



INQUISITION  
TASK  
FORCE

# Armies of the Inquisition

## **Inquisitorial Forces**

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

## **The Deathwatch**

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

## **The Grey Knights**

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

## **The Sisters of Battle**

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

# Inquisition Task Force

## Inquisition Task Forces

Many Inquisitors operate clandestinely, relying largely on their own network of operatives. If necessary they can draw on local imperial guard, navy or adeptus arbites forces should military action be required. There are times, however, when the Inquisitors cannot rely on indentured forces, such as when a rapid reaction is absolutely vital or when it is the local forces themselves that are under suspicion. In other cases Inquisitors simply cannot risk using conventional forces to combat dire threats. Mind-destroying Enslavers can dominate entire imperial guard regiments while the subtle temptations of daemons and rogue psykers can only be faced by the most stalwart of troops. The Inquisition maintains grim citadels throughout the galaxy and legions of utterly ruthless stormtroopers stand ready. Some fortresses stand sentinel over ancient alien tombs, others ensure that no human returns to forbidden, Chaos-tainted worlds.

Following the discovery of a grave threat to the Imperium, an Inquisitor can call a conclave of his peers to assess the situation. Frequently presided upon by an Inquisitor Lord and with chamber militant commanders in attendance, the conclave is a forum for Inquisitors to decide upon the best response to the threat. If a decisive military strike is necessary, an inquisitorial task force is assembled.

A task force represents a full-scale inquisitorial action. The Ordo Hereticus trains regiments of stormtroopers and vehicle crews and these form the backbone of any Hereticus task force. Mind-scrubbed and heavily indoctrinated, these are hardly individuals at all, willing to die without protest in combat against the heretic. Sleek dark strike cruisers stand ready to deploy forces anywhere in the galaxy. Inquisitors bring their own specialist warriors and a conclave can second Imperial Guard, Navy and Titan Legion forces as necessary. Lastly, the Ordo Hereticus have at their disposal a force like no other – the unwavering Sisters of Battle.

## How to use the army list

The following army list allows you to field an Inquisition Task Force of the Ordo Hereticus. It can also be used as a stand-in for other Inquisitorial armies. Forces may be freely chosen from the Inquisitorial Forces, Adepta Sororitas Detachments and Inducted Imperial Guard Companies (although note that this can affect your Strategy Rating, see box above). Additionally, formations from inducted Navy Formations or Titan Legion Battlegroups may also be selected, although no more than one third of the army's points may be spent on these choices. Any formations with upgrades listed may select these as appropriate from the Inquisition Task Force Upgrades list, attaching the units or characters to the formation at the additional points listed. Each upgrade may be selected only once. Initiative values are listed for formations within the army list.

## Strategy Rating

Inquisitorial Task Forces frequently represent quite varied forces as an Inquisitor can draw troops from any military branch of the Imperium. While such myriad assets can be welded into a highly effective force, organising the many chains of command can be a difficult task even for the excellent staff at an Inquisitor's disposal.

Inquisition Task Forces have a Strategy Rating of 3. However, under certain conditions this can vary:

- If the force consists entirely of Adepta Sororitas Detachments (plus any Imperial Navy or Titan Legion formations) then it has a Strategy Rating of 4,
- If the army includes any Inducted Imperial Guard formations it has a Strategy Rating of 2.

## "Counts As"

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

# ORDO HERETICUS TASK FORCE

## Inquisitorial Forces

Initiative Rating 1+

Detachment	Units	Points	Upgrades
Inquisitor (0-1 per 1000 points played)	Inquisitor unit and a total of 3 Warrior Henchmen or Support Staff units	200	Inquisitor Lord, Priest, Retinue, Transport
Stormtrooper Detachment	Eight Inquisitorial Stormtrooper Units	225	Priest, Transport
Gun-cutter (0-1 per Inquisitor)	One Gun-cutter	125	Glavian Pilot
0-1 Inquisition Fortress	One Black Citadel OR Obsidian Fortress	700	
Orbital Support	One Rogue Trader Vessel	75	Battleship

## Inducted Imperial Guard Companies

Initiative Rating 2+

Detachment	Units	Points	Upgrades
Imperial Guard Company	Twelve Imperial Guard Infantry units	250	Priest, Flack, Leman Russ, Transport

## Adepta Sororitas Detachments (Ordo Hereticus Chamber Militant)

Initiative Rating 1+.

