate clandestinely there are some, very visible Inquisitors with huge private armies of select troops. Whatever the case, an Inquisitor is invariably surrounded by some of the most dangerous humans to be found in the galaxy. Each of the three main Ordos also has at their disposal links with their chamber militant, specialised and incredibly elite mobile armies.

The Deathwatch

Ancient pacts between many Adeptus Astartes chapters and the Ordo Xenos lie at the core of a tradition whereby veteran space marines leave their chapter to join the Deathwatch for a tour of duty. Upon joining the Deathwatch chapter, the marines receive additional training and equipment, turning the elite soldiers of the Imperium into possibly the most experienced and lethal fighting force in the galaxy. Deathwatch marines are organised into loose fighting squads called Kill Teams, and typically are expected to operate in incredibly dangerous situations alone and unsupported. Although frequently a single Kill Team is deployed alone or to support an Inquisitor, the Deathwatch chapter can muster forces on the company level or above to counter extremely deadly xenos threats. Deathwatch support vehicles such as Thunderhawks operate in equally hazardous circumstances, and are modified with heavier weapon loads at the expense of transport capacity. The Deathwatch maintain a large fleet of strike cruisers, which typically carry much fewer space marines than those of a more conventional chapter. The Ordo Xenos charges the Deathwatch with holding guard over sites of xenos activity, such as tomb worlds. The Deathwatch chapter is invariably the first, and often only line of defence against such ancient threats.

The Grey Knights

The Grey Knights are the only space marine chapter created during the Second Founding following the Horus Heresy. Their gene-seed is rumoured to have been shaped from the gene-prints of the Emperor himself, and their creation was overseen by the fledgling Ordo Malleus to form the ultimate incorruptible and valiant warriors in the fight against Chaos. All Grey Knights are psychic to some degree and they are trained to harness their potential to shield themselves from daemonic influence, charge their weaponry with energy anathema to the warp entities and, when channeled together, to form devastating psychic attacks. Like the Deathwatch, the organisation of the Grey Knights is necessarily loose, with forces ranging from a squad assigned to an Inquisitor through to several companies each under the command of a Grand Master. The Grey Knights are an organisation much larger than a standard codex chapter, yet all too often beleaguered Imperial forces cannot call upon the aid of more than a few squads at most. Nevertheless, the presence of a mere handful of Grey Knights have time and time again proved to tip the scales against the machinations of Chaos, for no other soldiers in the galaxy are as capable of meeting the daemonic threat in pitched battle.

The Sisters of Battle

The Adepta Sororitas are a standing force of highly trained female troops armed and armoured with the very highest standard of equipment. Although initially formed as the military arm of the Ecclesiarchy in the wake of the Age of Apostasy, the Adepta Sororitas have close ties with the Ordo Hereticus, and at any given time a proportion of the battle sisters operate directly under the Ordo as their chamber militant, although they do not follow as strict tour of duty as the Deathwatch do. The sisters train and go to battle with their convent, which normally consist of 20-50 sisters, led by a sister superior. Two or three convents are organised into a preceptory, commanded by a palatine, while a commandery joins four or five convents under the battlefield and spiritual leadership of a canoness, usually about 200 sisters in total. Although not engineered for war in the same manner as the space marines, the Adepta Sororitas are a formidable force, who are fanatically devoted to the Emperor and indeed their irrepressible faith in the face of adversity have prompted many battlefield stories of miracles. Whether these are merely exaggerated tales of heroism or the actual manifestation of the Emperor's will are points for debate, but it is undeniable that their faith and dedication makes them an ideal vanguard for the Inquisitors of the Ordo Hereticus and their war against the heretics who threaten the stability of the blessed Imperium.

Inquisition Task Force

How to use the army list

The following army list allows you to field an Inquisition Task Force of the Ordos Armageddon. It can also be used as a 'stand in' for Inquisitorial forces of other sectors.

Choose Ordo

The primary Ordo that the Task Force belongs to must be selected from the following list Ordo Xenos, Ordo Malleus or Ordo Hereticus. You may select troops from the Universal Inquisitorial Forces, Allied/Inducted Contingents and from the chamber militant list corresponding to the primary Ordo. Any units marked by an (OX) may only be taken by Ordo Xenos, (OM) may only be taken by Ordo Malleus and (OH) may only be taken by Ordo Hereticus.

Strategy Rating: 4

An Inquisition Task Force has a strategy rating of 4. However, it receives cumulative modifiers to this strategy rating depending on its composition or what enemy it is facing. –

Modifier	Condition
+1	Facing enemy that correspond to your primary Ordo's speciality: <ul style="list-style-type: none">• Ordo Xenos facing aliens [Tau, Eldar, Orks, Necrons or Tyranids];• Ordo Malleus facing Chaos [Chaos Space Marines or Lost and the Damned];• Ordo Hereticus facing an Imperial army [Imperial Guard, Space Marines or Titan Legions].
+1	Entire force consists of <i>only</i> the chamber militant of a single Ordo (i.e. Grey Knights, Adepta Sororitas or Deathwatch, but no Universal Forces or Allied/Inducted Forces).
-1	Force includes Imperial Guard Inducted Forces

Initiative Ratings:

Due to the large variety of units available to the Inquisition, the Initiative ratings for formations are listed within their list entry. All chamber militant forces have an Initiative rating of 1+.

