

INQUISITION

HOR

INDEX: IMPERIUM VOL. 2

This Team List uses the special rules and wargear lists found in Index: Imperium Vol. 2. If a rule differs from the Index, it will be clearly stated.

The points are intended for the model WITHOUT the equipment listed, you need to add the costs of the wargear you can find in the points values section of the Index.

FACTION KEYWORDS

All models in this list have **the Imperium, Inquisition** and **<Ordo>** keywords. If a model has any other faction keywords, they will be noted in bold.

HOT LEAD OR COLD STEEL

When you recruit this model to your team, you may choose to improve its WS or BS by 1. Once this choice is made, it cannot be changed. Since you make this choice before you purchase any wargear for your model, you would use the cost associated with its new characteristics.

LOYAL SERVANT

Roll a d6 each time a friendly **<Ordo>** Inquisitor or Interrogator loses a wound whilst they are within 3" of this unit; on a 2+, they become the target of the attack, even if they are out of line of sight.

MODEL AVAILABILITY

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

- 1 Team Leader model
- 1-30 Core models
- 0-6 Special models

Call for Aid

This kill team may include 0-5 core choices chosen in any combination from the below factions. Their abilities and keywords do not change. A single one of these may choose an item from its faction's heavy or special weapons.

- Adepta Sororitas
- Deathwatch
- Grey Knights

ORDO ABILITY

Inquisitors often belong to ordos; groups of like-minded inquisitors who tend to approach their work in a similar fashion. Since inquisitors can belong to many ordos during their careers, you may choose an Ordo ability from those below at the start of each mission.

Ordo Ability

Ordo	Ability
Malleus	This model gains a 5+ invulnerable save that may only be taken against mortal wounds.
Hereticus	If it is a Team Leader, this model gains +2 to the roll to Deny the Witch. Any model with this rule may attempt to Deny the Witch in each enemy Psychic phase. If this model is already a psyker, it may attempt to deny an additional power in each enemy Psychic phase.
Xenos	Enemy weapon abilities which trigger on a 6 to hit or wound do not do so against this model.
Chronos	This model may re-roll either a single hit or wound roll each turn.
Desolatus	This model's kill team gains d3 Tactical points at the beginning of each mission.
Necros	The first time this model loses its last wound in a mission, roll a d6. On a 4+, the model is not removed, but regains d3 wounds.
Originatus	This model may take any number of Inquisitorial Relics.
Redactus	Enemy models targeting this model suffer -1 to hit.
Sanctorum	This model may target enemy characters with shooting attacks, even if they are not the closest enemy unit.
Scriptorum	This model's Inspiring Presence extends 12" rather than 6".
Sepulchrum	In the Fight phase, this model may reduce its WS by 1 to make two additional attacks.
Sicarius	This model never suffers penalties to hit rolls unless they are caused by this model's own weapons.
Thanatos	This model may fall back and advance or shoot.
Vigilus	Attacks from this model ignore "aftersaves" such as Disgustingly Resilient or Venerable.

TEAM LEADERS

Inquisitor									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Inquisitor	6"	3+	3+	3	3	3	3	9	4+
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Chainsword - Frag Grenade - Krak Greande 								
RULES	<ul style="list-style-type: none"> - Ordo Ability, Inspiring Presence - Heart of the Cell: Friendly units within 6" of this model may re-roll hit rolls of 1. 								
OPTIONS	<ul style="list-style-type: none"> - May replace its bolt pistol and/or chainsword each for an item from the Melee or Pistols lists. - May take an item from the Ranged, Combi or Inquisitor lists. - This model may be a psyker for 17 points. If it is, it gains the psyker keyword and may replace its chainsword with an item from the Inquisition Force Weapons list. If it is not, it has the Iron Will ability. - May take up to three choices in any combination from Augmetics and/or Malefica. - May take power armour for 2 points or terminator armour for 15 points. - May purchase up to two servo-skulls for 6 points each. - May take up to two choices from Relics of the Ordos. 								
Psyker	<p>If this model is a Psyker, it can attempt to manifest one psychic power in each friendly Psychic phase and to deny one psychic power in each enemy Psychic phase. It also knows the Smite power and one power from the Telethesia discipline.</p>								
KEYWORDS	Character, Infantry, Inquisitor								



