



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 Malleus trains regiments of stormtroopers and vehicle crews and these form the backbone of any Malleus task force. Mind-scrubbed and heavily indoctrinated, these are hardly individuals at all, willing to die without protest in combat against the daemonic. 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 Malleus have at their disposal a force like no other – the indomitable and superhuman Grey Knights.

How to use the army list

The following army list allows you to field an Inquisition Task Force of the Ordo Malleus. It can also be used as a stand-in for other Inquisitorial armies. Forces may be freely chosen from the Inquisitorial Forces, Grey Knight 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. Remember that a maximum of one spacecraft may be selected.

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 Grey Knight Detachments (plus any Imperial Navy or Titan Legion formations) then it has a Strategy Rating of 5,
- 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 MALLEUS 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, Mystic, Retinue, Transport
Stormtrooper Detachment	Eight Inquisitorial Stormtrooper Units	225	Mystic, 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	Mystic, Flack, Leman Russ, Transport

Grey Knight Detachments (Ordo Malleus Chamber Militant)

Initiative Rating 1+.

‘They Shall Know No Fear’ applies to all Grey Knight units (See 5.1.1 of the Epic: Armageddon rulebook)

Detachment	Units	Points	Upgrades
Grey Knight Order	Four Grey Knight or Grey Knight Purgation units	275	Transport, Dreadnought, Terminator
Terminator Order	Four Grey Knight Terminator units	400	Transport, Grand Master, Inquisitor Lord
Dreadnought Spearhead	Four Grey Knight Dreadnoughts	250	
Thunderhawk	One Grey Knight Thunderhawk	250	
Strike Cruiser	One Grey Knight Strike Cruiser	225	
Land Raider Formation	Four Grey Knight Land Raiders	450	

Inquisition Task Force Upgrades

Upgrade	Units	Points
Battleship	Upgrade Rogue Trader Vessel to Inquisition Battleship	250
Dreadnought	Add one or two Grey Knight Dreadnoughts to the formation.	75 each
Flack	Add one Hydra flack tank to the formation	50
Glavian Pilot	Add a Glavian Pilot character to the Gun Cutter unit.	75
Grand Master	Add one Grand Master to a unit in the formation.	75
Leman Russ	Add three Leman Russ to the formation	200
0-1 Inquisitor Lord	Add the Inquisitor Lord character to the Inquisitor or Grand Master unit.	50
Retinue	Add up to four units selected from the Inquisitorial Retinues box, below	Varies
Terminator	Add two units of Grey Knight Terminators to the formation.	200
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"> Grey Knight units must select “Grey Knight transports”. If Aquila Landers are selected, no other transports may be taken. 	Varies

Transport Upgrades

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

Inquisitorial Retinues

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

Grey Knight Transports

Grey Knight Land Raider	125
Grey Knight Land Raider Crusader	125

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	
Psychic Power: <i>Scourging</i>	(15cm)	Small Arms	MW; Extra Attacks (+1)	
Power Weapon	Base Contact	Assault Weapons	MW; Extra Attacks (+1)	
Notes: <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	
Notes: <i>Supreme Commander.</i>				

Warrior Henchmen

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

Support Staff

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	6+	6+
Weapon	Range	Firepower	Notes	
Laspistols	(15cm)	Small Arms		
Notes: 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)	
Notes:				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.

Mystic

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Lightning Arc	(15cm)	Small Arms	First Strike, Extra attack (+1)	
Notes: Leader, First Strike, Invulnerable Save				Stormtroopers

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+		
Notes:				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	
Damage Capacity 10; 5 Void Shields. 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.				Inquisition Mobile Fortress
Notes: Reinforced Armour, Thick Rear Armour, Fearless, Transport (15 infantry)				

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		
Damage Capacity 7; 5 Void Shields. Critical Hit Effect: Internal explosions cause an extra point of damage and inflict hits on D6 transported units (assigned by Inquisition player).				
Notes: Planetfall; Reinforced Armour; Fearless; Thick Rear Armour, Transport (10 Infantry)				

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	
Damage Capacity 2. 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.				
Notes: Planetfall; Reinforced Armour; VTOL; Transport (5 Inquisitorial Retinue units)				

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	
Notes: Invulnerable Save				

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	
Notes: Planetfall; Scout; VTOL; Transport; (2 Inquisitorial Stormtrooper or 2 Inquisitorial Retinue units)				

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)	
Notes: Transport (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	
Notes: Transport: (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)				
Slow and steady – 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.

Grey Knights

Special Rules:

The Grey Knights are specialist psychic daemon hunters. The following are new Specialist Unit abilities for Grey Knights.

Rites of Exorcism: Any Daemon unit attacked by Grey Knights (whether from ranged combat or assaults) suffers -1 to their armour save and do cause Blast Markers on the parent unit. However, in the End Phase of every turn, Chaos armies may return one summoning point's worth of daemons that have been removed from play to the Daemon Pool for every unit with Rites of Exorcism on the board.

Shrouding: Any Indirect Fire or Aircraft attack, or any attack from a range greater than 45cm directed against a unit with the Shrouding suffers -1 to hit. This does not apply if the unit is in cover, or if the unit is in a Transport.