Detachment	Units	Points	Upgrades
Adepta Sororitas Convent	Eight Sister of Battle units	250	Canoness, Repentia, Transport, Priest
Retributor Convent	Six Retributor units	250	Transport
Seraphim Convent	Six Seraphim units	225	Canoness
Exorcism Battalion	Five Exorcists or Banishers (any mixture)	350	
Basilica Imperialis	One Basilica Imperialis	500	

## Inquisition Task Force Upgrades

Upgrade	Units	Points
Battleship	Upgrade Rogue Trader Vessel to Inquisition Battleship	250
Canoness	Add one Canoness character upgrade to a unit in the formation.	75
Flack	Add one Hydra flack tank to the formation	50
Glavian Pilot	Add a Glavian Pilot character to the Gun Cutter unit.	75
Leman Russ	Add three Leman Russ to the formation	200
0-1 Inquisitor Lord	Add the Inquisitor Lord character to the Inquisitor or Canoness unit.	50
Priest	Add one Priest character upgrade to one unit in the formation.	50
Penitents	May only be assigned to a formation if the Priest upgrade is also taken. Add three arco-flagellant or penitent engine units to the formation (these may not be assigned character upgrades).	150
Retinue	Add up to four units selected from the Inquisitorial Retinues box, below	Varies
Repentia	Add 1-3 units of Repentia to the formation, plus one Mistress character upgrade (which must be assigned to one of the Repentia units). If the formation has Transports, then the Repentia must have their own transports.	40 each
Transport	The formation includes a number of transport vehicles, exactly as many vehicles as necessary to carry the formation with as few transport spaces left over as possible. These can be any combination with the following restrictions: <ul style="list-style-type: none"> <li>Adepta Sororitas Detachments must select "Adepta Sororitas Transports".</li> <li>If Aquila Landers are selected, no other transports may be taken.</li> </ul>	Varies

## Transport Upgrades

Transport Unit	Points
Land Raider (Inquisitor only)	100
Valkyrie	40
Chimera	25
Rhino	10
Aquila Lander	50

## Adepta Sororitas Transports

Rhino	10
Immolator	30

## Inquisitorial Retinues

Unit	Points
Death Cultists (maximum 1 per retinue)	50
Warrior Henchmen	35
Support Staff	15

## Inducted Imperial Navy Formations

Initiative Rating 2+

Formation	Units	Points
Thunderbolt Squadron	Two Thunderbolt Fighters	150
Marauder Wing	Two Marauder Bombers	300

## Inducted Titan Legion Battlegroups

Initiative Rating 1+

Formation	Units	Points
Warlord	One Warlord Class Titan	850
Reaver	One Reaver Class Titan	650
Warhound	One Warhound Titan	275
Warhound Pack	Two Warhound Titans	500

# Universal Inquisition Forces

## Inquisition Special Rules:

### **New specialist unit ability: VTOL**

Vertical Take Off and Landing. Aircraft with this ability are able to hover mid-air, swooping low and maneuvering over the battlefield in much the same manner as skimmer craft. A unit with this ability behaves like an aircraft, but when landed (i.e. after landing or performing an air assault action) counts as a **Skimmer** with a move of **35cm**. While landed it behaves as a ground unit in all respects (for example, it may perform Withdrawal maneuvers), but it may disengage at the end of the turn, in which case it reverts back to being an aircraft as normal.

## Inquisitor

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

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

## Inquisitor Lord

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	Inquisitor Lord
<b>Notes:</b> <i>Supreme Commander.</i>				

## Warrior Henchmen

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	4+
Weapon	Range	Firepower	Notes	Warrior Henchmen
Hellguns	(15cm)	Small Arms		
Implant Weapons Plasma Cannon	Base Contact 30cm	Assault Weapons AP4+/AT4+	Macro-weapon Slow Firing	
<b>Notes:</b>				

## Support Staff

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	6+	6+
Weapon	Range	Firepower	Notes	Support Staff
Laspistols	(15cm)	Small Arms		
<b>Notes:</b> Each unit of support staff gives the Inquisitor or one unit of warrior henchmen one re-roll per turn, which can be used to re-roll any attack dice or armour save.				

### Note: Inquisitorial Retinue

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

## Death Cult Assassins

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

Death Cult Assassins

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

## Priest

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Evicerator	Base Contact	Assault Weapons	MW, Extra attacks (+1)	
<b>Notes: Leader, Inspiring, Invulnerable Save</b>				

Deathwatch Leader

## Inquisitorial Stormtroopers

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

Stormtroopers

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

## Obsidian Fortress

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Eye of Judgment (psychic cannon)	120cm	MW3+	Titan Killer (D3)	
2x Battle Cannon	75cm	AP4+/AT4+	Forward Arc	
Battle Cannon	75cm	AP4+/AT4+	Left Arc	
Battle Cannon	75cm	AP4+/AT4+	Right Arc	
<b>Damage Capacity 10; 5 Void Shields.</b> Critical Hit Effect: the Obsidian Fortress' vulnerable track units are damaged, inflicting an additional point of damage and reducing the Speed of the machine by 5cm.				
<b>Notes: Reinforced Armour, Thick Rear Armour, Fearless, Transport (15 infantry)</b>				