CORE

Warrior Acolyte									
6									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Warrior Acolyte	6"	4+	4+	3	3	1	1	6	5+
EQUIPMENT	<ul style="list-style-type: none"> - Lasgun/Autogun - Frag Grenade - Laspistol/Autopistol 								
RULES	<ul style="list-style-type: none"> - Loyal Servant - Hot Lead or Cold Steel 								
OPTIONS	<ul style="list-style-type: none"> - For every 3 Warrior Acolytes on your team, one may replace its lasgun with a weapon from the Special list. - Any may take a krak grenade for 1 point. - Any may take a melta bomb for 5 points. - Any may take carapace armour for 2 points. - Any may take power armour for 4 points. - Any may replace lasgun/autogun with a choice from the Ranged Weapons or melee weapons lists. - Any may replace lasgun/autogun with a weapon from the Melee list. - Any may replace its laspistol/autopistol with an item from the pistols list. - Any may take a storm shield for 5 points. 								
KEYWORDS	Infantry, Warrior Acolyte,								

Arbitrator									
7									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Arbitrator	6"	4+	4+	3	3	1	1	6	4+
EQUIPMENT	<ul style="list-style-type: none"> - Arbites Shotgun - Riot Club 								
RULES	<ul style="list-style-type: none"> - Loyal Servant - Hot Lead or Cold Steel 								
OPTIONS	<ul style="list-style-type: none"> - May replace riot club with shock maul (found in the Opus for Adeptus Arbites) - May take a suppression shield (rules and cost found in Adeptus Arbites Opus). - May take up to 2 cyber mastiffs from the Adeptus Arbites Opus for 9 points each. If it does so, this model gains the Handler keyword. 								
KEYWORDS	Infantry, Adeptus Arbites, Arbitrator								

Assassin

13

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Assassin	6"	4+	4+	3	3	1	2	6	6+
EQUIPMENT	<ul style="list-style-type: none"> - Laspistol - Chainsword - Frag Grenade 								
RULES	<ul style="list-style-type: none"> - Loyal Servant - Hot Lead or Cold Steel - Dodge: This model has a 5+ invulnerable save 								
OPTIONS	<ul style="list-style-type: none"> - May replace laspistol and/or chainsword each with a weapon from the Pistols and/or Melee Lists. - May take a boltgun, storm bolter or sniper rifle. - May take a camo cloak. 								
KEYWORDS	Infantry, Assassin								

Scum

9

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Scum	6"	4+	4+	3	3	1	1	6	6+
EQUIPMENT	<ul style="list-style-type: none"> - Lasgun/Autogun - Frag Grenade - laspistol/autopistol - Chainsword 								
RULES	<p>- Desperado: When this model is recruited, choose one of the following special rules. Once made, the choice is permanent.</p> <p><u>Blood-Soaked Killer</u>: this model gains an attack and re-rolls failed wound rolls in close combat.</p> <p><u>Gunfighter</u>: Change the type on this model's lasgun or autogun to Assault 4 and the type .</p> <p><u>Thief</u>: Enemy models that are farther away than 12" that target this model with shooting attacks take a -1 penalty to the hit roll.</p>								
OPTIONS	<ul style="list-style-type: none"> - May replace Lasgun/Autogun with a chainsword or a second laspistol/autopistol. - May take carapace armour for 2 points. - May take a camo cloak. - May gain the Hot Lead or Cold Steel rule for 3 points. - May take up to 2 choices from the Grenades list. 								
KEYWORDS	Infantry, Scum								


SPECIAL

Your team may include up to one Psyker


Psyker									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Psyker	6"	4+	4+	3	3	2	1	6	5+
EQUIPMENT	- Laspistol								
RULES	<ul style="list-style-type: none"> - Psychic Communion: As long as the Psyker is on the team, treat the team leader's leadership as one better than it actually is. - Ordo Ability 								
OPTIONS	<ul style="list-style-type: none"> - May take a force stave, force sword or force axe. - May replace its laspistol with an item from the Pistols list. - May purchase a single Malefica. - May purchase a servo-skull for 6 points. - May purchase the Hot Lead or Cold Steel rule for 3 points. - May take carapace armour for 2 points. 								
Psyker	This model can attempt to manifest one psychic power in each friendly Psychic phase and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and one psychic power from the Telethesia discipline.								
KEYWORDS	Infantry, Psyker								

