

# 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.

## ALLIED LIST

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). The alliance rule is deliberately left vague as a Radical Inquisitor may be forced or choose to work with any number of armies, whereas a Puritanical Inquisitor is seemingly more obvious in her choice of comrades.

## IRON WILL

All friendly units within an a model with this special rule Inspiring Presence radius also have the Stubborn USR.

## CALL FOR AID

An Inquisitor may add one Grey Knight, Deathwatch or Sister of Battle core choice as a special slot, paying the points in their army list. They may not take any equipment from the Inquisition Armoury and their points total may not exceed 35.

## 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

# TEAM LEADERS

## ORDO MALLEUS INTERROGATOR

15 points

	WS	BS	S	T	W	I	A	Ld	Sv
Interrogator	4	4	3	3	2	3	2	8	4+
Inquisitor	4	4	3	3	3	4	3	10	4+

### Wargear:

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

### Unit Type:

Infantry (Character)

### Special Rules:

- Inspiring Presence
- Stubborn
- Iron Will (Inquisitor only)
- Call for Aid

### Options:

- May be upgraded to an Inquisitor for 15 pts
- May take items for the Inquisition Armoury including Leader items
- May be upgraded to a Psyker Mastery Level 1 for 20 pts, exchanging his chainsword for a Force Weapon. He may take the Primaris Power from Divination, Pyromancy, Telekinesis disciplines or the Hammerhand or Psychic Communion power.

### Terminator Armour:

An Inquisitor may replace all wargear with Terminator Armour, Storm Bolter, Power Sword and Psyk-out Grenade for 20 pts. An Inquisitor with ML1 may choose to keep their Force Weapon.

An Inquisitor in Terminator Armour has the following options:

- May replace Storm Bolter with Combi-flamer, -melta, -plasma for 5pts.
- May replace Storm Bolter with Psycannon for 15pts.
- May replace Power Sword with Nemesis Daemon Hammer for 5pts.

- An Inquisitor or Interrogator may replace his bolt pistol and/or chainsword with any one of the following:

- Hot-shot laspistol/lasgun free
- Boltgun free
- Plasma Pistol 10 pts
- Power Weapon 10 pts
- Power Fist 15 pts

- An Inquisitor may replace his bolt pistol and/or chainsword with any one of the following:

- Combi-flamer, -plasma, -melta 10 pts
- Hellrifle 15 pts
- Incinerator 15 pts
- Daemonblade 15 pts
- Nemesis Daemon Hammer 15 pts

- May take up to three servo skulls 3 pts/model
- May take additional Psyk-out Grenades for 2 pts/each
- May take Emyrean Brain Mines for 10 pts

## ORDO HERETICUS INTERROGATOR

15 points

	WS	BS	S	T	W	I	A	Ld	Sv
Interrogator	4	4	3	3	2	3	2	8	4+
Inquisitor	4	4	3	3	3	4	3	10	4+

### Wargear:

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

### Unit Type:

Infantry (Character)

### Special Rules:

- Inspiring Presence
- Stubborn
- Iron Will (Inquisitor only)
- Call for Aid

### Options:

- May be upgraded to an Inquisitor for 15 pts
- May take items for the Inquisition Armoury including Leader items
- May be upgraded to a Psyker Mastery Level 1 for 20 pts, exchanging his chainsword for a Force Weapon. He may take the Primaris Power from Divination, Pyromancy, Telekinesis disciplines or the Hammerhand or Psychic Communion power.

- An Inquisitor or Interrogator may replace his bolt pistol and/or chainsword with any one of the following:

- Hot-shot laspistol/lasgun free
- Boltgun free
- Plasma Pistol 10 pts
- Condemnor Boltgun 15 pts
- Power Weapon 10 pts
- Power Fist 15 pts
- Thunder Hammer 20 pts

- An Inquisitor may replace his bolt pistol and/or chainsword with any one of the following:

- Combi-flamer, -plasma, -melta 10 pts
- Hellrifle 15 pts
- Incinerator 15 pts
- Null Rod 25 pts

- May take up to three servo skulls 3 pts/model
- May take additional Psyk-out Grenades for 2 pts/each
- May take a Psyoculum for 25 pts

## ORDO XENOS INTERROGATOR

15 points

	WS	BS	S	T	W	I	A	Ld	Sv
Interrogator	4	4	3	3	2	3	2	8	4+
Inquisitor	4	4	3	3	3	4	3	10	4+

### Wargear:

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

### Unit Type:

Infantry (Character)

### Special Rules:

- Inspiring Presence
- Stubborn
- Iron Will (Inquisitor only)
- Call for Aid

### Options:

- May be upgraded to an Inquisitor for 15 pts
- May take items for the Inquisition Armoury including Leader items
- May be upgraded to a Psyker Mastery Level 1 for 20 pts, exchanging his chainsword for a Force Weapon. He may take the Primaris Power from Divination, Pyromancy, Telekinesis disciplines or the Hammerhand or Psychic Communion power.

