

INQUISITION

The Imperium stands on the brink of destruction. Surrounded by unknowable threats and tempted to ruin by the lure of forbidden knowledge, Mankind is but one mistake away from extermination. This fate is averted only through the unsleeping vigilance of the Inquisition, steadfast Agents who shield Mankind from the terrors of the stars and the unthinking traitors within its midst.

A highly secretive organization, the Holy Orders of the Emperor’s Inquisition, more commonly known simply as the Inquisition, is the most powerful organization within the Imperium. Its agents, the Inquisitors, are the ultimate defenders of the Emperor and Mankind. Their authority is second only to the Emperor himself, and no one is above their scrutiny. It is their duty to scour the Imperium, seeking out any threat from without and within, and they are empowered to take any action necessary to combat any menace they encounter. Mutation, heresy, genetic deviation, rebellion, corruption, treason, incompetence, and alien attack are all within their jurisdiction, and their attention encompasses all from the lowliest underhive ganger to the High Lords of Terra.

In theory, an Inquisitor has the whole of Humanity to command to his cause. They can requisition Adeptus Astartes and soldiers of the Astra Militarum, call upon specialist warriors such as Grey Knights and the Adepta Sororitas. Every Imperial citizen, from the mightiest planetary governor to the lowliest scribe, must heed an Inquisitor’s summons. Often, these will be trusted comrades and companions that the Inquisitor has gathered about him on his ceaseless task of defending Humanity, while others will be locally requisitioned forces assembled for a particular mission. Particularly useful or courageous individuals may be permanently attached to the Inquisitor’s staff and find themselves accompanying him across the galaxy to purge heretics and mutants wherever they may be found.

And yet, the nature of Inquisitors’ tasks means that all too often they must rely upon their own strengths and resources. If an Inquisitor fears a planetary ruler to be under the influence of the malign beasts of Chaos, to whom can they turn? If the populace of a world has risen in revolt against the Emperor, who will provide the Inquisitor with succor? By necessity, the Inquisitor works mostly in the darkness and shadows, their presence not recognized, their works unseen. Thus, the Inquisitor and their warrior band know that they must stand alone against the horrors of the galaxy, for they can trust no one else.



You have been told of the Inquisition; that shadowy organization which defends Mankind and the Emperor from the perils of heresy, possession, alien dominance, and rebellion.

You have been told the Inquisition are the ultimate defense against the phantoms of fear and terror which lurk in the darkness between the stars.

You have been told the Inquisition are the bright saviors in an eclipse of evil, purest and most devoted warriors of the Emperor.

You have been told the Inquisition is united in its cause to rid the galaxy of any threat, from without or within.

Everything you have been told is a lie!



With much appreciation to the other hobbyists that assisted in the development of these rules (in alphabetical order):

apologist, Brother Tyler, Dosjetka, Inquisitor Eisenhorn, N1SB, Sandalphon, ThePenitentOne, TPS, and war009

Their input and feedback were essential in turning my rough ideas into the product you see before you.

D6 BACKGROUND: IN SERVICE TO THE INQUISITION	
1	Merciless: Even amongst the Inquisition, the disgust of these henchmen for the mutant, the alien, and the heretic is violent in the extreme.
2	Sworn to an Oath: A quest of dire import must be completed in the name of the Emperor.
3	The Long Hunt: Retinue members have come and gone, but the hunt has endured for decades. Now, at last, this kill team nears its prey.
4	Alone Against the Shadows: This warband trusts no one in their never-ending crusade against the horrors of the galaxy.
5	The Shadowed Hand: These henchmen travel in secrecy, their mission classified at the highest level.
6	They Hunt the Beast: This band of henchmen pursues a singularly monstrous quarry across the stars.

D6 MISSION: DUTY TO THE THRONE	
1	The Hand of the Emperor: A dangerous demagogue or enemy leader must be made an example of by the servants of the Emperor.
2	Burn the Witch: A dangerous psychic abomination is deep in the enemy’s counsel. Root the psyker out and destroy it.
3	Cut off the Head: A powerful heretic must be slain before they disrupt the order of the Imperium.
4	For Mankind Alone: The Inquisitor and his warband seek a relic or knowledge that will aid them in their ordained quest.
5	Scorched Earth: Nothing may escape the final judgment of the Immortal Emperor of Mankind. Nothing and no one.
6	Annihilation: Those who pose a threat to the Imperium must be utterly destroyed.

D6 SQUAD QUIRK: AGENTS OF THE INQUISITION	
1	Fanatical: These zealous henchmen never retreat, never back down, and never concede defeat.
2	Shield of Humanity: This warband is willing to perform any deed, no matter the cost, in order to protect the Imperium of Man.
3	Bellicose: With strident oaths and raking blasts of gunfire, these henchmen storm into every battle with unstoppable fervor.
4	Bane of Heretics: These henchmen detest their quarry with a particular fervor, and specialize in their annihilation.
5	Enforcers: These henchmen see themselves as the enforcers of the Emperor’s will, and are accordingly grim and merciless in their conduct.
6	The Bigger Picture: Knowing full well the wider price of failure, these henchmen are willing to commit unconscionable deeds in the name of victory.

D10 SPECIALISTS’ Demeanors	
1	Repentant: Once a foe of the Inquisitor, this henchman now seeks redemption through service to the Imperium.
2	Dour: Nothing surprises or shocks this henchman, but neither does anything give him joy.
3	Pious: This servant’s hymns spill out across the battlefield as he fights.
4	Ferocious: This henchman’s wrathful cries and strident oaths ring across the battlefield.
5	Courageous: A true example of heroism in the face of unimaginable terrors.
6	Expert: This henchman hasn’t survived as long as he has by chance alone. He’s the best of the best.
7	Unmerciful: This henchman channels all his hatred and fury into destroying his heretic foes.
8	Nerves of Steel: This henchman is implacably calm and focused no matter the circumstances.
9	Ebullient: This henchman delights in doing the Emperor’s work for the good of all Mankind.
10	Haunted: This henchman can never truly escape the voices of lost comrades. He starts and mutters constantly.

INQUISITION NAMES
Inquisitors and their retinues are drawn from across the length and the breadth of the Imperium. You may consult the name charts for any of the Imperium factions in order to determine random names for the members of your Inquisitor’s retinue.

INQUISITION KILL TEAMS

Many Inquisition models are highly loyal to the Inquisitors they serve and use the Loyal Henchman and/or Loyal Servant ability below. If every model in your kill team has the Inquisition Faction keyword, you can use Inquisition Tactics. In addition, if your kill team includes an INQUISITOR, you can use the Beacon of Resoluteness, Punish the Impure, or Righteous Fury Tactics.

Loyal Henchman: Add 1 to the Leadership characteristic of this model whilst it is within 6” of a friendly INQUISITOR.

Loyal Servant: When a friendly INQUISITOR model within 3” of this model would lose any wounds as a result of an attack made against that model, this model can attempt to intercept that attack. Roll one D6; on a 2+, that model does not lose those wounds and this model suffers the wounds instead. Only one model can attempt to intercept each attack against the Inquisitor model.