Daemonhost									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Daemonhost	6"	4+	4+	4	4	3	2	7	7+
EQUIPMENT	<ul style="list-style-type: none"> - Unholy Gaze - Warp Grasp 								
RULES	<ul style="list-style-type: none"> - Daemonic: This model has a 5+ invulnerable save. - Flesh Cast Anew: When this model is recruited to your kill team, you may select two maleficae for it at no additional cost. - Warpcraft: If there are one or more daemonhosts on your team, the team leader's invulnerable save improves by 1 to a maximum of 3+. 								
OPTIONS	- May purchase up to two additional maleficae from the list below for the listed points cost.								
KEYWORDS	Infantry, Daemon, Daemonhost								


Your team may include up to one Techpriest.

Techpriest									
									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Techpriest	6"	4+	3+	3	3	2	2	7	3+
EQUIPMENT	<ul style="list-style-type: none"> - Omnissian Axe - Laspistol - Frag Grenade - Krak Grenade 								
RULES	<ul style="list-style-type: none"> - Master of Machines: This rule applies to all vehicles in kill team. - Bionics - Perfect Maintenance: As long as the Techpriest is part of the team, the team leader's BS is treated as one better than it is. - Ordo Ability 								
OPTIONS	<ul style="list-style-type: none"> - May choose up to two items in any combination from the Ranged Weapons, Pistols, Grenades and/or Combi-Weapons lists. - May take items from the armoury. - May take up to three Augmetics. - May take a single Malefica. - May take a Servo-Arm - May purchase a servo skull for 6 points. 								
KEYWORDS	Infantry, Tech-Priest, Adeptus Mechanicus, Cult Mechanicus								


Your team may include up to one Confessor

Confessor									
									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Confessor	6"	4+	4+	3	3	2	2	7	6+
EQUIPMENT	<ul style="list-style-type: none"> - Laspistol - Frag Grenade - Krak Grenade 								
RULES	<ul style="list-style-type: none"> - Zealot, War Hymns - Hateful Rhetoric: As long as the confessor is on the team, the team leader's WS is treated as though it were 1 better than it is. - Ordo Ability 								
OPTIONS	<ul style="list-style-type: none"> - This model may replace its laspistol with an item from the Pistols list. - This model may take a single choice from the Ranged, or Combi lists. - If it does not take a choice from the Ranged or Combi lists, it may take a heavy flamer, shotgun, autogun, chainsword or eviscerator. - May take items from the armoury. - May take a single Malefica. - May take a single Augmetic. - May take carapace armour for 2 points. - May take a Rosarius for 10 points. 								
KEYWORDS	Infantry, Confessor, Adeptus Ministorum								

Your team may include up to one adept.

Adept									
									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Adept	6"	4+	4+	3	3	2	2	7	5+
EQUIPMENT	<ul style="list-style-type: none"> - Laspistol - Chainsword 								
RULES	<ul style="list-style-type: none"> - Loyal Servant - Learned Advisor: As long as this model is within 6" of a friendly team leader, every time a command point is spent, roll a d6. On a 5+, the command point is reclaimed. - Skilled Healer: When using a medi-pack, this model gains +1 to activate the healer ability. - Hot Lead or Cold Steel. - Ordo Ability. 								
OPTIONS	<ul style="list-style-type: none"> - May take a med pack. - May take a camo cloak. - May replace its chainsword with an item from the Ranged or Combi lists. - May replace laspistol and/or chainsword each with an item from the Pistols and/or Melee lists. - May take carapace armour for 2 points. - May take a single Malefica - May take a single Augmetic. - May take a servo-skull for 6 points. 								
KEYWORDS	Infantry, Adept								

Your team may include up to one Weaponsmith.