Allied/Inducted Forces:

Up to one third of the points for the army may be spent on Allied/Inducted Forces.

Note: Although the Inquisition has – theoretically – unlimited resources and access to other Imperial organisations, you may only select forces from *one* of the following Military divisions (i.e. the division that the Inquisitor in question has most influence over or contacts with):

- Space Marine Allied Detachments
- Imperial Guard Inducted Companies
- Allied Titan Legion Battlegroups
- Imperial Navy Inducted Formations
- Allied Chamber Militant Forces

“Counts As”

More so than other Imperial forces, the armies of the Inquisition can be incredibly varied. In particular the Inquisitors themselves are individualistic in the extreme, and employ vastly differing methods and warriors. It would be folly to attempt to create an army list with every possible unit an Inquisitor might bring to bear, so the following list is given over to the most archetypal Inquisitorial forces, and where appropriate a note is attached to give examples of other troops or vehicles that could be modelled and deployed using the “Counts As” rule.

INQUISITION TASK FORCE

Experimental Army List v2.0

Universal Inquisition Forces				
Detachment	Units	Point Cost	Initiative	Upgrades
Inquisitor (0-1 per 1000 points or part)	Inquisitor & 0-4 Warrior Henchmen & 0-4 Support Staff	Inquisitor 100 Warriors 35 Support 15	1+	Transport, Inquisitor Lord, Death Cultists
Stormtrooper Detachment	Eight Inquisitorial Stormtrooper Units	200	2+	Preacher (OH), Transport, Death- watch Leader (OX)
Gun Cutter (0-1 per Inquisitor)	One Gun Cutter	150	1+	Glavian Pilot
Pegasus Landers	Three Pegasus Landing Craft	150	2+	
0-1 Imperial Assassin	One Officio Assassinorium Operative	175	1+	
Penitent Formation (OH)	Four Arco-flagellants and 0-3 Penitent Engines	150 + 50 per Penitent	2+	
Inquisition Fortress (0-1 per Inquisitor)	Inquisition Mobile Fortress OR Inquisition Drop Fortress	600	1+	
Orbital Support	One Rogue Trader Vessel	75	1+	Battleship

Deathwatch Detachments (Ordo Xenos Chamber Militant)

Initiative Rating 1+

‘They Shall Know No Fear’ applies to all Deathwatch units (See 5.1.1 of the Epic: Armageddon rulebook)

Detachment	Units	Points Cost	Upgrades
Deathwatch Kill Team	Four Deathwatch units (Commander and Transports upgrades included in cost)	300	Terminator, Veterans
Deathwatch Strike Team	Four Deathwatch Bike units or Deathwatch Land Speeders (or a mixture of the two)	200	Commander, Veterans
Deathshriek Squadron (0-1 per Deathwatch Kill Team)*	Two Deathshriek Interceptors	200	
Thunderhawk Destructor	One Deathwatch Thunderhawk Destructor	250	
Strike Cruiser	One Deathwatch Strike Cruiser	200	
Assault Craft	One Deathwatch Assault Craft	400	

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

Grey Knight Detachments (Ordo Malleus Chamber Militant)

Initiative Rating 1+

‘They Shall Know No Fear’ applies to all Grey Knight units (See 5.1.1 of the Epic: Armageddon rulebook)

Detachment	Units	Points Cost	Upgrades
Grey Knight Order	Four Grey Knight units or four Grey Knight Purgation units (or a mixture of the two)	275	Transport, Dreadnought, Terminator
Terminator Order	Four Grey Knight Terminator units	400	Transport, Grand Master
Dreadnought Spearhead	Four Grey Knight Dreadnoughts	250	
Thunderhawk	One Grey Knight Thunderhawk	250	
Strike Cruiser	One Grey Knight Strike Cruiser	225	
Land Raider Formation	Four Grey Knight Land Raiders	450	

Adepta Sororitas Detachments (Ordo Hereticus Chamber Militant)

Initiative Rating 1+

Detachment	Units	Points Cost	Upgrades
Adepta Sororitas Convent	Eight Sister of Battle units	250	Canoness, Repentia, Trans- port, Celestians, Preacher
Retributor Convent	Six Retributor units	250	Transport
Seraphim Convent	Six Seraphim units	225	Canoness
Exorcism Battalion	Five Exorcists or Banishers (or a mixture of the two)	350	
Basilica Imperialis	One Basilica Imperialis	500	