RIGHTEOUS VIGILANCE

Inquisition Tactic

Use this Tactic at the end of the Movement phase when an opponent sets up a model within 12” of a model from your kill team that is not shaken. Your model can immediately shoot at the enemy model as if it were the Shooting phase, but you must subtract 1 from the resulting hit rolls.

2 COMMAND POINTS

GLORY OF THE EMPEROR

Inquisition Tactic

Use this Tactic at the beginning of the Morale phase. Choose a model from your kill team that is not shaken. Opponents must add 1 to Nerve tests taken for enemy models within 3” of that model in this phase.

1 COMMAND POINT

SUPPRESSIVE FIRE

Inquisition Tactic

Use this Tactic when an opponent chooses a model from your kill team that is not shaken as a target of a charge. When that model fires Overwatch in this phase, they successfully hit on a roll of 5 or 6.

1 COMMAND POINT

FAITH IS YOUR SHIELD

Inquisition Tactic

Use this Tactic at the start of the battle round. Pick a model from your kill team and add 1 to its saving throws until the end of the battle round.

2 COMMAND POINTS

RESOLUTE PURPOSE

Inquisition Tactic

Use this Tactic at the start of your turn in the Morale phase. Pick a model from your kill team that is required to take a Nerve test. Roll a D3 for that model rather than a D6 when taking the test.

1 COMMAND POINT

RIGHTEOUS FURY

Inquisition Tactic

Inquisitor Aura Tactic

Use this Tactic at the start of the Shooting phase if your kill team includes an INQUISITOR. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can reroll hit rolls of 1 for friendly models within 6” of this model.

1 COMMAND POINT

BEACON OF RESOLUTENESS

Inquisition Tactic

Inquisitor Aura Tactic

Use this Tactic at the start of the Movement phase if your kill team includes an INQUISITOR. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, friendly models within 6” of this model can use this model’s Leadership characteristic instead of their own.

1 COMMAND POINT

ORDO FOCUSES

The Sub-factions for models with the **INQUISITION** Faction keyword are called ordos, and their Sub-faction abilities are called Ordo Focuses. If your kill team is Battle-forged and all models in your kill team are drawn from the same ordo, models with the Quarry rule gain the Ordo Focus described below, and you can use that ordo's Tactics. If the ordo to which the models belong is not covered, use the Ordo Minoris rules below.

ORDO HERETICUS: WITCH HUNTERS

It is a brave man who crosses the path of a Witch Hunter, as simply by opposing a member of the Ordo Hereticus an individual may be damned and declared Heretic or Extremis Diabolus.

You can re-roll failed wound rolls for this model for attacks that target enemy models with the **CHAOS** or **PSYKER** keyword. Your **INQUISITOR** replaces the **ORDO MINORIS** keyword with the **ORDO HERETICUS** keyword.

ORDO MALLEUS: DAEMON HUNTERS

Inquisitors of the Ordo Malleus have pledged their every waking hour to the discovery and scourging of daemons. Though members of the Ordo Malleus are often battle-hardened warriors, knowledge is their chief weapon.

You can re-roll failed wound rolls for this model for attacks that target enemy models with the **CHAOS** or **DAEMON** keyword. Your **INQUISITOR** replaces the **ORDO MINORIS** keyword with the **ORDO MALLEUS** keyword. An **INQUISITOR** model gains the **GREY KNIGHTS** faction keyword.

ORDO XENOS: ALIEN HUNTERS

Agents of the Ordo Xenos spend years – even decades – travelling and living in nonhuman space, learning everything they can that will facilitate the exploitation or elimination of the alien races they encounter.

You can re-roll failed wound rolls for this model for attacks that target enemy models with the **AELDARI**, **NECRON**, **ORK**, **T'AU EMPIRE**, or **TYRANIDS** keyword or faction keyword. Your **INQUISITOR** replaces the **ORDO MINORIS** keyword with the **ORDO XENOS** keyword. An **INQUISITOR** model gains the **DEATHWATCH** faction keyword.

ORDO MINORIS: AGENTS OF THE INQUISITION

Though the Ordos Majoris face ever-present threats, there are many scores of Ordos Minoris as well, lesser branches dedicated to more transient or less pervasive dangers.

You can re-roll failed wound rolls for this model for attacks that target enemy models with the **COMMANDER** or **LEADER** keyword.

When the Senatorum Imperialis was convened on the first anniversary of the Emperor's Ascension, none dared question the grim-faced man who joined them for the first time. None were brave enough to ask what exactly were these 'Holy Orders of the Emperor's Inquisitors' he represented. It was enough that the Primarchs avowed he had the Emperor's blessings.