Jokaero									
									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Jokaero Weaponsmith	6"	6+	4+	2	3	2	2	7	7+
EQUIPMENT	- Digital Weapons (Jokaero Weaponsmith)								
RULES	<ul style="list-style-type: none"> - Gun Blessing: At the start of the mission, roll a d3 and consult the following table. This model gives the listed benefit to all friendly <ordo> models whilst they are within 3" of this model. <ol style="list-style-type: none"> 1 Augmented Targeting: Affected models can re-roll failed hit rolls. 2 Augmented Power: Affected models can re-roll failed wound rolls. 3 Augmented Sights: Affected models add 6" to the range of their weapons. - Defence Orbs: This model has a 5+ invulnerable save. 								
KEYWORDS	Infantry, Jokaero Weaponsmith								

Interrogator

20

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Interrogator	6"	3+	3+	3	3	2	2	8	4+
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Chainsword - Frag Grenade - Krak Greande 								
RULES	<ul style="list-style-type: none"> - Clinical Understanding: Friendly <Ordo> units within 6" of this model may re-roll failed wound rolls of 1. - Waiting in the Wings: If this unit's team leader is removed as a casualty, roll a d6. On a 3+, this unit becomes the team leader for the duration of the mission, gaining Inspiring Presence. - Ordo Ability 								
OPTIONS	<ul style="list-style-type: none"> - May replace its bolt pistol and/or chainsword each with an item from the Melee and/or Pistols lists. - May take an item from the Ranged, Combi or Inquisitor lists. - This model may be a psyker for 17 points. If it is, it gains the psyker keyword and may replace its chainsword with an item from the Inquisition Force Weapons list. If it is not, it has the Iron Will ability. - May take up to three choices in any combination from Augmetics and/or Malefica. - May take power armour for 2 points. - May purchase up to two servo-skulls for 6 points each. 								
Psyker	<p>If this model is a Psyker, it can attempt to manifest one psychic power in each friendly Psychic phase and to deny one psychic power in each enemy Psychic phase. It also knows the Smite power and one power from the Telethesia discipline.</p>								
KEYWORDS	<p>Infantry, Interrogator</p>								

ARMOURY

Item	Description
Carapace Armour	This model has a 4+ armour save.
Terminator Armour	This model has a 2+ armour save, a 5+ invulnerable save, gains an extra wound and gains the Teleport Strike ability.
Power Armour	This model has a 3+ armour save.
Med-Pack	This functions exactly as the equivalent item in the Astra Militarum entry in Index: Imperium II.

Servo Skulls

Servo Skulls are technically wargear, but their use is sufficiently complex that it bears its own header. A servo skull is the salvaged skull of a favored servant of the Imperium or even a hated enemy given a rudimentary machine intelligence, a repulsor engine and an underfoot need to help. These ghastly pets follow their owners everywhere until they are given a task at which point they typically have to be retrieved after the mission. They are represented by servo-skull models that can either be on their owner's base or separate bases. In either case, they do not participate in the game and only exist on the table to let all players know that fighters have servo skulls that have not been given orders.

Servo Skull Tasks – A servo-skull can be given a single task before it is removed from the table. The available tasks are as follows:

- Intercept Hit: Use a servo skull to immediately re-roll an armour save during an enemy shooting phase.
- Pierce Darkness: Use a servo skull at the beginning of a friendly shooting phase to expose a hidden model within 18".
- Distraction: Use a servo skull at the start of a friendly charge phase to prevent an enemy unit from firing overwatch.
- Telemetry: Use a servo skull at the beginning of a friendly shooting phase to allow all friendly units within 3" of the bearer to re-roll 1's to hit until the end of the phase.
- Laud Hailer: Use a servo skull at the beginning of a friendly Fight phase to allow all friendly units within 3" of the bearer to re-roll 1's to hit until the end of the phase.
- Slow descent: Use a servo skull any time its owner falls. The owner takes no fall damage.
- Signal Location: Use a servo skull to automatically capture an objective whose center is within 3" of the bearer, regardless of how many enemy models currently hold it. This effect lasts until the end of the player turn.

Relics of the Ordos

The following is a list of specialist tools used by the ordos to detect and exterminate the various threats to humanity's existence. Some of these items are unique while others are so rare or their means of production so grisly that in any case, a kill team may possess no more than a single example of any one of them.

The Emperor's Tarot (11 points)

Deemed heretical by some puritan hardliners, the Emperor's Tarot is nonetheless a valuable tool in the arsenal of many more liberal inquisitors. The bearer of this item may re-roll the die to go first.

Hellrifle (15)

Used by the Cicatrix Vitae; an elite order of assassins that act as the right hand of the Dark Mechanicus, only a handful of these weapons have ever been captured by the ordos. The rifles react to the mental strength of the firer, growing colder and more deadly as the shooter's thoughts become more ordered and regimented. The more focused the mind, the more catastrophic the damage this rifle causes.

