

# KILL TEAM INQUISITION

## CODEX: INQUISITION

This team list uses the special rules and wargear found in the digital editions of Codex: Inquisition. If a rule differs from the Codex, it will be clearly stated. Note that all Inquisitors have had their starting Wounds value reduced to 2 for balancing purposes.

## INQUISITION ALLIES

Unlike other Kill Team lists, Kill Team: Inquisition may either be used as standard or as an 'allied list'. To use it as an allied list, you may choose models from this list as normal in addition to ones from your 'primary' list (using the Model Availability of your primary list). In an allied list you *must* take an Inquisitor either as a Team Leader OR as a Special model (not both). You may only ever have one Inquisitor model in your team. During a campaign, if the Inquisitor is killed or is dismissed from the team another Inquisitor must be bought before the next game otherwise all models from the allied list are removed from the team (and classed as Dead). Only the following Team Lists may use Kill Team: Inquisition as an allied list: Adepta Sororitas, Blood Angels, Dark Angels, Imperial Guard, Deathwatch, Grey Knights, Space Marines, Space Wolves.

## MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-25 Core models
- 0-5 Special models



Photo by David Martlew

## TEAM LEADERS

### ORDO MALLEUS INQUISITOR

20 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	2	4	3	10	4+

#### Wargear:

- Carapace Armour
- Chainsword
- Bolt Pistol
- Frag & Krak Grenades
- Psyk-out Grenade

#### Special Rules:

- Inspiring Presence
- Stubborn
- Iron Will\*

#### Iron Will:

All friendly models within the Inquisitor's Inspiring Presence radius gain the Stubborn special rule.

#### Psyker Upgrade:

May upgrade to a Psyker (Mastery Level 1) for 30 pts. An Inquisitor Psyker gains the following options:

- An Inquisitor Psyker may exchange any one weapon with a Force Sword for free.
- Before the battle the Inquisitor Psyker may choose a single Psychic Power from the following list:
  - Hammerhand (C: Inquisition)
  - Psychic Communion (C: Inquisition)
  - Prescience (Divination)
  - Flame Breath (Pyromancy)
  - Assail (Telekinesis)

#### Terminator Armour:

May replace all wargear with Terminator Armour, Storm Bolter, Nemesis Daemon Hammer and Psyk-out Grenade for 40 points. A model with Terminator Armour gains the following options:

- May replace Storm Bolter with:
  - Combi-flamer, -melta, -plasma 10 pts
  - Psycannon 15 pts

#### Options (models without Terminator Armour only):

- May replace any weapon with:
  - Power Sword 10 pts
  - Plasma Pistol 10 pts
  - Combi-flamer, -melta, -plasma 10 pts
  - Power Fist 15 pts
  - Incinerator 15 pts
  - Nemesis Daemon Hammer 15 pts
  - Daemoblade 15 pts
  - Hellriffler 15 pts
- May take Power Armour for 8 pts.

#### Options (any armour):

- May take any of the following:
  - Psyk-out Grenades 2 pts each
  - Up to three Servo-skulls 3 pts each
  - Psybolt Ammunition 5 pts
  - Empyrean Brain Mines 10 pts
- May take wargear from the Inquisition armoury including Leader only items.

## ORDO HERETICUS INQUISITOR

20 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	2	4	3	10	4+

### Wargear:

- Carapace Armour
- Chainsword
- Bolt Pistol
- Frag & Krak Grenades
- Psyk-out Grenade

### Special Rules:

- Inspiring Presence
- Stubborn
- Iron Will\*

### Iron Will:

All friendly models within the Inquisitor's Inspiring Presence radius gain the Stubborn special rule.