INQUISITOR/INQUISITOR LORD

	M	WS	BS	S	T	W	A	Ld	Sv	Max	
Inquisitor	6"	3+	3+	3	3	3	3	9	4+	1	
Inquisitor Lord	6"	3+	3+	3	3	4	3	10	4+	1	
This model is armed with a close combat weapon, laspistol, refractor field, carapace armor, frag grenades, and krak grenades.											
OPTIONS	<ul style="list-style-type: none"> This model may be a psyker and take the PSYKER keyword. This model may be a level 1 or level 2 psyker. 										
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model may replace its close combat weapon with a chainsword, power fist, power maul, power sword, or thunder hammer. An ORDO HERETICUS Inquisitor/Inquisitor Lord may replace its close combat weapon with an eviscerator. An ORDO MALLEUS Inquisitor/Inquisitor Lord may replace its close combat weapon with a daemonblade or a daemonhammer. An ORDO XENOS Inquisitor/Inquisitor Lord may replace its close combat weapon with a xenophase blade. A PSYKER model may replace its close combat weapon with a force stave or force sword. This model may replace its laspistol with a bolt pistol, boltgun, combat shotgun, combi-flamer, combi-melta, combi-plasma, flamer, hand flamer, hot-shot lasgun, hot-shot laspistol, incinerator, inferno pistol, meltagun, needle pistol, plasma pistol, plasmagun, shotgun, or storm bolter. An ORDO HERETICUS Inquisitor/Inquisitor Lord may replace its laspistol with a condemnor boltgun. An ORDO XENOS Inquisitor/Inquisitor Lord may replace its laspistol with a shuriken catapult or shuriken pistol. This model may replace its carapace armor with power armor or artificer armor. This model may replace its refractor field with a conversion field. This model may take any of the following: digital weapons, psyber-eagle, psycannon bolts, psyk-out grenades, servo-skull targeter. A PSYKER model may take a psychic hood. If this model is not a PSYKER, it may take a null rod. 										
ABILITIES	<p>In the Name of the Emperor: An INQUISITOR may be taken as a COMMANDER option in any IMPERIUM kill team. If taken in a non-Inquisition kill team, this model cannot be affected by any Tactics or abilities that affect models with a particular Faction keyword.</p> <p>Iron Will: If this model is not a PSYKER and a psychic power is 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).</p> <p>Quarry: See pg 4.</p> <p>Unquestionable Wisdom: Friendly IMPERIUM models within 6" of this model can use this model's Leadership characteristic instead of their own.</p> <p>Artificer Armor: Model with artificer armor only. A model with artificer armor has a 2+ save.</p> <p>Conversion Field: Model with conversion field only. A model with a conversion field has a 4+ invulnerable save.</p> <p>Digital Weapons: Model with digital weapons only. Once per battle, at the start of the Fight phase, pick an enemy model within 1" of this model and roll a dice; on a 4+ the enemy model suffers D3 mortal wounds.</p>					<p>Null Rod: Model with null rod only. This model cannot be targeted or affected by psychic powers. In addition, whilst any models from your kill team that have null rods are within 18" of any enemy PSYKER models, subtract 1 from Psychic tests and Deny the Witch tests taken for those enemy models.</p> <p>Power Armor: Model with power armor only. A model with power armor has a 3+ save.</p> <p>Psycannon Bolts: Model with psycannon bolts only. A bolt weapon (bolt pistol, boltgun, bolter profile of a combi-weapon, or storm bolter) fired by this model increases its AP by 1 (e.g., AP 0 becomes AP -1, etc.).</p> <p>Psychic Hood: Model with psychic hood only. A model with a psychic hood can add 1 to Deny the Witch tests you take for this model against enemy PSYKERS within 12".</p> <p>Radical: Model with a daemonblade only. A model with a daemonblade may not be included in a kill team that includes GREY KNIGHTS.</p> <p>Refractor Field: Model with refractor field only. A model with a refractor field has a 5+ invulnerable save.</p> <p>Servo-Skull Targeter: Model with servo-skull targeter only. This model does not suffer the penalty to hit rolls for the target being obscured.</p>					
PSYKER	If this model is a PSYKER , it can attempt to manifest as many psychic powers and attempt to deny as many psychic powers in each Psychic phase as the model's Psyker Level. This model knows the <i>Psybolt</i> psychic power as well as a number of psychic powers equal to its Psyker Level generated from the Telethesia discipline (see below).										
SPECIALISTS	Ferocity, Fortitude, Leadership, Logistics, Melee, Psyker (PSYKER only), Shooting, Stealth, Strategist, Strength										
FACTION KEYWORD	INQUISITION, ADEPTA SORORITAS, ADEPTUS ARBITES, ADEPTUS ASTARTES, ADEPTUS MECHANICUS, ADEPTUS MINISTORUM, ADEPTUS TERRA, ASTRA CARTOGRAPHICA, ASTRA MILITARUM, ADEPTUS MINISTORUM, ADEPTUS TERRA										
KEYWORDS	IMPERIUM, INFANTRY, COMMANDER, ORDO MINORIS, INQUISITOR										

ORDO MALLEUS INQUISITOR/INQUISITOR LORD IN TERMINATOR ARMOR

	M	WS	BS	S	T	W	A	Ld	Sv	Max	
Ordo Malleus Inquisitor in Terminator Armor	6"	3+	3+	3	3	3	3	9	2+	1	
Ordo Malleus Inquisitor Lord in Terminator Armor	6"	3+	3+	3	3	4	3	10	2+	1	
This model is armed with a power sword and storm bolter.											
OPTIONS	<ul style="list-style-type: none"> This model may be a psyker and take the PSYKER keyword. This model may be a level 1 or level 2 psyker. 										
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model may replace its power sword with a daemonblade, daemonhammer, or power fist. A PSYKER model may replace its power sword with a force axe, force stave, or a force sword. This model may replace its storm bolter with a combi-flamer, combi-melta, combi-plasma, pscannon, or storm shield. This model may take any of the following: digital weapons, psyber-eagle, pscannon bolts, psyk-out grenades. A PSYKER model may take a psychic hood. If this model is not a PSYKER, it may take a null rod. 										
ABILITIES	<p>In the Name of the Emperor: An INQUISITOR may be taken as a COMMANDER option in any IMPERIUM kill team. If taken in a non-Inquisition kill team, this model cannot be affected by any Tactics or abilities that affect models with a particular Faction keyword.</p> <p>Iron Will: If this model is not a PSYKER and a psychic power is 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).</p> <p>Quarry: See pg 4.</p> <p>Unquestionable Wisdom: Friendly IMPERIUM models within 6" of this model can use this model's Leadership characteristic instead of their own.</p> <p>Digital Weapons: Model with digital weapons only. Once per battle, at the start of the Fight phase, pick an enemy model within 1" of this model and roll a dice; on a 4+ the enemy model suffers D3 mortal wounds.</p>					<p>Null Rod: Model with null rod only. This model cannot be targeted or affected by psychic powers. In addition, whilst any models from your kill team that have null rods are within 18" of any enemy PSYKER models, subtract 1 from Psychic tests and Deny the Witch tests taken for those enemy models.</p> <p>Pscannon Bolts: Model with pscannon bolts only. A bolt weapon (bolt pistol, boltgun, combi-melta, or storm bolter) fired by this model has an AP of -1.</p> <p>Psychic Hood: Model with psychic hood only. A model with a psychic hood can add 1 to Deny the Witch tests you take for this model against enemy PSYKERS within 12".</p> <p>Radical: Model with a daemonblade only. A model with a daemonblade may not be included in a kill team that includes GREY KNIGHTS.</p> <p>Servo-Skull Targeter: Model with servo-skull targeter only. This model does not suffer the penalty to hit rolls for the target being obscured.</p> <p>Storm Shield: Model with storm shield only. A model with a storm shield has a 3+ invulnerable save.</p> <p>Terminator Armor: This model has a 2+ save and a 5+ invulnerable save.</p>					
PSYKER	If this model is a PSYKER , it can attempt to manifest as many psychic powers and attempt to deny as many psychic powers in each Psychic phase as the model's Psyker Level. This model knows the <i>Psybolt</i> psychic power as well as a number of psychic powers equal to its Psyker Level generated from the Telethesia discipline (see pg. 6).										
SPECIALISTS	Ferocity, Fortitude, Leadership, Logistics, Melee, Psyker (PSYKER only), Shooting, Stealth, Strategist, Strength										
FACTION KEYWORD	INQUISITION, ADEPTA SORORITAS, ADEPTUS ARBITES, ADEPTUS ASTARTES, ADEPTUS MECHANICUS, ADEPTUS MINISTORUM, ADEPTUS TERRA, ASTRA CARTOGRAPHICA, ASTRA MILITARUM, ADEPTUS MINISTORUM, ADEPTUS TERRA, GREY KNIGHTS										
KEYWORDS	IMPERIUM, INFANTRY, COMMANDER, INQUISITOR, ORDO MALLEUS, TERMINATOR										