Inquisition Task Force Upgrades

Upgrade	Units	Points Cost
Battleship	Upgrade Rogue Trader Vessel to Inquisition Battleship	250
Canoness	Add one Canoness* to a unit in the formation.	60
0-1 Celestians	Upgrade all Sister of Battle units in the formation to Celestians.	50
Commander	Add one Librarian or Captain* to a unit in the formation	50
Death Cultists	Add one unit of Death Cult Assassins to the formation. If the formation has Transports, then the Death Cultists must also have their own transport.	50
Deathwatch Leader	Add one Deathwatch Team Leader to a unit in the formation	25
Dreadnought	Add one or two Grey Knight Dreadnoughts to the formation.	75 each
Glavian Pilot	Upgrade the Gun Cutter's pilot to a Glavian pilot	50
Grand Master	Add one Grand Master* to a unit in the formation.	60
0-1 Inquisitor Lord	Upgrade Inquisitor to Inquisitor Lord	100
Preacher	Add a Preacher to a unit in the formation.	40
Repentia	Add 1-3 units of Repentia to the formation. If the formation has Transports, then the Repentia must have their own transports. One Repentia unit per formation includes the Mistress.	40 each
Terminator (Deathwatch)	Upgrade one Deathwatch unit to Deathwatch Terminators. The formation may not include Transports, with the exception of Drop Pods (which may be used by Terminators normally)	50
Terminator (Grey Knight)	Add one or two units of Grey Knight Terminators to the formation.	100 each
Transport	All detachments with transports must take enough transports to carry all units with as few spaces left over as possible. Inquisitors must travel in their own transports unless it has been destroyed. It is permissible to mix transports within a formation except Drop Pods which must be taken by all units. <u>Inquisitor</u> : Land Raider; Chimera; Valkyrie; Rhino <u>Warrior Henchmen, Support Staff, Stormtroopers</u> : Chimera; Valkyrie; Rhino <u>Grey Knights</u> : Grey Knights Land Raider (125 points – may be upgraded to a Crusader for free) <u>Sisters of Battle</u> : Rhino; Immolator (Celestians and Retributors only) <u>Deathwatch</u> : Rhino (free); Razorback (+25 points each); Drop Pods (free)	Land Raider: 100 Chimera: 25 Rhino: 10 Valkyrie: 40 Immolator: 30 Razorback: +25 Drop Pods: free
Veterans	Upgrade any Deathwatch Kill Team or bike units to Veterans. Veteran Deathwatch units have the extra MW attack listed in their profile. Note that Land Speeders or Terminators may not be Veterans.	25 per unit

* One Deathwatch Captain, Grey Knight Grand Master or Adepta Sororitas Canoness may be upgraded to a Supreme Commander for an additional 50 points, provided there is no Inquisitor or Inquisitor Lord in the same army.

Inquisition Allied/Inducted Forces

Space Marine Allied Detachments

Initiative Rating 1+

‘They Shall Know No Fear’ applies to all Space Marine units (See 5.1.1 of the Epic: Armageddon rulebook)

Detachment	Units	Points Cost
Assault	Four Assault Units	175
Devastator	Four Devastator Units plus transport *†	250
Predators	Four Predators (may choose either Annihilators or Destructors or a mix)	300
Scout	Four Scout units plus transport	150
Strike Cruiser	One Strike Cruiser	200
Tactical	Six Tactical units plus transport *†	300
Thunderhawk	One Thunderhawk Gunship	200
Whirlwind	Four Whirlwinds †	300

Units listed as ‘plus transport’ follow the special rules listed in 6.3.1 of the Epic: Armageddon rulebook. In addition, any rhinos may be upgraded to razorbacks for +25 points.
*May add one Dreadnought for +50 points †May add one Hunter for +75 points

Imperial Guard Inducted Companies

Initiative Rating 2+

Detachment	Units	Points Cost
Imperial Guard Infantry Company	Imperial Guard Command unit plus twelve Imperial Guard Infantry units	250
Imperial Guard Mechanised Infantry Company	Imperial Guard Command unit, twelve Imperial Guard Infantry units and seven chimera transport vehicles (one for Commander)	400
Imperial Guard Tank Company	Ten Leman Russ tanks. One Leman Russ may be upgraded to a Vanquisher command tank at no additional cost	650
Imperial Guard Artillery Battery	Three Basilisks, Bombards or Manticores (all the same type)	250
Flack Battery	Three Hydra	150
Rough Rider Platoon	Six Rough Rider units	150
Sentinel Squadron	Four Sentinels	100
Vulture Squadron	Four Vultures	300

Allied Chamber Militant Forces

Initiative Rating 1+

You may select forces from a Chamber Militant of a second Ordo in the main list as allied forces.

Imperial Navy Inducted Formations

Initiative Rating 2+

Formation	Points Cost
Two Thunderbolt Fighters	150
Two Marauder Bombers	300
Lunar Class Cruiser	150
Emperor Class Battleship	300

Titan Legion Allied Battlegroups

Initiative Rating 1+

Formation	Points Cost
One Warlord Class Titan	850
One Reaver Class Titan	650
One to two Warhound Titans	250 each

Universal Inquisition Forces

Inquisition Special Rules:

Last Man Standing: Inquisitors sometimes have fanatically loyal servants, often callously sacrifice their subordinates if necessary or simply have a knack of staying alive when everyone else falls. Whatever the reason, the Inquisitor stand does not need to be allocated a hit unless it is the only eligible stand from the formation within range – simply apply the Inquisitor's hit to another unit in the formation. The *Sniper* ability over-rides this as normal.