- An Inquisitor or Interrogator may replace his bolt pistol and/or chainsword with any one of the following:

- Hot-shot laspistol/lasgun free
- Boltgun free
- Plasma Pistol 10 pts
- Scynthian Venom Talon\* 15 pts
- Needle Pistol\* 15 pts
- Power Weapon 10 pts
- Power Fist 15 pts

*\*these items are mutually exclusive*

- An Inquisitor may replace his bolt pistol and/or chainsword with any one of the following:

- Combi-flamer, -plasma, -melta 10 pts
- Conversion Beamer 45 pts

- May take up to three servo skulls 3 pts/model
- May take additional Psyk-out Grenades for 2 pts/each
- May take a Rad Grenade for 5 pts
- May take a Psychotroke Grenade for 5 pts
- May take a Ulumeathi Plasma Siphon for 10pts

# CORE

## WARRIOR ACCOLYTE SQUAD

20 points

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

**Wargear:**

- Laspistol
- Close Combat Weapon
- Flak Armour
- Frag Grenade

**Unit Type:**

Infantry

**Special Rules:**

- Squad (5)

**Options:**

- One model in the squad may exchange any weapon for:
  - Flamer 5 pts
  - Grenade Launcher 5 pts
  - Meltagun 10 pts
  - Plasma Gun 15 pts
- The entire squad may exchange their laspistols for:
  - Shotguns Free
  - Lasguns Free
  - Boltguns 5 pts
  - Hot-shot Lasguns 5 pts
- The entire squad may have
  - Camo Cloaks 5 pt
  - Carapace Armour 10 pts

## VETERAN ACCOLYTE

10 points

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

**Wargear:**

- Lasgun
- Close Combat Weapon
- Carapace Armour
- Frag Grenade
- Krak Grenade

**Unit Type:**

Infantry

**Options:**

- May take:
  - Melta Bomb 5 pt
  - Power Armour 8 pts

- May replace lasgun with:
  - Bolt Pistol/Boltgun 1 pts
  - Hot-shot Laspistol/Hot-shot Lasgun 1 pts
  - Storm Bolter 3 pts
  - Shotgun Free
  - Laspistol Free
- For every four Veteran Accolytes in your team one may replace any weapon with:
  - Combi-flamer, -plasma, -melta 10 pts
  - Grenade Launcher 10 pts
  - Flamer 5 pts
  - Meltagun 10 pts
  - Plasma Gun 15 pts
  - Plasma Pistol 10 pts
  - Power Weapon 15 pts
  - Storm Shield 10 pts
  - Power Fist 25 pts

## ARCO-FLAGELLANT

15 points

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

**Unit Type:**

Infantry

**Special Rules:**

- Feel No Pain

**Wargear:**

- Arco-flails

## INQUISITORIAL SERVITOR

10 points

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

**Wargear:**

- Servo-arm
- Carapace Armour

**Unit Type:**

Infantry

**Special Rules:**

- Non-learning
- Mindlock

**Options:**

- For every five Inquisitorial Servitors in your team one may replace his Servo-arm with:

- Heavy Bolter free
- Multi-melta free
- Plasma Cannon 10 pts

**Mindlock:**

If a Servitor is not within 12" of a friendly Leader or Techpriest at the start of its Movement Phase roll a d6. On a 4+ he may act normally, on a 1-3 the Servitor may not move, shoot or charge this turn, but may attack back if locked in combat.

## SPECIAL

## INQUISITORIAL STORM TROOPER

12 points

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

**Wargear:**

- Hot-shot Lasgun
- Close Combat Weapon
- Carapace Armour
- Frag Grenade
- Krak Grenade

**Unit Type:**

Infantry

**Special Rules:**

- Move Through Cover
- Grav-Chute

**Options:**

- May take items from the Inquisition Armoury
- For every five Inquisitorial Storm Troopers in your team one may replace his Hot-Shot Lasgun with:

- Grenade Launcher 5 pts
- Flamer 5 pts
- Meltagun 10 pts
- Plasma Gun 15 pts

**Grav-Chute:**

Any model with this special rule never takes falling damage.