ORDO MALLEUS KILL TEAM COMMANDERS	
MODEL	POINTS PER MODEL (Does not include wargear)
Inquisitor (Level 1)	25
Inquisitor (Level 2)	31
Inquisitor (Level 3)	43
Inquisitor (Level 4)	61
Inquisitor Lord (Level 1)	40
Inquisitor Lord (Level 2)	46
Inquisitor Lord (Level 3)	58
Inquisitor Lord (Level 4)	76
Ordo Malleus Inquisitor in Terminator Armor (Level 1)	35
Ordo Malleus Inquisitor in Terminator Armor (Level 2)	41
Ordo Malleus Inquisitor in Terminator Armor (Level 3)	53
Ordo Malleus Inquisitor in Terminator Armor (Level 4)	71
Ordo Malleus Inquisitor Lord in Terminator Armor (Level 1)	50
Ordo Malleus Inquisitor Lord in Terminator Armor (Level 2)	57
Ordo Malleus Inquisitor Lord in Terminator Armor (Level 3)	74
Ordo Malleus Inquisitor Lord in Terminator Armor (Level 4)	96
PSYKER LEVEL	POINTS PER LEVEL
1	10
2	25

COMMANDER UPGRADES

When purchasing Commander upgrades for an Inquisitor, you can choose from the Imperial Battle Master, Inquisitor Militant, and Quick Draw Traits below in addition to those listed on pg 16 of the *Kill Team – Commanders* rulebook.

10 Pts

IMPERIAL BATTLE MASTER

Inquisitor Trait

If your kill team is Battle-forged, you start the battle with 1 additional Command Point (this can only be spent to use an Inquisition Tactic).

15 Pts

INQUISITOR MILITANT

Inquisitor Trait

Add 1 to this model's Attacks characteristic.

5 Pts

QUICK DRAW

Inquisitor Trait

This model can shoot each turn as if it was Readied.

INQUISITOR RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Bolt pistol	1
Boltgun	2
Combat shotgun	2
Combi-flamer	5
Combi-melta	5
Combi-plasma	6
Condemnor boltgun	2
Flamer	3
Frag grenades	0
Hand flamer	2
Hot-shot lasgun	1
Hot-shot laspistol	1
Incinerator	4
Inferno pistol	4
Krak grenades	0
Laspistol	0
Meltagun	5
Needle pistol	1
Plasma pistol	4
Plasmagun	5
Psyber-eagle	4
Psychannon	3
Psyk-out grenades	1
Shotgun	1
Shuriken catapult	2
Shuriken pistol	1
Storm bolter	4

INQUISITOR MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Chainsword	1
Close combat weapon	0
Daemonblade	4
Daemonhammer	7
Eviscerator	5
Force axe	4
Force stave	4
Force sword	4
Power fist	5
Power maul	3
Power sword	3
Thunder hammer	7
Xenophase blade	4

INQUISITOR WARGEAR	
WARGEAR	POINTS PER ITEM
Artificer armor	10
Carapace armor	0
Conversion field	4
Digital weapons	1
Null rod	3
Power armor	5
Psychannon bolts	1
Psychic hood	3
Refractor field	0
Servo-skull targeter	1
Storm shield	5

INQUISITION PSYKERS

Many Inquisitors possess psychic powers, and some include sanctioned psykers in their warbands. Each psyker exhibits different abilities, manipulating the energies of the Warp in unique ways. Psykers are as lethal to the enemy as they are disturbing to their comrades, for their psychic might turns them into unnatural weapons that evoke both superstition and terror.

TELETHESIA DISCIPLINE

To generate psychic powers from the Telethesia discipline, you can either roll a D3 to generate them randomly (re-roll any duplicate results), or you can select those you wish the psyker to have.

D3 Result

1 TERRIFY

Channeling vast knowledge and psychic might, the psyker dredges up an enemy's worst nightmare and projects it directly into their mind, causing them to recoil with horror.

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

2 DOMINATE

Concentrating vast willpower, the psyker reaches out with his mind to seize control of another's body.

Dominare has a warp charge value of 6. If manifested, select one enemy model within 12" of this psyker 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 model that is part of your kill team whilst shooting or making that close combat attack.

3 CASTIGATION

Focusing the raging power of their mind, the psyker strikes out at an enemy, causing psychic agony.

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



A **PSYKER** in an Ordo Hereticus, Ordo Malleus, or Ordo Xenos kill team may take the appropriate psychic power below instead of a psychic power from the Telethesia discipline.

ORDO HERETICUS: ASCERTAINMENT

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

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

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 model within 12" of this psyker. Until the start of your next Psychic phase, that model has a 5+ invulnerable save.

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 models 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.

THRONE AGENT										
	M	WS	BS	S	T	W	A	Ld	Sv	Max
Throne Agent	6"	4+	3+	3	3	2	2	8	5+	2
This model is armed with a close combat weapon and laspistol.										
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model may replace its close combat weapon with a chainsword, eviscerator, laspistol, power axe, power fist, power maul, power sword, or thunder hammer. This model may replace its laspistol with a bolt pistol, boltgun, combat shotgun, combi-flamer, combi-melta, combi-plasma, flamer, hand flamer, hot-shot lasgun, hot-shot laspistol, incinerator, lasgun, meltagun, needle pistol, plasma pistol, plasmagun, shotgun, or storm bolter. This model may take any of the following: carapace armor, digital weapons, frag grenades, krak grenades, psyber-eagle, refractor field, servo-skull targeter. 									
ABILITIES	<p>Agent of the Throne: A THRONE AGENT may be taken in any IMPERIUM kill team. If taken in a non-Inquisition kill team, this model cannot be affected by any Tactics or abilities that affect models with a particular Faction keyword.</p> <p>Loyal Henchman, Loyal Servant: See pg 3.</p> <p>Quarry: See pg 4.</p> <p>Carapace Armor: Model with carapace armor only. This model has a 4+ save.</p>					<p>Digital Weapons: Model with digital weapons only. Once per battle, at the start of the Fight phase, pick an enemy model within 1" of this model and roll a dice; on a 4+ the enemy model suffers D3 mortal wounds.</p> <p>Refractor Field: Model with refractor field only. A model with a refractor field has a 5+ invulnerable save.</p> <p>Servo-Skull Targeter: Model with servo-skull targeter only. This model does not suffer the penalty to hit rolls for the target being obscured.</p>				
SPECIALISTS	Leader, Combat, Comms, Medic, Scout, Veteran									
FACTION KEYWORD	INQUISITION, ADEPTA SORORITAS, ADEPTUS ARBITES, ADEPTUS ASTARTES, ADEPTUS MECHANICUS, ADEPTUS MINISTORUM, ADEPTUS TERRA, ASTRA CARTOGRAPHICA, ASTRA MILITARUM, ADEPTUS MINISTORUM, ADEPTUS TERRA									
KEYWORDS	IMPERIUM, INFANTRY, ACOLYTE, THRONE AGENT									