Sovereign Pattern Independent Life Support (SPILS)(34 points)

Some inquisitors sustain damage so great that no amount of augmetics will help them prosecute their foes as they once did. Yet these individuals are precious to the Imperium and must often fight on despite their crippling injuries. For these cursed souls, the only alternative is this repulsor-driven, armoured throne-sarcophagus. The user of this item loses all weapons and relics of the ordos cannot ever purchase any beyond this one. The user gains a 2+ armour save, a 5+ invulnerable save, a toughness characteristic of 5 and a psycannon. In campaign play, the user ignores all permanent damage except Dead. The user's WS is considered 2 worse than it actually is.

Espenæs Pattern Ambulation Frame (16 points)

The foes that inquisitors face as a matter of course in their careers range from the space-marine shredding genestealer to greater daemons that hurl battle tanks aside like chaff. This device was built to allow an inquisitor to fight some of the galaxy's more horrifying threats face-to-face. This frame is compatible with all armour types and gives the user +1 strength and improves the AP of any melee weapon used by the user by 1.

The Albatross (12 points)

This heavy, floor-length duster once belonged to Inquisitor Ionicran Borros; the former Arbites Verispex officer who, with four hours until his retirement, arrested Vice-Cardinal Mazzone for capital heresy. Borros' career was full of such bizarre occurrences and while he was not particularly superstitious, he would never go on a mission without this duster. This item may be the only armour its bearer wears. It provides a 3+ armour save and a 5+ invulnerable save. Furthermore, any time an opposing player spends a tactical point on a hit, wound or damage roll targeting this model, that player must spend 2 TP instead.

Galmaron Data-Fragment (15 points)

Galmaron was a Ramilles-class starfort used by the Da'Ira syndicate to data-loom sounds and words looking for Enuncia. It was destroyed by Inquisitor Jubron Riyalid and kill teams of all three chambers militant. Adepts at Nemesis Tessera have been dissecting it ever since. Some inquisitors that have visited the facility have been gifted with these data fragments implanted directly on their neural architecture. Once per mission, this item may be used at the beginning of any friendly psychic phase. The user takes d3 mortal wounds and may immediately manifest without rolling any one psychic power from the Intercidious, Intervallum or Aequitas disciplines (from the Campaigns, Rogue Traders and Adeptus Arbites kill teams, respectively).

Cordelia's Caul (psyker only) (6 points)

Vyacheslav was a psyker who had the misfortune to fall in love with a pariah named Cordelia on his master's kill team. It is rare for romance to blossom amidst the unreal pressure of life in the Emperor's Inquisition, but these two stuck it out and managed to retire together. Together, they created a handful of these items to be given to exceptional students at Collegia Psykana where Vyacheslav teaches.

Recruiters from the ordos know to look for the grey and red stitching during graduation ceremonies. This is a psychic hood with the following exception: at the beginning of a mission, choose attack or defense. This choice lasts for the duration of the mission. If attack is chosen, the user rolls three dice to manifest psychic powers and keeps the highest, while only rolling a single die to deny the witch. If defense is chosen, the user may roll three dice when denying the witch but only a single die to manifest.