Inquisitor

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Psychic power: <i>Scourging</i>	(15cm)	Small Arms	MW; Extra Attacks (+1)	Inquisitor
Power weapon	Base Contact	Assault Weapons	MW; Extra Attacks (+1)	

Notes: *Fearless, Invulnerable Save, Leader, Commander, Last Man Standing*

Upgrades: 0-1 Inquisitor Lord (*Supreme Commander*. As long as the Inquisitor Lord is alive, the entire formation lead by him becomes *Fearless*)

Counts as: Not all Inquisitors are psychic. The Scourging power could represent any one of an array of fiendish and incredibly rare weaponry an Inquisitor might possess: inferno pistols, graviton guns and weapon-servitors are examples.

Warrior Henchmen

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	4+
Weapon	Range	Firepower	Notes	
Hellguns	(15cm)	Small Arms		Warrior Henchmen
Power weapon	Base Contact	Assault Weapons	Macro-weapon	
Plasma Cannon	45cm	AP4+/AT4+	Slow Firing	

Notes:

Support Staff

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	6+	6+
Weapon	Range	Firepower	Notes	
Laspistols	(15cm)	Small Arms		Support Staff

Notes: Each unit of support staff gives the Inquisitor or one unit of warrior henchmen one re-roll per turn, which can be used to re-roll any attack dice or armour save.

Note: Inquisitorial Retinue:

The following units: Inquisitor, Warrior Henchmen, Support Staff and Death Cult Assassins are collectively referred to as "Inquisitorial Retinue" for the purposes of Transport options.

Death Cult Assassins

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	-
Weapon	Range	Firepower	Notes	
Power weapons	Base Contact	Assault Weapons	MW; Extra attacks (+1)	

Notes: *Fearless*

Death Cult Assassins

Counts as: Inquisitors often have lethal close-combat bodyguards, such as chrono-gladiators, arco-flagellants, psi-ops agents or Cathaeyan swordmasters, which can be represented by the above profile.

Inquisitorial Stormtroopers

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	4+
Weapon	Range	Firepower	Notes	
Hellguns	(15cm)	Small Arms		
Plasma Gun	15cm	AP5+/AT5+		

Notes:

Stormtroopers

Counts as: the above entry can be used to represent units such as Cadian Kasrkin, Naval assault teams, Adeptus Arbites suppression squads, Skitarii shock troops or elite units in an Inquisitor's private army.

Officio Assassinorium Operative

An Imperial Assassin is not deployed as a conventional unit. Instead, you may choose to activate the Assassin instead of a normal formation. The Assassin has an Initiative rating of 1+, but suffers -2 to their Initiative if they are activated on the first turn, and -1 if activated on the second. If the test is failed then the assassin has been killed or the mission aborted. If the Assassin is successful then you may select one enemy formation with at least one non-war machine unit with the *Leader*, *Commander* or *Supreme Commander* special rules. That unit immediately suffers a MW3+ Titan Killer (1) attack. The Assassin has additional effects dependent on Temple, (which must be chosen before the game), *immediate* effects are applied to the target formation at the time of the attack, *insidious* effects may only be used before the assassination attack.

Callidus: *Insidious*. Once per game you may force your opponent to select one of his eligible formations of your choice when activating his formations.

Eversor: *Immediate*. The target's formation also suffers D6 MW5+ attacks.

Vindicare: *Immediate*. The target's formation also suffers D3 MW5+ attacks with the *Sniper* special ability.

Cullexus: *Immediate*. The target's formation receives an additional D6 blast markers.

Vanus: *Insidious*. Once per game, you may force your opponent to re-roll one successful Initiative roll (or cancel out a re-roll generated by a Supreme Commander)

Venenum: *Insidious*. One enemy formation (not spacecraft or fliers) has been poisoned and starts the game with D6 blast markers (placed after deployment has finished).

Designer's Note: Assassins in Epic are not deployed as stands as they are just too small and unpredictable a unit for either commander to keep track of or mobilise troops against. Therefore the above rules represent the effect of an Officio Assassinorium agent on the battle - the survival of the agent in question has no bearing on the war.

Inquisition Mobile Fortress

Type	Speed	Armour	Close Combat	Firefight
War Machine	15cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Eye of Judgment (psychic cannon)	120cm	MW2+	Titan Killer (D3)	
2x Battle Cannon	75cm	AP4+/AT4+	Forward Arc	
Battle Cannon	75cm	AP4+/AT4+	Left Arc	
Battle Cannon	75cm	AP4+/AT4+	Right Arc	

Damage Capacity 10; 5 Void Shields. Critical Hit Effect: the Mobile Fortress' vulnerable track units are damaged, inflicting an additional point of damage and reducing the Speed of the machine by 5cm.