ARCO-FLAGELLANT										
	M	WS	BS	S	T	W	A	Ld	Sv	Max
Arco-flagellant	7"	4+	-	4	3	2	2	7	7+	3
This model is armed with a pair of close combat weapons.										
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model may replace either close combat weapon with an arco-flail, chainsword, decapitator, great weapon, or power fist. 									
ABILITIES	<p>Berserk Killing Machine: Each time a model with this ability loses a wound, roll a D6; on a 5+ the model does not lose that wound.</p> <p>Ecclesiarchy Battle Conclave: If your kill team is Battle-forged and includes any MINISTORUM PRIESTS, the maximum number of Arco-Flagellants you may include in your kill team is 5.</p> <p>Zealot: You can re-roll hit rolls for attacks made with melee weapons by a model with this ability, in any battle round in which it charged or was charged.</p>									
SPECIALISTS	Combat, Zealot									
FACTION KEYWORD	INQUISITION									
KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, INFANTRY, ARCO-FLAGELLANT									

ARMSMAN										
	M	WS	BS	S	T	W	A	Ld	Sv	Max
Armsman	6"	4+	4+	3	3	1	1	6	5+	-
Armsman Gunner	6"	4+	3+	3	3	1	1	6	5+	2
Armsmaster	6"	3+	3+	3	3	2	2	7	5+	1
This model is armed with a lasgun, laspistol, frag grenades, and krak grenades. Up to two Armsmen in your kill team can be Armsman Gunners, and one Armsman in your kill team can be an Armsmaster.										
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model may replace its lasgun with an Arbites shotgun, bolt pistol, boltgun, chainsword, close combat weapon, combat shotgun, great weapon, hot-shot lasgun, hot-shot laspistol, laspistol, needle pistol, power maul, shotgun, or suppression shield. This model may replace its laspistol with a bolt pistol, chainsword, close combat weapon, hot-shot laspistol, needle pistol, or suppression shield. An Armsman Gunner may replace its lasgun with a flamer, grenade launcher, heavy stubber, hot-shot volley gun, meltagun, plasmagun, rotor cannon, or sniper rifle. An Armsmaster may replace its lasgun with a combi-flamer, combi-melta, or combi-plasma, power axe, power fist, power maul, or power sword. An Armsmaster may replace its laspistol with a hand flamer or plasma pistol. This model may take carapace armor. 									
ABILITIES	Loyal Henchman, Loyal Servant: See pg 3.					Combat Training: When you recruit an Armsman, you may improve that fighter's WS or BS to 3+.				
	Carapace Armor: Armsman with carapace armor only. This model has a 4+ save.					Quarry: See pg 4.				
SPECIALISTS	Leader (Armsmaster only), Combat, Comms, Demolitions, Heavy (Gunner only), Medic, Scout, Sniper, Veteran									
FACTION KEYWORD	INQUISITION									
KEYWORDS	IMPERIUM, INFANTRY, ACOLYTE, ARMSMAN									

CANID										
	M	WS	BS	S	T	W	A	Ld	Sv	Max
Canid	8"	3+	-	3	3	1	2	5	6+	-
This model is armed with a vicious bite.										
ABILITIES	Loyal Henchman: See pg 3.									
	Beast: Canids cannot be specialists, are not part of a fire team, and cannot gain experience.									
FACTION KEYWORD	INQUISITION									
KEYWORDS	IMPERIUM, BEAST, CANID									

CHIRURGEON										
	M	WS	BS	S	T	W	A	Ld	Sv	Max
Chirurgion	6"	4+	4+	3	3	1	2	7	5+	-
A Chirurgion is armed with a laspistol and chirurgion's tools.										
ABILITIES	Specialist Henchman: This model is always a Medic specialist, but this does not count towards the maximum number of specialists in your kill team.					Medicus: At the end of the Movement phase, as long as this model is not shaken or Readied and did not Fall Back or make a charge attempt this phase, choose a friendly INQUISITION model that has any flesh wounds and is within 1" of this model. Roll a D6; on a 4+ one flesh wound is removed from that model.				
SPECIALISTS	Medic									
FACTION KEYWORD	INQUISITION									
KEYWORDS	IMPERIUM, INFANTRY, CHIRURGEON									

CRUSADER										
	M	WS	BS	S	T	W	A	Ld	Sv	Max
Crusader	6"	3+	4+	3	3	2	2	7	4+	2
This model is armed with a power sword and storm shield.										
ABILITIES	<p>Loyal Servant: See pg 3.</p> <p>Hacking Advance: Each unmodified hit roll of 6 made for this model's attacks in the Fight phase scores 2 hits instead of 1.</p> <p>Storm Shield: This model has a 3+ invulnerable save.</p>					<p>Ecclesiarchy Battle Conclave: If your kill team is Battle-forged and includes any MINISTORUM PRIESTS, the maximum number of Crusaders you may include in your kill team is 6.</p> <p>Spiritual Fortitude: When this model would lose a wound as a result of a mortal wound in the Psychic phase, roll one D6; on a 5+ that wound is not lost.</p>				
SPECIALISTS	Combat									
FACTION KEYWORD	INQUISITION									
KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, INFANTRY, ACOLYTE, CRUSADER									

DAEMONHOST										
	M	WS	BS	S	T	W	A	Ld	Sv	Max
Daemonhost	6"	4+	4+	4	4	2	3	7	5+	1
This model is armed with unholy gaze and warp grasp.										
ABILITIES	<p>Bound Entity: This model may only be included in a kill team that includes a RADICAL ORDO MALLEUS INQUISITOR.</p> <p>Daemonic Power: At the start of your Movement phase, roll one D6 for this model and apply the following result:</p> <p>D6 Result</p> <p>1-2 Daemonic Speed: Until the start of your next turn, this model has a Move characteristic of 12" and can FLY.</p> <p>3-4 Re-Knit Host Form: This model regains all of its lost wounds.</p> <p>5-6 Energy Torrent: Roll one D6 for each enemy model within 3" of this model; on a 2+ that enemy model suffers D3 mortal wounds.</p> <p>Daemonic Resilience: This model has a 5+ invulnerable save.</p> <p>Unholy Host: A Daemonhost may not be included in a kill team that includes GREY KNIGHTS.</p>									
FACTION KEYWORD	INQUISITION									
KEYWORDS	IMPERIUM, INFANTRY, DAEMON, DAEMONHOST									

DEATH CULT ASSASSIN										
	M	WS	BS	S	T	W	A	Ld	Sv	Max
Death Cult Assassin	7"	3+	4+	4	3	1	4	7	5+	2
This model is armed with a Death Cult power blade and frag grenades.										
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model may replace its Death Cult power blade with a pair of Death Cult power stilettos. 									
ABILITIES	<p>Ecclesiarchy Battle Conclave: If your kill team is Battle-forged and includes any MINISTORUM PRIESTS, the maximum number of Death Cult Assassins you may include in your kill team is 6.</p> <p>Uncanny Reflexes: This model has a 5+ invulnerable save.</p> <p>Zealous: You can re-roll failed hit rolls for this model in a battle round in which it charged or was charged by an enemy model.</p>									
SPECIALISTS	Combat									
FACTION KEYWORD	INQUISITION									
KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, INFANTRY, DEATH CULT ASSASSIN									