### Psyker Upgrade:

May upgrade to a Psyker (Mastery Level 1) for 30 pts. An Inquisitor Psyker gains the following options:

- An Inquisitor Psyker may exchange any one weapon with a Force Sword for free.
- Before the battle the Inquisitor Psyker may choose a single Psychic Power from the following list:
  - Hammerhand (C: Inquisition)
  - Psychic Communion (C: Inquisition)
  - Prescience (Divination)
  - Flame Breath (Pyromancy)
  - Assail (Telekinesis)

### Options:

- May replace any weapon with:
  - Power Sword 10 pts
  - Plasma Pistol 10 pts
  - Inferno Pistol 10 pts
  - Combi-flamer, -melta, -plasma 10 pts
  - Power Fist 15 pts
  - Condemnor Boltgun 15 pts
  - Thunder Hammer 20 pts
  - Null Rod 25 pts
- May take any of the following:
  - Psyk-out Grenades 2 pts each
  - Up to three Servos-skulls 3 pts each
  - Power Armour 8 pts
  - Psyocculum 25 pts
- *May take wargear from the Inquisition armoury including Leader only items.*



## ORDO XENOS INQUISITOR

20 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	2	4	3	10	4+

### Wargear:

- Carapace Armour
- Chainsword
- Bolt Pistol
- Frag & Krak Grenades
- Psyk-out Grenade

### Special Rules:

- Inspiring Presence
- Stubborn
- Iron Will\*

### Iron Will:

All friendly models within the Inquisitor's Inspiring Presence radius gain the Stubborn special rule.

### Psyker Upgrade:

May upgrade to a Psyker (Mastery Level 1) for 30 pts. An Inquisitor Psyker gains the following options:

- An Inquisitor Psyker may exchange any one weapon with a Force Sword for free.
- Before the battle the Inquisitor Psyker may choose a single Psychic Power from the following list:
  - Hammerhand (C: Inquisition)
  - Psychic Communion (C: Inquisition)
  - Prescience (Divination)
  - Flame Breath (Pyromancy)
  - Assail (Telekinesis)

### Options:

- May replace any weapon with:
  - Power Sword 10 pts
  - Plasma Pistol 10 pts
  - Combi-flamer, -melta, -plasma 10 pts
  - Needle Pistol 15 pts
  - Scythian Venom Talon 15 pts
  - Conversion Beamer 45 pts
- May take any of the following:
  - Psyk-out Grenades 2 pts each
  - Up to three Servos-skulls 3 pts each
  - Digital Weapons 5 pts
  - Power Armour 8 pts
  - Ulumeathi Plasma Syphon 10 pts
  - Rad Grenade 15 pts each
  - Psychotroke Grenade 15 pts each
- *May take wargear from the Inquisition armoury including Leader only items.*



# CORE

## WARRIOR ACOLYTE SQUAD

20 points

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	3	1	8	5+

**Wargear:**

- Flak Armour
- Laspistol
- Chainsword

**Special Rules:**

- Squad (5 Warrior Acolytes)



**Options:**

- The entire Warrior Acolyte Squad may replace either all their Chainswords or all their Laspistols with:
  - Lasguns Free
  - Boltguns 5 pts
- One Warrior Acolyte model in the Squad may replace any one weapon with:
  - Flamer 10 pts
  - Meltagun 10 pts
  - Plasma Gun 10 pts
  - Power Weapon 15 pts
  - Plasma Pistol 15 pts
- The entire Warrior Acolyte Squad may take Carapace Armour for 20 pts.

## VETERAN ACOLYTE

10 points

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	1	8	4+

**Wargear:**

- Carapace Armour
- Laspistol
- Chainsword

**Special Rules:**

- None

**Options:**

- May take any of the following:
  - Frag Grenade 1 pt each
  - Krak Grenade 1 pt each
  - Melta Bomb 5 pts each
  - Power Armour 8 pts