Inquisition Mobile Fortress

## Black Citadel

Type	Speed	Armour	Close Combat	Firefight
War Engine	Immobile	4+	5+	4+
Weapon	Range	Firepower	Notes	
4x Twin Hydra Autocannon	45cm	AP4+/AT5+/AA5+		
4x Punisher Launchers	45cm	1BP	Indirect Fire	
Battle Cannon	75cm	AP4+/AT4+		
Bolters	(15cm)	Small Arms		
<b>Damage Capacity 7; 5 Void Shields.</b> Critical Hit Effect: Internal explosions cause an extra point of damage and inflict hits on D6 transported units (assigned by Inquisition player).				
<b>Notes: Planetfall; Reinforced Armour; Fearless; Thick Rear Armour, Transport (10 Infantry)</b>				

Inquisition Drop Fortress

## Gun Cutter

Type	Speed	Armour	Close Combat	Firefight
Aircraft; War Engine	Bomber	5+	6+	5+
Weapon	Range	Firepower	Notes	
Nose assault cannon	15cm	AP5+/AT5+/AA5+	Fixed Forward Arc	
Twin wing auto cannons	30cm	AP5+/AT6+/AA5+	Fixed Forward Arc	
<b>Damage Capacity 2.</b> Critical Hit Effect: The Gun Cutter's control surfaces are damaged. The pilot loses control and the Gun Cutter crashes to the ground, killing all on board.				
<b>Notes: Planetfall; Reinforced Armour; VTOL; Transport (5 Inquisitorial Retinue units)</b>				

Gun Cutter

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

## Glavian pilot

Type	Speed	Armour	Close Combat	Firefight
Character	Fighter Bomber	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
<b>Notes: Invulnerable Save</b>				

## Aquila Lander

Type	Speed	Armour	Close Combat	Firefight
Aircraft; Armoured Vehicle	Bomber	4+	-	5+
Weapon	Range	Firepower	Notes	
Chin multilaser	30cm	AP5+/AT6+/AA5+	Fixed Forward Arc	
<b>Notes: Planetfall; Scout; VTOL; Transport; (2 Inquisitorial Stormtrooper or 2 Inquisitorial Retinue units)</b>				

Aquila Lander

**Note on Aquila formations.** Under the rules for the tournament army list, Aquila landers are purchased as transport upgrades. This means the Aquila landers are part of the formation and may not leave it – once landed, they may use their VTOL engines to remain with their parent formation just like any other transport. The Aquila may disengage in the end phase, but if it does so any units that are not already embarked will count as destroyed (as normal for units that are out-of-coherency) and the appropriate number of BM will be added to the Aquila formation.

For scenarios, Aquila landers make for ideal objectives or transports for important dignitaries. It is entirely possible for Aquila landers to be treated as an independent formation, in which case it is recommended to treat the Aquila formation in the same manner as a War Engine Transport.

## Rogue Trader Vessel

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Pin-point attack	n/a	MW2+	Titan Killer (D3)	
<b>Notes: Transport</b> (May carry 36 Inquisitorial Stormtrooper or Inquisitorial Retinue units plus 12 Aquila Landing Craft or Gun-cutters [Gun-cutters take three places])				

Rogue Trader Vessel

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

## Inquisition Battleship

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Orbital Bombardment	n/a	10BP	Macro Weapon	
<b>Notes: Transport:</b> (May carry 54 of the following units: Inquisitorial Stormtroopers or Inquisitorial Retinue, PLUS 8 of the following units: Deathwatch Kill Team, Deathwatch Terminator, Deathwatch bike, Grey Knight, Grey Knight Purgation or Grey Knight Terminator. In addition may carry 18 Aquila Landing Craft PLUS 6 Gun-cutters PLUS one Inquisition Drop Fortress PLUS one Deathwatch Thunderhawk Destructor or Grey Knight Thunderhawk)				
<b>Slow and steady</b> – may not be used in the first two turns of the battle unless the scenario specifically states otherwise.				