JOKAERO WEAPONSMITH																		
	M	WS	BS	S	T	W	A	Ld	Sv	Max								
Jokaero Weaponsmith	6"	6+	4+	2	3	1	2	7	5+	-								
This model is armed with Jokaero weapons and defense orbs.																		
ABILITIES	<p>Defense Orbs: This model has a 5+ invulnerable save.</p> <p>Inconceivable Customization: At the start of your Shooting phase, you can select one friendly INQUISITION model within 3" of this model and roll one D6; apply the result from the following table to the selected model until the end of the turn.</p> <table border="1"> <thead> <tr> <th>D6</th> <th>Result</th> </tr> </thead> <tbody> <tr> <td>1-2</td> <td>Augmented Targeting: When resolving an attack made by this model, you can re-roll the hit roll.</td> </tr> <tr> <td>3-4</td> <td>Augmented Penetration: When resolving an attack made by this model, you can re-roll the wound roll.</td> </tr> <tr> <td>5-6</td> <td>Total Augmentation: When resolving an attack made by this model, you can re-roll the hit roll and you can re-roll the wound roll.</td> </tr> </tbody> </table>										D6	Result	1-2	Augmented Targeting: When resolving an attack made by this model, you can re-roll the hit roll.	3-4	Augmented Penetration: When resolving an attack made by this model, you can re-roll the wound roll.	5-6	Total Augmentation: When resolving an attack made by this model, you can re-roll the hit roll and you can re-roll the wound roll.
D6	Result																	
1-2	Augmented Targeting: When resolving an attack made by this model, you can re-roll the hit roll.																	
3-4	Augmented Penetration: When resolving an attack made by this model, you can re-roll the wound roll.																	
5-6	Total Augmentation: When resolving an attack made by this model, you can re-roll the hit roll and you can re-roll the wound roll.																	
FACTION KEYWORD	INQUISITION																	
KEYWORDS	INFANTRY, JOKAERO WEAPONSMITH																	

MINISTORUM PRIEST										
	M	WS	BS	S	T	W	A	Ld	Sv	Max
Missionary	6"	4+	4+	3	3	1	2	7	7+	1
Preacher	6"	4+	4+	3	3	1	1	7	6+	1
This model is armed with a laspistol and close combat weapon.										
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model may replace its laspistol with a combat shotgun, lasgun, or plasmagun. This model may replace its close combat weapon with a chainsword, power maul, or eviscerator. This model may take any of the following: holy relic, rosarius. A preacher may take an icon of the Ecclesiarchy. 									
ABILITIES	<p>Holy Relic: Model with holy relic only. Whilst this model is within 6" of any friendly IMPERIUM models, add 1 to the Leadership characteristic of those friendly models.</p> <p>Icon of the Ecclesiarchy: Model with icon of the Ecclesiarchy only. Whilst this model is within 6" of any enemy CHAOS models, subtract 1 from the Leadership characteristic of those enemy models.</p> <p>Rosarius: Model with rosarius only. A model with a rosarius has a 4+ invulnerable save.</p> <p>War Hymn: Add 1 to the Attacks characteristic of friendly INQUISITION INFANTRY non-SERVITOR models whilst they are within 6" of this model.</p> <p>Word of the Emperor: Missionary only. Roll one D6 when a friendly IMPERIUM model would fail a Nerve test whilst it is within 6" of this model. On a 4+ that model does not fail the test.</p>									
SPECIALISTS	Leader, Veteran, Zealot									
FACTION KEYWORD	INQUISITION									
KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, INFANTRY, ACOLYTE, MINISTORUM PRIEST									

SAGE										
	M	WS	BS	S	T	W	A	Ld	Sv	Max
Autosavant	6"	4+	3+	3	3	1	1	6	5+	1
Calculus Logi	6"	4+	4+	3	3	1	1	6	5+	1
Dialogus	6"	3+	3+	3	3	1	2	7	3+	1
An Autosavant and Calculus Logi is armed with a laspistol. A Dialogus is armed with a bolt pistol and Dialogus staff.										
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model may replace its laspistol with bolt pistol, chainsword, or close combat weapon. A Calculus Logi may replace its laspistol with a sniper rifle. 									
ABILITIES	<p>Enhanced Targeting Prognostication: Autosavant only. Choose one friendly INQUISITION model within 6" of the Autosavant. That model gains a +1 bonus to their BS until the end of the turn.</p> <p>Laud Hailer: Dialogus only. Add 1 to the Leadership characteristic of friendly IMPERIUM units whilst they are within 6" of this model.</p> <p>Multi-Spectral Auspicator: Calculus Logi only. Choose one friendly INQUISITOR or THRONE AGENT model within 6" of the Calculus Logi. That model re-rolls hit rolls of 1 for ranged attacks until the end of the turn.</p> <p>Spiritual Fortitude: Dialogus only. When this model would lose a wound as a result of a mortal wound in the Psychic phase, roll one D6; on a 5+ that wound is not lost.</p>									
SPECIALISTS	Comms, Scout, Veteran									
FACTION KEYWORD	INQUISITION									
KEYWORDS	IMPERIUM, INFANTRY, ACOLYTE, SAGE									
KEYWORDS (DIALOGUS)	IMPERIUM, INFANTRY, ACOLYTE, ADEPTUS MINISTORUM, ADEPTA SORORITAS, DIALOGUS									

SERVITOR										
	M	WS	BS	S	T	W	A	Ld	Sv	Max
Servitor	6"	4+	4+	3	3	1	2	7	5+	2
This model is armed with a pair of close combat weapons.										
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model may replace either close combat weapon with an arco-flail, chainsword, servo-arm, or servo-claw. This model may replace one close combat weapon with a heavy bolter, multi-melta, or plasma cannon. 									
ABILITIES	Automaton: A Servitor cannot be a specialist, is not part of a fire team, and cannot gain experience. A Servitor automatically passes any Nerve tests it is required to take.									
FACTION KEYWORD	INQUISITION									
KEYWORDS	IMPERIUM, INFANTRY, SERVITOR									

INQUISITION CHAMBERS MILITANT

Although Inquisitors can employ the services of any of the myriad forces of the Imperium, they most often call upon their trusted Throne Agents and a cadre of Inquisitorial Storm Troopers that are inured to the dangers that threaten Humanity. In addition, each of the Ordos also maintains a dedicated Chamber Militant of warriors specially trained to combat the forces of the Ordo's focus.

An Inquisition faction kill team may include up to 1 ADEPTUS ASTARTES CHAMBER MILITANT models or up to 3 ADEPTA SORORITAS CHAMBER MILITANT models.