Inquisition Mobile Fortress

Notes: *Reinforced Armour, Thick Rear Armour, Fearless, Transport (15 infantry)*

Inquisition Drop Fortress

Type	Speed	Armour	Close Combat	Firefight
War Machine	Immobile	4+	5+	4+
Weapon	Range	Firepower	Notes	
6x Twin Hydra Autocannon	45cm	AP4+/AT5+/AA5+		
3x Punisher Launchers	45cm	2BP	Indirect Fire	
Battle Cannon	75cm	AP4+/AT4+		
Bolters	(15cm)	Small Arms		

Inquisition Drop Fortress

Damage Capacity 8; 6 Void Shields. Critical Hit Effect: Internal explosions cause an extra point of damage and inflict hits on D6 transported units (attacker's choice as to who is hit, although Inquisitors can only be selected if there are no other choices).

Notes: *Planetfall; Reinforced Armour; Fearless; Thick Rear Armour, Transport (10 Infantry)*

Deathwatch Team Leader

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Chainsword	Base Contact	Assault Weapons	Extra attack (+1)	
Mk IV Boltgun	(15cm)	Small Arms	Sniper	

Deathwatch Leader

Notes: *Leader*

Preacher

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Eviscerator	Base Contact	Assault Weapons	MW; Extra attack (+1)	

Preacher

Notes: *Leader, Inspiring, Invulnerable Save*

Arco-flagellants

Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	5+	4+	-
Weapon	Range	Firepower	Notes	
Electro-flails	Base Contact	Assault Weapons	MW, Extra attacks (+1)	

Arco-flagellant

Notes: *Fearless, Invulnerable Save, Crazy:* Arco-flagellants must make an Engage action if within 20cm of at least one enemy unit when activated: they do not need to make an Initiative test to do so and can do this even when broken. Arco-flagellants may not make withdrawal moves.

Penitent Engines

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	20cm	4+	3+	5+
Weapon	Range	Firepower	Notes	
Combat-arms	Base Contact	Assault Weapons	MW, Extra attacks (+D3)	
Flamers	(15cm)	Small Arms	Ignore cover; Extra attacks (+1)	

Penitent Engines


Notes: *Fearless, Invulnerable Save, Walker, Crazy:* Penitent Engines must make an Engage action if within 20cm of at least one enemy unit when activated: they do not need to make an Initiative test to do so and can do this even when broken. Penitent Engines may not make withdrawal moves.

Gun Cutter

Type	Speed	Armour	Close Combat	Firefight
Aircraft; War Engine	Fighter Bomber	5+	6+	5+
Weapon	Range	Firepower	Notes	
Nose twin assault cannon	15cm	AP4+/AT4+/AA4+	Fixed Forward Arc	
2x Wing auto cannons	45cm	AP5+/AT6+/AA5+	Fixed Forward Arc	

Damage Capacity 2. 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.

Notes: *Planetfall; Reinforced Armour; Transport (5 Inquisitorial Retinue units)*



Gun Cutter


Upgrade: Glavian Pilot - the gun-cutter gains the sniper ability versus aircraft. Instead of making a normal 'Jink' action, the gun-cutter may make 1 turn (90°) and shoot flack. It loses the chance to attack normally in the same way as if it had performed a Jink.

Counts as: The Gun-cutter represents an expensive and well-armed trans-atmospheric transport craft. It could be a Naval pinnace, a Gryphon dropship or a captain's shuttle.

Pegasus Lander

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Bomber	4+	-	5+
Weapon	Range	Firepower	Notes	
Chin multilaser	30cm	AP5+/AT6+	Fixed Forward Arc	
Dorsal twin heavy stubber	30cm	AA5+		

Notes: *Planetfall; Scout; Transport; (3 Inquisitorial Stormtrooper or 3 Inquisitorial Retinue units)*
A formation of Pegasus Landers may transport a separate formation in the same manner as a war machine transport.




Pegasus Lander

Rogue Trader Vessel

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Pin-point attack	n/a	MW2+	Titan Killer (D3)	

Notes: *Transport (May carry 36 Inquisitorial Stormtrooper or Inquisitorial Retinue units plus 12 Pegasus Landing Craft or Gun-cutters [Gun-cutters take three places])*



Rogue Trader Vessel

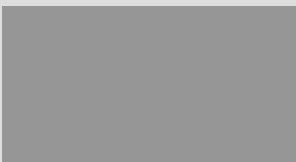
Counts as: the Rogue Trader datasheet could equally represent an Inquisitor's personal starship, an Inquisition Lightship, stealth vessel or light cruiser.