**Options:**

- May replace any weapon with:
  - Lasgun Free
  - Boltgun 1 pts
  - Storm Bolter 3 pts
- For every five Veteran Acolytes you take in your team, one model may replace any one weapon with:
  - Hot-shot Lasgun 5 pts
  - Combi-flamer, -melta, -plasma 10 pts
  - Flamer 10 pts
  - Meltagun 10 pts
  - Plasma Gun 10 pts
  - Power Weapon 15 pts
  - Plasma Pistol 15 pts
  - Storm Shield 20 pts
  - Power Fist 25 pts

## INQUISITORIAL SERVITOR

10 points

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	3	1	8	4+

**Wargear:**

- Carapace Armour
- Servo-arm

**Special Rules:**

- Mindlock\*
- Non-Learning

**Mindlock:**

*Rule Amendment:* If a Servitor is not within 12" of its Team Leader at the start of its Movement phase, roll a d6. If the result is 4+ the model acts normally. If the result is 1-3 the Servitor may not voluntarily move, shoot or charge that turn.

**Options:**

- For every five Inquisitorial Servitors you take in your team, one model may exchange its Servo-arm with:
  - Heavy Bolter Free
  - Multi-melta Free
  - Plasma Cannon 10 pts



## ARCO-FLAGELLANT

15 points

WS	BS	S	T	W	I	A	Ld	Sv	Wargear:	Special Rules:
5	1	5	3	1	3	4	8	-	<ul style="list-style-type: none"> <li>Arco-flails</li> </ul>	<ul style="list-style-type: none"> <li>Feel No Pain</li> </ul>

# SPECIAL

## INQUISITORIAL STORM TROOPER

16 points

WS	BS	S	T	W	I	A	Ld	Sv	Options:
3	4	3	3	1	3	1	8	4+	<ul style="list-style-type: none"> <li>One Inquisitorial Storm Trooper in your team may replace its Hot-shot Lasgun with:                             <ul style="list-style-type: none"> <li>Flamer 5 pts</li> <li>Grenade Launcher 5 pts</li> <li>Meltagun 10 pts</li> <li>Plasma Gun 15 pts</li> </ul> </li> <li>May take wargear from the Inquisition armoury.</li> </ul>

**Wargear:**

- Carapace Armour
- Hot-shot Lasgun
- Hot-shot Laspistol
- Close Combat Weapon
- Frag & Krak Grenades

**Special Rules:**

- Infiltrate

## MINISTORUM PRIEST

25 points

You may only ever take one Ministorum Priest in your Kill Team.

WS	BS	S	T	W	I	A	Ld	Sv	Options:
3	3	3	3	1	3	2	7	5+	<ul style="list-style-type: none"> <li>May replace any weapon with:                             <ul style="list-style-type: none"> <li>Autogun Free</li> <li>Bolt Pistol 1 pt</li> <li>Boltgun 1 pt</li> <li>Shotgun 1 pt</li> <li>Storm Bolter 5 pts</li> <li>Combi-flamer, -melta, -plasma 10 pts</li> <li>Condemnor Boltgun 10 pts</li> <li>Power Weapon 15 pts</li> <li>Plasma Gun 15 pts</li> <li>Plasma Pistol 15 pts</li> <li>Eviscerator 30 pts</li> </ul> </li> <li>May take any of the following:                             <ul style="list-style-type: none"> <li>Melta Bomb 5 pts each</li> </ul> </li> <li>May take wargear from the Inquisition armoury.</li> </ul>

**Wargear:**

- Flak Armour
- Laspistol
- Close Combat Weapon
- Frag & Krak Grenades
- Rosarius

**Special Rules:**

- War Hymns
- Zealot
- Righteous Rage\*

**Righteous Rage:**  
Any friendly models within 6" of the Ministorum Priest gain the Zealot special rule.

## BANISHER

15 points

WS	BS	S	T	W	I	A	Ld	Sv	Wargear:	Special Rules:
3	3	3	3	1	3	1	8	5+	<ul style="list-style-type: none"> <li>Flak Armour</li> <li>Laspistol</li> <li>Chainsword</li> </ul>	<ul style="list-style-type: none"> <li>Aura of Faith</li> <li>Preferred Enemy (Daemon)</li> </ul>

**Options:**

- May replace Chainsword with:
  - Eviscerator 15 pts
- May take wargear from the Inquisition armoury.