BATTLE SISTER										
	M	WS	BS	S	T	W	A	Ld	Sv	Max
Battle Sister	6"	4+	3+	3	3	1	1	7	3+	3
This model is armed with a boltgun, bolt pistol, frag grenades, and krak grenades.										
WARGEAR OPTIONS	<ul style="list-style-type: none"> One Battle Sister in your kill team may replace its boltgun with a flamer or storm bolter. 									
ABILITIES	<p>Quarry: See pg 4.</p> <p>War of Faith: This model may only be included in a kill team that uses the ORDO HERETICUS ordo focus.</p> <p>Shield of Faith: Models with this ability have a 6+ invulnerable save.</p> <p>In addition, models with this ability can attempt to deny one psychic power in each Psychic phase in the same manner as a PSYKER. When making this attempt, roll one D6 instead of 2D6; the psychic power is resisted if the roll is greater than the result of the Psychic test that manifested the power.</p>									
SPECIALISTS	Comms, Demolitions, Medic, Sniper, Veteran, Zealot									
FACTION KEYWORD	INQUISITION, ADEPTA SORORITAS									
KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, INFANTRY, CHAMBER MILITANT, BATTLE SISTER									

DEATHWATCH VETERAN										
	M	WS	BS	S	T	W	A	Ld	Sv	Max
Deathwatch Veteran	6"	3+	3+	4	4	1	2	8	3+	1
This model is armed with a boltgun, frag grenades, and krak grenades.										
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model may replace its boltgun with a combi-melta, combi-plasma, stalker pattern boltgun, power sword, power maul, or storm shield. This model may also take a power sword or power maul. A Deathwatch Veteran may, instead of the above, replace their boltgun with a Deathwatch shotgun or heavy thunder hammer. 									
ABILITIES	<p>And They Shall Know No Fear: You can re-roll failed Nerve tests for this model.</p> <p>Quarry: See pg 4.</p> <p>Purge the Xenos: This model may only be included in a kill team that uses the ORDO XENOS ordo focus.</p> <p>Special Issue Ammunition: See pg 89 of the <i>Kill Team Core Rulebook</i>.</p> <p>Storm Shield: A model with a storm shield has a 3+ invulnerable save.</p> <p>Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.</p>									
SPECIALISTS	Combat, Comms, Demolitions, Sniper, Veteran, Zealot									
FACTION KEYWORD	INQUISITION, DEATHWATCH									
KEYWORDS	IMPERIUM, INFANTRY, ADEPTUS ASTARTES, CHAMBER MILITANT, DEATHWATCH VETERAN									

GREY KNIGHT

	M	WS	BS	S	T	W	A	Ld	Sv	Max
Grey Knight	6"	3+	3+	4	4	1	1	7	3+	1
This model is armed with a Nemesis force sword, storm bolter, frag grenades, krak grenades, and psyk-out grenades.										
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model may replace its Nemesis force sword with a Nemesis force halberd, Nemesis daemon hammer, Nemesis warding stave, or two Nemesis falchions. 									
ABILITIES	<p>And They Shall Know No Fear: You can re-roll failed Nerve tests for this model.</p> <p>Daemon Hunter: If this model attacks any DAEMON in the Fight phase, you can re-roll failed wound rolls for those attacks.</p> <p>Quarry: See pg 4.</p> <p>Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.</p>					<p>Rites of Banishment: When this model manifests the <i>Psybolt</i> psychic power it has a range of 12". If <i>Psybolt</i> is successfully manifested and the target model is a Daemon, the target suffers D3 mortal wounds even if the result of the Psychic test was not 11+.</p> <p>Hammer of the Ordo Malleus: This model may only be included in a kill team that uses the ORDO MALLEUS ordo focus.</p>				
PSYKER	This model can attempt to manifest one psychic power and attempt to deny one psychic power in each Psychic phase. He knows the <i>Psybolt</i> psychic power.									
SPECIALISTS	Combat, Comms, Demolitions, Veteran, Zealot									
FACTION KEYWORD	INQUISITION, GREY KNIGHTS									
KEYWORDS	IMPERIUM, INFANTRY, PSYKER, ADEPTUS ASTARTES, CHAMBER MILITANT, GREY KNIGHT									

PRIMARIS SPACE MARINE

	M	WS	BS	S	T	W	A	Ld	Sv	Max
Primaris Space Marine	6"	3+	3+	4	4	2	2	7	3+	1
This model is armed with a bolt rifle, bolt pistol, frag grenades, and krak grenades.										
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model may replace its bolt rifle with an auto bolt rifle or stalker bolt rifle. 									
ABILITIES	<p>And They Shall Know No Fear: You can re-roll failed Nerve tests for this model.</p> <p>Quarry: See pg 4.</p>					<p>Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.</p>				
SPECIALISTS	Combat, Comms, Sniper, Veteran									
FACTION KEYWORD	INQUISITION, ADEPTUS ASTARTES									
KEYWORDS	IMPERIUM, INFANTRY, CHAMBER MILITANT, SPACE MARINE, PRIMARIS SPACE MARINE									

SPACE MARINE

	M	WS	BS	S	T	W	A	Ld	Sv	Max
Space Marine	6"	3+	3+	4	4	1	1	7	3+	1
This model is armed with a boltgun, bolt pistol, frag grenades, and krak grenades.										
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model may replace its boltgun with a chainsword. One Space Marine in your kill team may replace its boltgun with a flamer. 									
ABILITIES	<p>And They Shall Know No Fear: You can re-roll failed Nerve tests for this model.</p> <p>Quarry: See pg 4.</p>					<p>Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.</p>				
SPECIALISTS	Comms, Demolitions, Sniper, Veteran									
FACTION KEYWORD	INQUISITION, ADEPTUS ASTARTES									
KEYWORDS	IMPERIUM, INFANTRY, CHAMBER MILITANT, SPACE MARINE									

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Auto bolt rifle	24"	Assault 2	4	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Combat shotgun	When attacking with this weapon, choose one of the profiles below.					
- Scatter shell	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.
- Solid shell	12"	Assault 1	4	-1	1	-
Combi-flamer	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-melta	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Combi-plasma	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma (standard)	24"	Rapid Fire 1	7	-3	1	-
- Plasma (supercharge)	24"	Rapid Fire 1	8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action after all of this weapon's shots have been resolved.
Condemnor boltgun	24"	Rapid Fire 1	4	0	1	When resolving an attack made with this weapon against a PSYKER , this weapon has a Damage characteristic of D3 for that attack.
Deathwatch shotgun	When attacking with this weapon, choose one of the profiles below.					
- Cryptclearer round	16"	Assault 2	4	0	1	You can re-roll failed wound rolls for this weapon.
- Xenopurge slug	16"	Assault 2	4	-1	1	If the target is within half range of this weapon, its attacks are resolved with a Damage of 2.
- Wyrmsbreath shell	7"	Assault D6	3	0	1	This weapon automatically hits its target.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Grenade launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag grenade	24"	Assault D6	3	0	1	-
- Krak grenade	24"	Assault 1	6	-1	D3	-
Hand flamer	6"	Pistol D6	3	0	1	This weapon automatically hits its target.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy stubber	36"	Heavy 3	4	0	1	-
Hot-shot lasgun	18"	Rapid Fire 1	3	-2	1	-
Hot-shot laspistol	6"	Pistol 1	3	-2	1	-
Hot-shot volley gun	24"	Heavy 4	4	-2	1	-
Incinerator	8"	Assault D6	6	-1	1	This weapon automatically hits its target.
Inferno pistol	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Jokaero weapons	When you choose this weapon to shoot with, select one of the profiles below.					
- Focused strike	24"	Heavy 1	8	-3	3	-
- Scattershot	12"	Assault 6	4	-1	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Lasgun	24"	Rapid Fire 1	3	0	1	-
Laspistol	12"	Pistol 1	3	0	1	-