Inquisition Battleship

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Orbital Bombardment	n/a	10BP	Macro Weapon	

Notes: *Transport (May carry 54 Inquisitorial Stormtrooper or Inquisitorial Retinue units, plus 8 Deathwatch Kill Team, Deathwatch Terminator, Deathwatch bike, Grey Knight, Grey Knight Purgation or Grey Knight Terminator units [Terminators take two places]. In addition may carry 18 Pegasus Landing Craft plus 6 Gun-cutters plus one Inquisition Drop Fortress, plus one Deathwatch 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.



Inquisition Battleship

Counts as: the Inquisition Battleship represents one of the behemoth starships that are in the possession of the Inquisition. This might be a converted Navy battleship, an Exterminatus craft, a Black Ship or an ancient warship from the Dark Age of Technology.

Deathwatch

Note: 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. All Deathwatch units are subject to They Shall Know No Fear.

Deathwatch Kill Team

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
Mk IV Boltguns	(15cm)	Small Arms		
Chainswords	Base Contact	Assault Weapons		
Heavy Bolter	30cm	AP5+		
Power Weapons (Veterans only)	Base Contact	Assault Weapons	MW, Extra Attack (+1)	

Deathwatch Kill Team

Deathwatch Veterans

Notes: Sniper, Teleport

Deathwatch Kill Teams that are upgraded to Veterans have an additional Power Weapon attack, listed in the profile above.

Deathwatch Bike Squadron

Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
Mk IV Boltguns	(15cm)	Small Arms		
Chainswords	Base Contact	Assault Weapons		
Power Weapons (Veterans only)	Base Contact	Assault Weapons	MW, Extra Attack (+1)	

Deathwatch Bikers

Notes: Mounted, Scouts, Sniper

Deathwatch Bikers that are upgraded to Veterans have an additional Power Weapon attack, listed in the profile above.

Deathwatch Commander

Type	Speed	Armour	Close Combat	Firefight
Character	N/a	N/a	N/a	N/a
Weapon	Range	Firepower	Notes	
Power Weapons	Base Contact	Assault Weapons	MW, Extra Attack (+1)	
Smite (Librarians only)	(15cm)	Small Arms	MW, Extra Attack (+1)	

Deathwatch Captain

Deathwatch Librarian

Notes: Leader, Invulnerable Save, Commander (Captains only)

Deathwatch Commanders can be either Captains or Librarians. Captains have the Commander ability while Librarians have the Smite attack. Note Smite does not benefit from the 'Sniper' rule.

Deathwatch Land Speeders

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Assault Cannon	30cm	AP5+/AT5+		
Heavy Bolter	30cm	AP5+	Sniper	

Deathwatch Land Speeder

Notes: Scouts, Skimmer

Deathwatch Terminators

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Storm Bolters	(15cm)	Small Arms	Sniper	
2x Assault Cannon	30cm	AP5+/AT5+		
Power Weapons	Base Contact	Assault Weapons	MW, Extra Attack (+1)	

Deathwatch Terminators

Notes: Reinforced Armour, Teleport, Thick Rear Armour

Deathwatch Thunderhawk Destructor

Type	Speed	Armour	Close Combat	Firefight
Aircraft; War Engine	Bomber	4+	6+	4+
Weapon	Range	Firepower	Notes	
Plasma Blastgun	45cm	2x MW2+	Fixed Forward Arc, Slow Firing	
2x Twin Assault Cannon	15cm	AP4+/AT4+/AA4+	Fixed Forward Arc	
Twin Heavy Bolter	15cm	AP4+/AA5+	Right Fire Arc	
Twin Heavy Bolter	15cm	AP4+/AA5+	Left Fire Arc	

Damage Capacity 2. 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.

Notes: *Planetfall; Reinforced Armour; Transport* (may carry four Deathwatch units including Terminators or four Deathwatch bike units)

Deathwatch Thunderhawk

Deathwatch Assault Craft

Type	Speed	Armour	Close Combat	Firefight
Aircraft; War Engine	Bomber	4+	5+	3+
Weapon	Range	Firepower	Notes	
2x Twin Lascannon	45cm	AT4+		
3x Twin Heavy Bolters	15cm	AP4+		
Storm Bolters (landed)	(15cm)	Small Arms		
Battle Cannon (landed)	75cm	AP4+/AT4+	Forward Arc	
Hunter (landed)	60cm	AT4+/AA4+		

Damage Capacity 4. Critical Hit Effect: The Drop Ship's magazine explodes, destroying the Drop Ship and anybody on board. Any units within 5cms of the Drop Ship suffer one hit.