Inquisition Battleship

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



# Sisters of Battle

## Special Rules:

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

## Canoness

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

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

## Sisters of Battle

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	5+	4+
Weapon	Range	Firepower	Notes	
Boltguns	(15cm)	Small Arms		Sisters of Battle
Heavy Flamer	15cm	AP4+	Ignore Cover	

**Notes:** *Faithful*

## Retributors

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Boltguns	(15cm)	Small Arms		Retributors
2x Multi-meltas	15cm	MW5+ and Small Arms	Macro-weapon	

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

## Seraphim

Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Twin bolt pistols	(15cm)	Small Arms & Assault Weapons		Seraphim
Twin hand flamers	(15cm)	Small Arms	Ignore cover	

**Notes:** *Faithful; Jump Packs*

## Sister Repentia

Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	5+	4+	-
Weapon	Range	Firepower	Notes	
Eviscerators	Base Contact	Assault Weapons	Macro-weapon	Repentia

**Notes:** *Fearless.*

## Mistress

Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapon	Range	Firepower	Notes	
Electro-whips	Base Contact	Assault Weapons	<i>First Strike</i> , Extra attack (+1)	
<b>Notes:</b>				Mistress

## Immolator

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	5+	4+
Weapon	Range	Firepower	Notes	
Twin Heavy Flamers	15cm	AP3+	<i>Ignore Cover</i>	
<b>Notes:</b> <i>Transport</i> (One of the following units: Sisters of Battle, Celestians, Retributor, Repentia)				Immolator

## Exorcist

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

## Banisher

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

## Basilica Imperialis

Type	Speed	Armour	Close Combat	Firefight
War Machine	15cm	5+	6+ (5+)	5+ (4+)
Weapon	Range	Firepower	Notes	
Conflagration cannon	45cm	5BP	<i>Ignore Cover</i>	
Excommunicator launcher	60cm	D6xAP4+/AT4+/AA5+		
Heavy flamers	15cm	AP4+	<i>Ignore Cover</i>	
<b>Damage Capacity 12.</b> Critical Hit Effect: The Basilica suffers major structural damage. Roll a D6: 1-2 the Basilica suffers an additional point of damage, 3-5 the Basilica takes an additional point of damage and D3 transported units (owner's choice) suffer a hit from falling masonry, 6 the promethium reserves are hit, causing a massive explosion, inflicting D3 additional points of damage and hits on D6 transported units (owner's choice).				Basilica Imperialis
<b>Notes:</b> <i>Inspiring, Reinforced Armour, Thick Rear Armour, Fearless, Transport</i> (20 Infantry) Providing there are at least 6 Adepta Sororitas units on board, the Close Combat and Firefight values of the Basilica Imperialis are improved to 5+ and 4+ respectively.				

## Arco-flagellants

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

  

Weapon	Range	Firepower	Notes
Electro-flails	Base Contact	Assault Weapons	MW, Extra attacks (+1)

Arco-flagellant

### **Notes: Fearless, Invulnerable Save, Teleport**

*Teleport represents the flagellants being activated from a dormant state (hiding within the Inquisitor's retinue). They may be held in reserve even though part of a formation without Teleport, but may only Teleport if the Inquisitor is alive and on the board at the start of the turn, and must Teleport within 5cm of the Inquisitor.*

## Penitent Engines

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	20cm	4+	4+	4+

  

Weapon	Range	Firepower	Notes
Combat-arms	Base Contact	Assault Weapons	MW, Extra attacks (+D3)
Flamers	(15cm)	Small Arms	Ignore cover

Penitent Engines

### **Notes: Fearless, Invulnerable Save, Walker**

## Transport Vehicles

### Rhino

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	6+

Weapon	Range	Firepower	Notes
Stormbolter	(15cm)	Small Arms	

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

Rhino

### Razorback

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+

Weapon	Range	Firepower	Notes
Twin Heavy Bolters	30cm	AP4+	
OR Twin Lascannon	45cm	AT4+	

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

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

Razorback

### Land Raider

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

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

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

Land Raider

### Chimera

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+

Weapon	Range	Firepower	Notes
Multilaser	30cm	AP5+/AT6+	
Heavy Bolter	30cm	AP5+	

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

Chimera

### Valkyrie

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	35cm	5+	6+	5+

Weapon	Range	Firepower	Notes
Multilaser	30cm	AP5+/AT6+	
2x Heavy Bolter	30cm	AP5+	
2x Rocket Pod	30cm	1BP	Disrupt, One-Shot

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

Valkyrie

## Imperial Guard units

### Imperial Guard Infantry

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	None	6+	5+

Weapon	Range	Firepower	Notes
Autocannon	45cm	AP5+/AT6+	

**Notes:** Only one unit in every two has an autocannon. Count up the number of infantry units in the formation that can fire at the target formation and divide by two (rounding up) to find the number of autocannon shots you may take.

Imperial Guard Infantry

### Imperial Guard Hydra

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

Weapon	Range	Firepower	Notes
2 x Twin Hydra Autocannon	45cm	AP4+/AT5+/AA5+	
Heavy Bolter	30cm	AP5+	

**Notes:**

Hydra

### Imperial Guard Leman Russ

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	6+	4+

Weapon	Range	Firepower	Notes
Battle Cannon	75cm	AP4+/AT4+	
2x Heavy Bolter	30cm	AP5+	
Lascannon	45cm	AT5+	

**Notes:** Reinforced Armour

Leman Russ