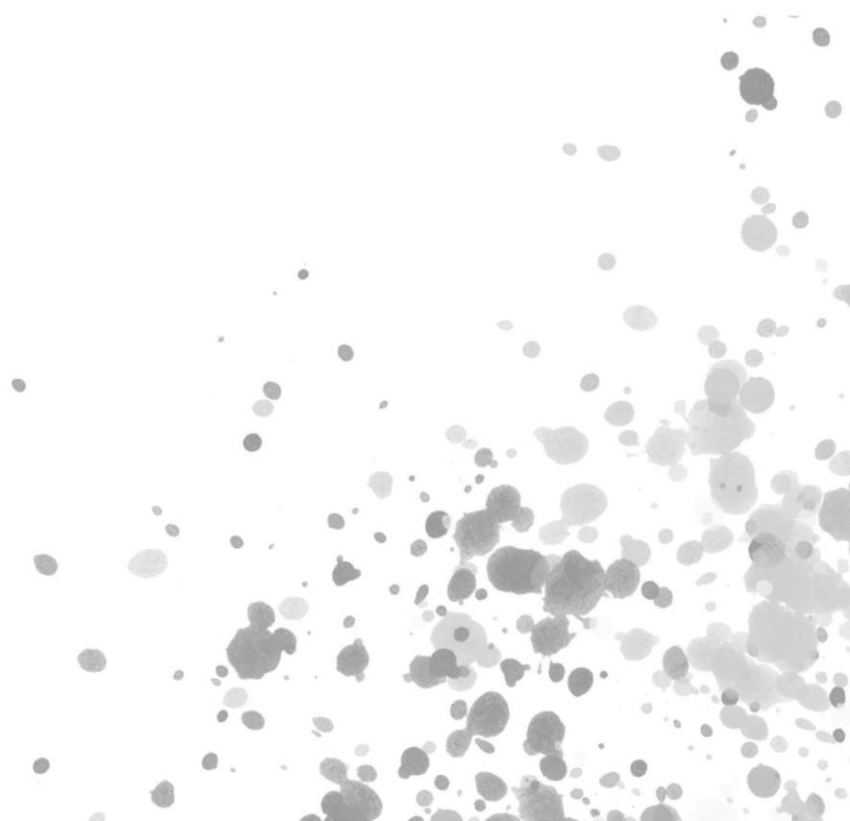
Suspensor Blade (21 points)

Many inquisitors value subtlety and work in the shadows to rid the Imperium of its many hidden

threats. However, when the need for subtlety is at an end, an inquisitor needs to strike the dark heart of the enemy with every weapon at hand. This philosophy is distilled in the suspensor blade—a weapon scaled and weighted such that even a space marine would require special training to use properly fitted with the same suspensors that keep skimmers off the ground to make it easier to swing. The first suspensor blades were built by a bladewright who was accused of heresy, but ultimately acquitted. He could not be released back to his community because he knew far too much to be trusted, so he remained at Nemesis Tessera on the edge of the eye of terror forging weapons and earning his keep. When he died, he was awarded the same unlabeled double eagle as any other servant of the inquisition that falls in the line of duty. The stats for this weapon can be found below.

Archaeotech Pistol (9 points)

Archaeotech pistol is a catch-all term for a weapon that defies easy Imperial classification. Whether by warcraft, lost science or xenos tech, these weapons punch well above their weight and have had to be exceptionally reliable to have functioned for so long. The stats for this weapon can be found below.



Maleficae

Many inquisitors eventually end up in league with powers best not contemplated. Exposed to bizarre energies, arcane technologies and ancient retroviruses, or just crazy enough to make a deal with a Daemon. These abilities all fall under the heading of Maleficae (singular: Malefica). Unless otherwise specified, no malefica may be taken more than once.

Inhuman Resilience (5 points the first time, 8 points the second)

Attacks that would fell a terminator seem to wash off this warrior. Each time this model takes a wound, roll a d6. On a 6+, the wound is discarded. This ability may be purchased twice. The second time, the number required to discard a wound is 5+.

Monstrous Strength (6 points)

Black ichor pumps through this warrior's straining muscles as it hurls aside small vehicles to get to grips with its foes. This model gains +1 to its strength characteristic.

Fleshmetal Armour (7 points)

Arcane glyphs or archaeotech plating press up through the skin of a warrior with this ability. This model gains a 2+ armour save.

The Devil's Own Luck (8 points)

Strange forces or even the hand of fate itself deflect bullets and turn aside blades. This model gains a 5+ invulnerable save. If this model already has an invulnerable save, it is improved by 1 to a maximum of 3+.

Black Pinions (11 points)

This malefica grants a limited form of flight that can take many forms. This model's movement becomes 12" and it gains the Fly keyword.

Vampiric Strike (9 points)

Flesh knits and blood flows back into wounds as the bearer of this malefica seems to grow stronger with every slain foe. Each time this model inflicts an

unsaved wound on an enemy model within 6", roll a d6. On a 4+, this model regains a wound lost earlier in the battle.

Foresight (5 points)

Some maleficae are difficult to spot. The outrageously lucky warrior; the fighter who always seems to be exactly where it is needed most. After players have determined who is going first, but before the first turn, this model may make an advance.

Phantasm (10 points)

Warriors with this ability always seem to exist ever so slightly beside where they appear to be standing, making it difficult to score a telling hit. The first time an enemy model shooting at this model misses, after that enemy model's shooting has been resolved, this model may make an out-of-sequence move of up to 3". This ability may not be used if there is an enemy unit within 1" of this unit.