RANGED WEAPONS (CONTINUED)						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Needle pistol	12"	Pistol 1	1	0	1	When resolving an attack made with this weapon, a wound roll of 2+ is successful.
Plasma cannon	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D3	7	-3	1	-
- Supercharge	36"	Heavy D3	8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action after all of this weapon's shots have been resolved.
Plasma pistol	When attacking with this weapon, choose one of the profiles below:					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action.
Plasmagun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action after all of this weapon's shots have been resolved.
Psyber-eagle	24"	Assault D6	4	0	1	-
Psycannon	24"	Heavy 4	7	-1	1	-
Psyk-out grenade	6"	Grenade D3	2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a PSYKER or DAEMON , the target suffers a mortal wound instead of the normal damage.
Rotor cannon	24"	Heavy 4	4	-1	2	-
Shotgun	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.
Shuriken catapult	12"	Assault 2	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3.
Shuriken pistol	12"	Pistol 1	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3.
Sniper rifle	36"	Heavy 1	4	0	1	A model firing a sniper rifle does not suffer the penalty to hit rolls for the target being at long range. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
Stalker bolt rifle	36"	Heavy 2	4	-2	1	-
Stalker pattern boltgun	30"	Heavy 2	4	-1	1	-
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
Arco-flail	Melee	Melee	+1	-1	1	Make D3 hit rolls for each attack made with this weapon, instead of 1.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Chirurgion's tools	Melee	Melee	User	-1	1	-
Close combat weapon	Melee	Melee	User	0	1	-
Daemonblade	Melee	Melee	+3	-3	1	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 model using this weapon. This additional attack cannot generate another attack.

MELEE WEAPONS (CONTINUED)						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Daemonhammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll. Each time you wound a DAEMON with this weapon, the target suffers a mortal wound instead of the normal damage.
Death Cult power blade	Melee	Melee	User	-2	1	-
Death Cult power stiletto	Melee	Melee	User	-3	1	If a model is armed with two Death Cult power stilettos, each time it fights it can make 1 additional attack with them.
Decapitator	Melee	Melee	+1	-1	2	-
Dialogus staff	Melee	Melee	+1	0	1	-
Eviscerator	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the roll.
Force axe	Melee	Melee	+1	-2	D3	-
Force stave	Melee	Melee	+2	-1	D3	-
Force sword	Melee	Melee	User	-3	D3	-
Great weapon	Melee	Melee	+2	0	1	When attacking with this weapon, you must subtract 1 from the hit roll. Each time the bearer fights, it can make 1 additional attack with this weapon.
Heavy thunder hammer	Melee	Melee	x2	-3	D6	When attacking with this weapon, you must subtract 1 from the hit roll. Each time you make a wound roll of 6+ with this weapon, that hit is resolved with a Damage of 6.
Nemesis Daemon hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Nemesis falchion	Melee	Melee	User	-2	D3	If a model is armed with two Nemesis falchions, each time it fights it can make 1 additional attack with them.
Nemesis force halberd	Melee	Melee	+1	-2	D3	-
Nemesis force sword	Melee	Melee	User	-3	D3	-
Nemesis warding stave	Melee	Melee	+2	-1	D3	A model armed with this weapon has a 5+ invulnerable save against attacks made in the Fight phase. If it already has an invulnerable save, add 1 to invulnerable saving throws you make for it in the Fight phase instead.
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Servo-arm	Melee	Melee	x2	-2	3	Each servo-arm can only be used to make one attack each time this model fights in addition to any other attacks the model has. When a model attacks with this weapon, you must subtract 1 from the hit roll.
Servo-claw	Melee	Melee	+1	-1	1	-
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Vicious bite	Melee	Melee	User	0	1	A model with a vicious bite may make one vicious bite attack in addition to any other melee attacks he may have in the Fight phase.
Xenophase blade	Melee	Melee	User	-3	1	Your opponent must re-roll successful invulnerable saves for wounds caused by this weapon.
Warp grasp	Melee	Melee	User	-3	1	-

KILL TEAM	
MODEL	POINTS PER MODEL (Does not include wargear)
Armsman	6
- Armsman Gunner	7
- Armsmaster	7
Arco-flagellant	7
Battle Sister	7
Canid	6
Cherub	4
Chirurgion	9
Crusader	6
Daemonhost	12
Death Cult Assassin	12
Deathwatch Veteran	13
Jokaero Weaponsmith	6
Kroot Mercenary	6
Ministorum Priest - Missionary	4
- Preacher	4
Primaris Space Marine	13
Raptor	3
Sage - Autosavant	6
- Calculus Logi	6
- Dialogus	7
Servitor	5
Servo-Skull	3
Space Marine	10
Throne Agent	7

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Arco-flail	1
Chainsword	0
Chirurgion's tools	0
Close combat weapon	0
Death Cult power blade	0
Death Cult power stiletto	0
Decapitator	1
Dialogus staff	0
Eviscerator	6
Great weapon	1
Heavy thunder hammer	6
Nemesis Daemon hammer	2
Nemesis falchion	1
Nemesis force halberd	0
Nemesis force sword	0
Nemesis warding stave	0
Power fist	5
Power maul	3
Power sword	3
Servo-arm	1
Servo-claw	1
Thunder hammer	6
Vicious bite	0
Warp grasp	0

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Auto bolt rifle	1
Bolt pistol	1
Bolt rifle	1
Boltgun	1
Combat shotgun	1
Combi-flamer	4
Combi-melta	4
Combi-plasma	5
Deathwatch shotgun	2
Flamer	3
Frag grenades	0
Grenade launcher	3
Hand flamer	1
Heavy bolter	4
Heavy stubber	2
Hot-shot lasgun	1
Hot-shot laspistol	1
Hot-shot volley gun	4
Incinerator	3
Jokaero weapons	0
Krak grenades	0
Lasgun	0
Laspistol	0
Meltagun	3
Multi-melta	5
Needle pistol	1
Plasma cannon	5
Plasma pistol	2
Plasmagun	4
Psyber-eagle	4
Psyk-out grenades	0
Rotor cannon	4
Shotgun	0
Sniper rifle	2
Stalker bolt rifle	0
Stalker pattern boltgun	1
Storm bolter	2
Unholy gaze	0

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Carapace armor	3
Digital weapons	1
Defense orbs	2
Holy relic	1
Icon of the Ecclesiarchy	1
Refractor field	2
Rosarius	3
Servo-skull targeter	1
Storm shield	4