## INQUISITORIAL TECHPRIEST

40 points

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

**Wargear:**

- Power Armour
- Power Axe
- Servo-arm
- Laspistol
- Frag Grenade
- Krak Grenade

**Unit Type:**

Infantry

**Special Rules:**

- Blessings of the Omnissiah

**Options:**

- May take:
  - Melta Bomb 5 pt
- May take items from the Inquisition Armoury

**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

**Unit Type:**

Infantry

**Special Rules:**

- Inconceivable Customisation
- Jokaero Ingenuity

**Inconceivable Customisation:**

Instead of affecting the Jokaero Weaponsmith's squad, the effects of Inconceivable Customisation are felt on any unit within 3" of him at the start of the first friendly turn

**CRUSADER**

15 points

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

**Unit Type:**

Infantry

**Wargear:**

- Flak Armour
- Storm Shield
- Power Sword

**Options:**

- May take items from the Inquisition Armoury

**DAEMONHOST**

15 points

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

**Unit Type:**

Infantry

**Special Rules:**

- Warp Shield
- Daemonic Power

**Wargear:**

- Close Combat Weapon

**DEATH CULT ASSASSIN**

15 points

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

**Unit Type:**

Infantry

**Special Rules:**

- Uncanny Reflexes

**Wargear:**

- Two Power Swords
- Flak Armour

## MINISTORUM PRIEST

25 points

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

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	3	1	7	5+

**Wargear:**

- Laspistol
- Close Combat Weapon
- Flak Armour
- Frag Grenade
- Krak Grenade
- Rosarius

**Unit Type:**  
Infantry

**Special Rules:**

- War Hymns
- Zealot
- Righteous Rage

**War Hymns Rule Amendment:**  
This model may use War Hymns as presented in the codex. All friendly units with 6" count as being in the Ministorum Priest's unit.

**Righteous Rage:**  
All units within 6" of a unit with this rule have the Zealot USR.

**Options:**

- May take items from the Inquisition Armoury
- May replace any weapon with:
  - Autogun Free
  - Shotgun Free
  - Bolt Pistol/Boltgun 1 pt
  - Storm Bolter 3 pts
  - Plasma Pistol 10 pts
  - Combi-flamer, -melta, -plasma 10 pts
  - Condemnor Boltgun 10 pts
  - Power weapon 15 pts
  - Plasmagun 15 pts
  - Eviscerator 25 pts
- May take Melta Bombs for 5 pts each

## INQUISITORIAL MEDIC

20 points

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

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	1	7	5+

**Wargear:**

- Lasgun
- Close Combat Weapon
- Flak Armour
- Krak Grenade
- Medi-pack

**Unit Type:**  
Infantry

**Options:**

- May take items from the Inquisition Armoury
- May replace lasgun with:
  - Bolt Pistol/Boltgun 1 pt
  - Storm Bolter 3 pts
  - Hot-shot Laspistol/Hot-shot Lasgun 1 pt
- May take:
  - Krak Grenade 1 pt
  - Carapace Armour 2 pts
  - Camo Cloak\* 2 pts
  - Melta Bomb 5 pts
  - Power Armour\* 8 pts

*\*These pieces of wargear are mutually exclusive*

**Medi-pack:**  
This model and all friendly units within 6" have the Feel No Pain USR.

## SANCTIONED 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
- Frag Grenade

**Unit Type:**

Infantry

**Special Rules:**

- Psyker (Mastery Level 1)
- Psychic Barrage
- Augment

**Augment:**

Models with this special rule within 6" of a model using the Psychic Barrage power may choose to spend a single Warp Charge to increase the Strength of the power by 1 and decrease the AP of the power by 1.

**Psychic Barrage (Warp Charge 1):**

The Sanctioned Psyker can fire a Witchfire power with the following profile:

	Range	S	AP	Type
Psychic Barrage	36"	3	6	Assault 1, Blast

## 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.

**Power Armour (Leader Only) – 8 pts**

Made from thick ceramite plates, power armour is amongst the best protective armour available to the servants of the Imperium. Grants a 3+ armour save.

**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.

**Ornamental Laspistol (Leader Only) – 10 pts**

This ancient hot-shot laspistol has been passed down through numberless generations before coming into the hands of the Inquisitor. It has the following profile:

	Range	S	AP	Type
Ornamental Laspistol	12"	4	3	Pistol, Master-crafted

**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.

**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, Large Blast, One Shot, 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.

**Psybolt Ammunition – 5 pts**

A model with psybolt ammunition counts the Strength of its shots as being one point higher when firing one of the following weapons: bolt pistol, boltgun, storm bolter, heavy bolter, hurricane bolter, autocannon or assault cannon.