Shadowed Steps (9 points)

A warrior with this ability moves with a quicksilver grace that borders on the ethereal. This model may move through other models (friend or foe) as long as it has movement to clear them. It may advance as part of falling back from combat and never has to roll to climb or jump. If it falls back, it may shoot or charge later that turn.

Warp Conduit (15 points)

Sometimes a malefica can awaken dormant, recessive or even repressed psyker abilities. For those who already harness the warp, they may find their abilities magnified. This model gains the Psyker keyword, knows *Smite* and one power from the Telethesia Discipline. It may manifest a single power in each friendly psychic phase and attempt to deny one power in each enemy psychic phase. If this model was already a psyker, it gains +1 to manifest and deny psychic abilities.

Celerity (6 points)

This malefica makes the user capable of short bursts of incredible, blinding speed. This model gains +2 attacks on any turn in which it charges.

Augmetics

Inquisitors represent the peak of physical and mental conditioning that a human can achieve. Of course, there are plenty of threats in the galaxy that can leave a human shattered, dead or worse. Whether to rehabilitate an injury or just to gain an edge in combat, Inquisitorial retinues often sport top-of-the-line augmetics to better hunt the foes of mankind. Unless stated otherwise, a unit may not take the same augmetic twice.

Mobility (5 points)

These subtle augmetics are typically used to help aging Imperial servants continue with their duties. However, for the right price, an enterprising mechwright can tune them to outperform the most athletic warriors. This augmetic gives the user +1 movement. Furthermore, the user always passes the roll to climb or jump and is never slowed by terrain.

Endurance (10 points)

This augmentation improves the efficiency of the bearer's blood, allowing them to exert themselves for hours without getting tired. The user of this augmetic always adds 6" to its move when advancing and never suffers a penalty for firing an assault weapon after advancing. Furthermore, the user may also fire pistols after advancing.

Repair (8 points)

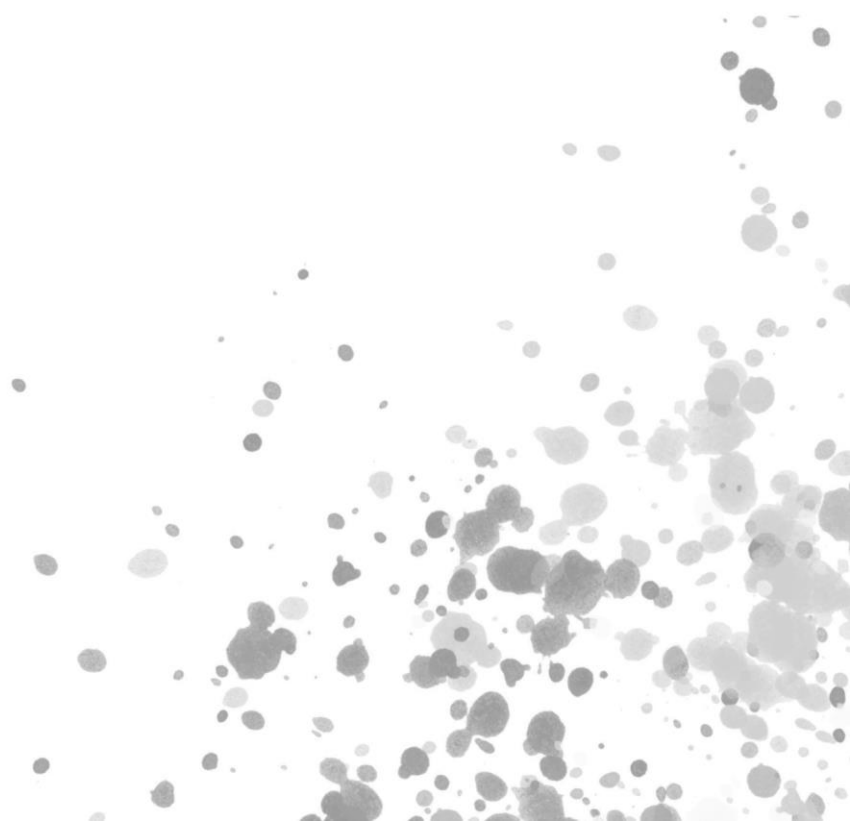
This back-mounted augmetic contains a host of surgical arachnoi servitors that are released when the user is injured. At the end of each of the user's friendly turns, roll a d6. On a 5+, the user gains back a wound lost earlier in the battle.