Notes: *Planetfall; Reinforced Armour; Fearless; Transport* (may transport 8 Deathwatch units (including Terminator or bike units). In addition the Landing Craft may carry 4 Rhinos, Razorbacks, or Land Speeders)

Deathwatch Assault Craft

Deathshriek Interceptor

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter	5+	-	-
Weapon	Range	Firepower	Notes	
Stormbolters	15cm	AP5+/AA5+	Fixed Forward Arc	
Nose Twin Heavy Bolter	30cm	AP4+/AA5+	Fixed Forward Arc	
Twin Wing Lascannon	45cm	AT4+/AA4+	Fixed Forward Arc	

Notes:

Deathshriek Interceptors

Deathwatch Strike Cruiser

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Orbital Bombardment	n/a	6BP	Macro Weapon	

Notes: *Transport* (may carry sixteen Deathwatch units including bike, land speeder and Terminator units, plus sixteen rhinos or razorbacks, plus six Thunderhawks, 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)

Deathwatch Strike Cruiser

Grey Knights

Special Rules:

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 unit with the Shrouding suffers -1 to hit. This does not apply if the unit is in cover, or if the unit is in a Transport.

Grey Knights

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Storm Bolters	(15cm)	Small Arms		
Nemesis Force Weapons	Base Contact	Assault Weapons	Extra attacks (+1)	
Psycannon	30cm	AP5+/AT6+	No <i>Invulnerable Save</i>	

Grey Knights

Notes: *Fearless; Rites of Exorcism; Shrouding*

Grey Knight Terminators

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	2+	3+
Weapon	Range	Firepower	Notes	
Storm Bolters	(15cm)	Small Arms		
Nemesis Force Weapons	Base Contact	Assault Weapons	MW; Extra attacks (+1)	
Psycannon	30cm	AP5+/AT6+	No <i>Invulnerable Save</i>	

Grey Knights Terminators

Notes: *Fearless; Rites of Exorcism; Shrouding; Teleport; Reinforced Armour; Thick Rear Armour; Holocaust:* the Grey Knight Terminators may unleash the Holocaust power at the end of any assault, after all other attacks, but before the results are worked out. Each engaged Grey Knight Terminator unit plus any unit in base contact with them (friend or foe) suffer a single hit on a D6 roll of 5+ (for War Machines roll a number of D6 equal to half their starting damage capacity).

Grey Knights Purgation Squads

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	3+
Weapon	Range	Firepower	Notes	
Storm Bolters	(15cm)	Small Arms		
Nemesis Force Weapons	Base Contact	Assault Weapons	Extra attacks (+1)	
2x Psycannon	30cm	AP5+/AT6+	No <i>Invulnerable Save</i>	

Purgation Squad

Notes: *Fearless; Rites of Exorcism; Shrouding*

Grey Knight Dreadnought

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
Missile Launcher	45cm	AP5+/AT6+		
Twin Lascannon	45cm	AT4+		
OR				
Psycannon	30cm	AP5+/AT6+	No <i>Invulnerable Save</i>	
Nemesis Force Weapon	Base Contact	Assault Weapons	MW; Extra attacks (+1)	

Grey Knights Dreadnought

Notes: *Fearless; Walker; Rites of Exorcism*

Note the dreadnought is armed with either Missile Launcher and Twin Lascannon or Psycannon and Nemesis Weapon.

Grey Knight Grand Master

Type	Speed	Armour	Close Combat	Firefight
Character	N/a	N/a	N/a	N/a

Weapon	Range	Firepower	Notes
Nemesis Force Weapon	Base Contact	Assault Weapons	TK(1); Extra attacks (+1)

Notes: *Leader, Commander, Invulnerable Save*

Grand Master

Grey Knights Land Raider

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	5+

Weapon	Range	Firepower	Notes
2x Twin Lascannon	45cm	AT4+	
Heavy Bolter	30cm	AP4+	

Notes: *Fearless; Reinforced Armour; Thick Rear Armour; Transport (may carry one Grey Knight Terminator unit OR two Grey Knight/Purgation units)*

Grey Knight Land Raider

Grey Knight Land Raider Crusader

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	5+

Weapon	Range	Firepower	Notes
Hurricane Bolters	(15cm)	Small Arms	Extra attack (+1)
Twin Assault Cannon	30cm	AP4+/AT4+	
Multi-melta	15cm	MW5+ and Small Arms	MW, Extra attack (+1)

Notes: *Fearless; Reinforced Armour; Thick Rear Armour; Transport (may carry two Grey Knight Terminator units OR three Grey Knight/Purgation units)*

Land Raider Crusader

Grey Knight Thunderhawk Gunship

Type	Speed	Armour	Close Combat	Firefight
Aircraft; War Engine	Bomber	4+	6+	4+

Weapon	Range	Firepower	Notes
Battle Cannon	75cm	AP4+/AT4+	Fixed Forward Arc
2x Twin Heavy Bolter	30cm	AP4+/AA5+	Fixed Forward Arc
Twin Heavy Bolter	15cm	AP4+/AA5+	Right Fire Arc
Twin Heavy Bolter	15cm	AP4+/AA5+	Left Fire Arc

Damage Capacity 2. 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.

Notes: *Fearless; Planetfall; Reinforced Armour; Transport (may carry four Grey Knight Terminator unit OR eight Grey Knight/Purgation units OR four Grey Knight Dreadnoughts)*

Grey Knight Thunderhawk

Grey Knight Strike Cruiser

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a

Weapon	Range	Firepower	Notes
2x Pin-point Strike	n/a	MW2+	Titan Killer (D3)

Notes: *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 rule.