Grey Knights

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Storm Bolters	(15cm)	Small Arms		
Nemesis Force Weapons	Base Contact	Assault Weapons	Extra attacks (+1)	
Psycannon	30cm	AP5+/AT6+	No <i>Invulnerable Save</i>	

Grey Knights

Notes: *Fearless; Rites of Exorcism; Shrouding*

Grey Knight Terminators

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Storm Bolters	(15cm)	Small Arms		
Nemesis Force Weapons	Base Contact	Assault Weapons	MW; Extra attacks (+1)	
Holocaust	Base Contact	Assault Weapons	Extra attacks (+1)	
Psycannon	30cm	AP5+/AT6+	No <i>Invulnerable Save</i>	

Grey Knight Terminators

Notes: *Fearless; Rites of Exorcism; Shrouding; Teleport; Reinforced Armour; Thick Rear Armour; Holocaust*

Grey Knight Purgation Squads

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	3+
Weapon	Range	Firepower	Notes	
Storm Bolters	(15cm)	Small Arms		
Nemesis Force Weapons	Base Contact	Assault Weapons	Extra attacks (+1)	
2x Psycannon	30cm	AP5+/AT6+	No <i>Invulnerable Save</i>	

Purgation Squad

Notes: *Fearless; Rites of Exorcism; Shrouding*

Designer's Note: Nemesis Force Weapons

The trademark daemon-slaying weapon of the Grey Knights is the Nemesis Force Halberd. This psychically-attuned weapon can be used to channel the power of the wielder against his foes. As such the effectiveness of the weapon depends on the will of the psyker using it, and it has several different effects in the datafaxes of the Grey Knights. This is an exception to the normal rule in Epic that each weapon has only one profile – refer to the datafax of each unit as appropriate.

Grey Knight Dreadnought

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
Missile Launcher	45cm	AP5+/AT6+	No <i>Invulnerable Save</i> MW; Extra attacks (+1)	
Twin Lascannon	45cm	AT4+		
OR Pycannon	30cm	AP5+/AT6+		
Nemesis Force Weapon	Base Contact	Assault Weapons		

Grey Knights Dreadnought

Notes: Fearless; Walker; Rites of Exorcism

Note the dreadnought is armed with either Missile Launcher and Twin Lascannon OR Pycannon and Nemesis Force Weapon.

Grey Knight Grand Master

Type	Speed	Armour	Close Combat	Firefight
Character	N/a	N/a	N/a	N/a
Weapon	Range	Firepower	Notes	
Nemesis Force Weapon	Base Contact	Assault Weapons	TK(1); Extra attacks (+1)	

Grand Master

Notes: Leader, Commander, Invulnerable Save

Grey Knights Land Raider

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
2x Twin Lascannon	45cm	AT4+		
Twin Heavy Bolter	30cm	AP4+		

Grey Knight Land Raider

Notes: Fearless; Reinforced Armour; Thick Rear Armour; Transport (may carry one Grey Knight Terminator unit OR two Grey Knight or Purgation Squad units)

Grey Knight Land Raider Crusader

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	5+	5+
Weapon	Range	Firepower	Notes	
Frag launchers	Base Contact	Assault Weapons	Extra attack (+1)	
Hurricane Bolters	(15cm)	Small Arms		
Twin Assault Cannon	30cm	AP4+/AT4+	MW, Extra attack (+1)	
Multi-melta	15cm	MW5+ and Small Arms		

Land Raider Crusader

Notes: Fearless; Reinforced Armour; Thick Rear Armour; Transport (may carry two Grey Knight Terminator units OR three Grey Knight or Purgation Squad units)

Grey Knight Thunderhawk Gunship

Type	Speed	Armour	Close Combat	Firefight
Aircraft; War Engine	Bomber	4+	6+	4+
Weapon	Range	Firepower	Notes	
Battle Cannon	75cm	AP4+/AT4+	Fixed Forward Arc	
2x Twin Heavy Bolter	30cm	AP4+/AA5+	Fixed Forward Arc	
Twin Heavy Bolter	15cm	AP4+/AA5+	Right Fire Arc	
Twin Heavy Bolter	15cm	AP4+/AA5+	Left Fire Arc	

Grey Knight Thunderhawk

Damage Capacity 2. Critical Hit Effect: The Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground, killing all on board.

Notes: Fearless; Planetfall; Reinforced Armour; Transport (may carry eight of the following units: Grey Knight units, Purgation Squad units, Grey Knight Terminator units or Grey Knight Dreadnoughts, Terminators and Dreadnoughts take up two spaces each.)

Grey Knight Strike Cruiser

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
2x Pin-point Strike	n/a	MW2+	Titan Killer (D3)	

Grey Knight Strike Cruiser

Notes: Transport (may carry twenty Grey Knight, Purgation or Grey Knight Terminator units plus twenty Land Raiders plus six Thunderhawks. It may also carry nine Inquisitorial Stormtrooper or Inquisitorial Retinue plus one Gun-Cutter or three Pegasus Landers)

All Grey Knight and Grey Knight Purgation units transported by the Strike Cruiser gain the Teleport special rule.

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