## INQUISITORIAL MEDIC

25 points

You may only ever take one Inquisitorial Medic in your Kill Team.

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	1	8	4+

### Wargear:

- Carapace Armour
- Laspistol
- Chainsword
- Medi-pack\*

### Special Rules:

- None

### Medi-pack:

The Medic and all friendly models within 6" gain the Feel No Pain special rule.

### Options:

- May replace any weapon with:
  - Lasgun Free
  - Boltgun 1 pts
  - Storm Bolter 3 pts
  - Hot-shot Lasgun 5 pts
- May take any of the following:
  - Frag Grenade 1 pt each
  - Krak Grenade 1 pt each
  - Melta Bomb 5 pts each
  - Power Armour 10 pts
- May take wargear from the Inquisition armoury.

## CRUSADER

15 points

WS	BS	S	T	W	I	A	Ld	Sv
4	3	3	3	1	3	1	8	5+

### Options:

- May take wargear from the Inquisition armoury.

### Wargear:

- Flak Armour
- Power Sword
- Storm Shield

### Special Rules:

- None

## DAEMONHOST

10 points

WS	BS	S	T	W	I	A	Ld	Sv
3	3	4	4	1	3	1	8	-

### Wargear:

- Close Combat Weapon

### Special Rules:

- Warp Shield
- Daemonic Power

## DEATH CULT ASSASSIN

15 points

WS	BS	S	T	W	I	A	Ld	Sv
5	3	4	3	1	6	2	8	5+

### Wargear:

- Flak Armour
- Two Power Swords

### Special Rules:

- Uncanny Reflexes

## PSYKER

10 points

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	3	1	8	5+

### Wargear:

- Flak Armour
- Laspistol

### Special Rules:

- Psyker (Mastery Level 1)
- Psychic Barrage\*

### Psychic Barrage:

*Rule Amendment:* The Psyker can unleash a witchfire psychic power with the following profile:

Range	Strength	AP	Type
36"	3*	6*	Assault 1, Large Blast, Augment*

\*Augment: Once the Psychic Test has been passed, if there are any friendly models with the Psyker special rule within 6" of the firing model they can choose to spend a Warp Charge in order to augment this Psychic Barrage. For each Warp Charge spent to augment it, the Strength and AP of the Psychic Barrage is improved by 1.

## JOKAERO WEAPONSMITH

35 points

WS	BS	S	T	W	I	A	Ld	Sv
1	3	2	3	1	3	1	8	-

**Wargear:**

- Defence Orbs
- Digital Weapons

**Special Rules:**

- Inconceivable Customisation
- Jokaero Ingenuity

**Area of Effect:**

Any effects of the Jokaero's Inconceivable Customisation abilities that affect his unit also affect every friendly model within 3" of the Jokaero.

## INQUISITORIAL TECHPRIEST

45 points

*You may only ever take one Inquisitorial Techpriest in your Kill Team.*

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	3	1	8	3+

**Wargear:**

- Power Armour
- Laspistol
- Power Weapon
- Servo-arm
- Frag & Krak Grenades

**Special Rules:**

- Blessings of the Omnissiah

**Options:**

- May take the following:
  - Melta Bomb 5 pts each
- May take wargear from the Inquisition armoury.



# ARMOURY

**Inquisitorial Mandate (Leader Only) – 20 pts**

Listing the many penalties of failure, this dreaded document outlines the punishments that will be meted out to those who falter in their duty to the Emperor. A model bearing an Inquisitorial Mandate may reveal it once per battle, at the start of any Assault phase. On the turn the Mandate is revealed, all friendly models within 2D6" receive a +1 Attack bonus for the rest of that phase as they fight to prove their devotion.