Grey Knight Strike Cruiser

Sisters of Battle

Special Rules:

Faithful: the formation may make a special action "Pray" instead of a normal action. Upon a successful action test, the unit may either make one move or shoot once. In addition, all faithful units in the formation receive the *Fearless*, *Invulnerable Save* and *Thick Rear Armour* special rules until its next action.

Canoness

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a

Weapon	Range	Firepower	Notes
Blessed Weapon	Base Contact	Assault Weapons	MW; Extra attacks (+1)

Notes: *Leader; Commander; Inspiring, Invulnerable Save*

Canoness

Sisters of Battle

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	5+	4+

Weapon	Range	Firepower	Notes
Boltguns	(15cm)	Small Arms	
Heavy Flamer	15cm	AP4+	Ignore Cover

Notes: *Faithful*

Sisters of Battle

Celestians

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	4+

Weapon	Range	Firepower	Notes
Boltguns	(15cm)	Small Arms	
Heavy Flamer	15cm	AP4+	Ignore Cover

Notes: *Faithful*

Celestians

Retributors

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	6+	4+

Weapon	Range	Firepower	Notes
Boltguns	(15cm)	Small Arms	
2x Multi-meltas	15cm	MW5+ and Small Arms	Macro-weapon

Notes: *Faithful. The multi-meltas do not provide an extra attack in a firefight, instead they grant the Macro-weapon ability to the unit's firefight value.*

Retributors

Seraphim

Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	4+	4+	4+

Weapon	Range	Firepower	Notes
Twin boltpistols	(15cm)	Small Arms & Assault Weapons	
Twin hand flammers	(15cm)	Small Arms	Ignore cover

Notes: *Faithful; Jump Packs*
Seraphim may consolidate 10cm after winning an assault.

Seraphim

Sister Repentia

Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	5+	4+	-
Weapon	Range	Firepower	Notes	
Mistress Electro-whips	Base Contact	Assault Weapons	<i>First Strike</i> , Extra attack (+1)	
Eviscerators	Base Contact	Assault Weapons	Macro-weapon	

Repentia & Mistress

Notes: **Fearless**

One unit of Repentia contains the Mistress, which may use the Electro-whips attack, above.

Immolator

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	5+	4+
Weapon	Range	Firepower	Notes	
Twin Heavy Flamers	15cm	AP3+	<i>Ignore Cover</i>	

Immolator

Notes: **Transport** (One Celestian or Retributor unit)

Exorcist

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Exorcist Launcher	45cm	D3x AP6+/AT5+		

Exorcist

Notes:

Banisher

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	6+
Weapon	Range	Firepower	Notes	
Banisher Launcher	45cm	D3x AT6+/AA5+		

Banisher

Notes:

Basilica Imperialis

Type	Speed	Armour	Close Combat	Firefight
War Machine	15cm	5+	6+ (5+)	5+ (4+)
Weapon	Range	Firepower	Notes	
Conflagration cannon	45cm	5BP	Ignore Cover	
Excommunicator launcher	60cm	D6xAP4+/AT4+/AA5+		
Heavy flamers	15cm	AP4+	Ignore Cover	

Basilica Imperialis

Damage Capacity 12. Critical Hit Effect: 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).

Notes: **Inspiring, Reinforced Armour, Thick Rear Armour, Fearless, Transport** (20 Infantry)
Providing 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.

Transport Vehicles

Rhino

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	6+
Weapon	Range	Firepower	Notes	
Stormbolter	(15cm)	Small Arms		

Rhino

Notes: Transport (may carry two of the following units: *Inquisitorial Retinue, Inquisitorial Stormtroopers, Deathwatch Kill Team, Sister of Battle, Celestians, Retributors, Sister Repentia*)

Razorback

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Twin Heavy Bolters	30cm	AP4+		
OR Twin Lascannon	45cm	AT4+		

Razorback

Notes: Transport (may carry one *Deathwatch Kill Team* unit)

Note that a Razorback may be armed with either a Twin Heavy Bolter or Twin Lascannon, not both!

Land Raider

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
2 x Twin Lascannon	45cm	AT4+		
Heavy Bolter	30cm	AP4+		

Land Raider

Notes: Reinforced Armour; Thick Rear Armour; Transport (may carry two *Inquisitorial Retinue* units)

Chimera

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Multilaser	30cm	AP5+/AT6+		
Heavy Bolter	30cm	AP5+		

Chimera

Notes: Transport (may carry two *Inquisitorial Retinue* or *Inquisitorial Stormtrooper* units)

Valkyrie

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	35cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Multilaser	30cm	AP5+/AT6+		
2x Heavy Bolter	30cm	AP5+		
2x Rocket Pod	30cm	1BP	Disrupt, One-Shot	

Valkyrie

Notes: Skimmer, Scout, Transport (may carry two *Inquisitorial Retinue* or *Inquisitorial Stormtrooper* units)