Perception (5 points)

Macro-eyes, multi-spectrum oculi and replacement with gene-forged patterns all fall under perception augmetics. When this model targets an enemy model with a shooting attack, that model gains no save bonus from being in cover. Furthermore, this model ignores up to 1 point of to-hit penalty if it is caused by one of the target's special rules (such as a Lictor or Stealth Suit). Finally, this model never suffers a penalty for night fighting.

Hexagrammic Wards (5 points)

This long, painful process involves implanting delicate, psychoactive circuitry underneath the skin which glows brightly when the user is targeted by a psychic power. Whenever this model is targeted by an enemy psychic power, roll a d6. On a roll of 4+, the enemy psyker suffers a mortal wound as some of the energies are reflected back.



Philosophies and Actions

Philosophy – Limited Collateral Damage (+3 TP)

Inquisitors know that a happy, compliant and cooperative local populace can be instrumental in destroying the enemies of mankind. Thus, the kill team aims in tight bursts to limit civilian casualties. No model on the kill team may fire suppressively.

Philosophy – Extraction (+2 TP)

Inquisitors don't spend all their time shooting and running from cover to cover; they must cultivate relationships, curry favor and act in the shadows, which sometimes means there are valuable informants and old friends nearby when the shooting starts. If you choose to use this philosophy, your opponent may nominate one of your core models as a VIP. If this model is removed as a casualty for any reason, the opponent gains d3 tactical points.

Philosophy – Radical (+2 TP)

This inquisitor is a renegade, frequently operating off the grid and paying lip service to the very organizations it is charged to protect. The kill team contains no models from the Deathwatch, Sisters of Battle or Grey Knights.

Philosophy – Puritan (+2 TP)

This inquisitor adheres to a strict interpretation of the Inquisition's duty and will not cross certain lines in executing that duty. The kill team does not include any maleficae, daemonhosts or psykers, though the Inquisitor can be a psyker.

Action - Special Condition (2 TP)

The special condition rosette is a thing every Inquisitor owns and hopes to never use. It indicates that help is not coming and lets the Inquisitor's retinue know that they have only each other to carry the day. Use at the beginning of any shooting phase. All friendly models within range of the bearer's Inspiring Presence may re-roll all failed hit rolls for the rest of the phase.

Action – Holy Relic (2TP)

Inquisitors frequently find themselves in command of superstitious Imperial forces and a good inquisitor is as much a showman and leader as a warrior. Use at the beginning of any Fight phase. All friendly models within range of the bearer's Inspiring Presence may make an additional attack during this phase.

Action – Forewarning (2 TP)

Vast information networks, divination via the Emperor's Tarot or advanced intuition, an inquisitor can often predict the actions of its enemies, sometimes even in advance of their own planning. Use at the end of any enemy movement phase in which models were set up on the battlefield. Choose a friendly unit within 18" of one of these enemy unit to make an immediate, out-of-sequence shooting attack. This shooting attack must use one of the enemy models that set up during the movement phase as its primary target.

Ranged Weapons

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellrifle	36"	Assault 1	6	-2	D6	
Archaeotech Pistol	12"	Pistol 2	6	-3	2	

Melee Weapons

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Suspensor Blade	-	Melee	+2	-3	D3	

Weapon Lists

Inquisitor Weapons
Nemesis Daemon Hammer
Incinerator
Condemnor Boltgun
Null Rod
Archaeotech Pistol
Psycannon

Grenades
Melta Bomb
Psyk-Out Grenade – 2 pts

Pistols Weapons
Plasma Pistol

Needle Pistol
Grav Pistol
Inferno Pistol

Melee Weapons
Power Sword
Power Fist
Power Maul
Thunder Hammer
Chainsword

Ranged Weapons
Boltgun
Hot-Shot Lasgun
Storm Bolter
Arbites Shotgun

Hot-Shot Volleygun

Combi Weapons
Combi-Flamer
Combi-Plasma
Combi-Melta

Special Weapons
Meltagun
Flamer
Plasmagun
Grenade Launcher