**Refractor Field (Leader Only) – 15 pts**

An all-enclosing energy field that partially refracts energy around the bearer. Grants the model a 5+ invulnerable save.

**Familiar (Leader Only) – 15 pts**

An Inquisitor with a familiar may re-roll failed Psychic tests. The familiar itself (if it has a model) plays no part in the game.

**Power Stake (Leader Only) – 15 pts**

A long iron stake that immolates as it pierces the body of a psyker. The Inquisitor may choose to forego his normal attacks in combat and use his Power Stake instead. If he does so, make one attack against his target. If this attack successfully hits a model with the Psyker special rule it causes an automatic wound with the Instant Death special rule and no armour saves allowed.

**Bionic Eye (Leader Only) – 10 pts**

The model has had his weak flesh and blood eye replaced with superior equipment. A model with a Bionic Eye has the Night Vision special rule and may re-roll any To Hit roll of 1 when shooting.

**Excruciators (Leader Only) – 10 pts**

Excruciators are fiendish devices employed by Inquisitors to obtain information from recalcitrant prisoners. If the Inquisitor has hit with any of his normal attacks, he gets to make an extra Attack at the Initiative 1 step that hits automatically. This automatic hit is resolved at S3 AP- and has the Rending special rule.

**Condemnor Grenade (Leader Only) – 10 pts**

Condemnor grenades emit a pulse that destabilises a psykers connection with the warp. The grenade has the following profile:

	Range	S	AP	Type
Condemnor Grenade	8"	-	-	Assault 1, Blast, One Shot, Psi-shock*

\*Psi-shock: Any model with the Psyker special rule hit by the weapon suffers Perils of the Warp

**Hexagrammic Wards (Leader Only) – 5 pts**

The Inquisitor is protected by powerful charms and canticles of faith and devotion. Enemy psykers within 24" who attempt to use any psychic powers must take their Psychic test with a -1 penalty to their Leadership.

**Experienced Hunter (Leader Only) – 5 pts**

The Inquisitor is an expert at dealing with his chosen field of expertise. The three different Inquisitor types will gain a different special rule as follows:

- *Ordo Malleus* - Preferred Enemy (Daemons)
- *Ordo Hereticus* - Preferred Enemy (Psykers)
- *Ordo Xenos* - Preferred Enemy (\*)  
 \*Choose one of the following: Eldar, Dark Eldar, Orks, Tau Empire, Tyranids, or Necrons

**Master-Crafted Weapon – 10 pts**

Choose a single weapon the model has to gain the Master-crafted special rule.

**Smoke Grenades – 10 pts**

A smoke grenade has the following profile:

	Range	S	AP	Type
Smoke Grenade	8"	-	-	Assault 1, One Shot Large Blast, Smoke*

\*Smoke: Any model that is hit by this weapon gains a 5+ cover save until the start of their next turn. You may target friendly models with this weapon.

**Blessed Weapon – 5 pts**

Choose one of the model's weapons to be carefully blessed. The blessed weapon gains the Poisoned (2+) special rule against models with the Psyker special rule.

**Anointed Weapon – 5 pts**

Choose one of the model's weapons to be carefully anointed with holy water. The anointed weapon gains the Poisoned (3+) special rule against models with the Daemon special rule.

**Unguents of Warding – 5 pts**

These blessed and pungent ointments can be used to trace sigils of protection onto armour. The model passes Deny the Witch rolls on a 3+.

**Auspex – 5 pts**

A model with an Auspex can use it in place of making a shooting attack. Target an enemy unit within 12". A unit that is targeted by one or more auspexes has its cover saves reduced by 1 until the end of the phase.

**Bionics – 5 pts**

The model gains the Feel No Pain (6+) special rule.

**Targeter – 5 pts**

If a model with a Targeter has not moved in the previous Movement phase it may re-roll To Hit rolls of 1 when shooting.