

# RELICTORS

Relictors have a strategy rating of 5 and all formations have Initiative Rating of 1+.

## Inquisitorial Forces

Detachment	Units	Points	Upgrades
Radical Inquisitor (0-1 per 1000 points played)	Radical Inquisitor unit and a total of 3 Warrior Henchmen or Support Staff units	200	Daemonhost, Retinue, Transport
Stormtrooper Detachment	Eight Inquisitorial Stormtrooper Units	200	Transport
Gun-cutter (0-1 per Inquisitor)	One Gun-cutter	125	Glavian Pilot

## Relictors Core Detachments

'They Shall Know No Fear' applies to all Relictors Core and Support Detachment formations  
(See 5.1.1 of the Epic: Armageddon rulebook)

Detachment	Units	Points	Upgrades
Assault	Four Assault units	175	Commander, Vindicator
Bike	Five Bike units	200	Commander, Attack Bike
Devastator	Four Devastator units	250	Commander, Dreadnought, Hunter, Land Raider, Transport
Land Speeder	Five Land Speeders	200	Commander, Typhoon/Tornado
Scout	Four Scout units	150	Commander, Sniper, Transport
Tactical	Six Tactical units	300	Commander, Dreadnoughts, Hunter, Vindicator, Transport

## Relictors Support Detachments

One Support Detachment may be taken per Core Detachment

Detachment	Units	Points	Upgrades
Land Raider	Four Land Raiders	400	Commander, Vindicator
Predators	Four Predators (Annihilators or Destructors or a mix)	300	Commander, Vindicator
Terminator	Four Terminator units	325	Commander, Dreadnought, Land Raiders, Vindicator
Vindicator	Four Vindicators	300	Commander
Whirlwind	Four Whirlwinds	300	Commander, Hunter

## Relictors Upgrades

Upgrade	Units	Points Cost
Attack Bike	Replace any number of Bike units with 1 Attack Bike each	Free
Commander	Add one Relictors Commander character to a unit in the formation. The Commander may be a Captain or Librarian. One Relictors commander may be further upgrade to a Supreme Commander for +50 points.	75
Daemonhost	Add one Daemonhost	100
Dreadnought	Add one or two Dreadnoughts	50 each
Glavian Pilot	Add a Glavian Pilot character to the Gun Cutter unit.	75
Hunter	Add one Hunter	75
Land Raiders	Add up to four Land Raiders	100 each
Retinue	Add up to four units selected from the Inquisitorial Retinues box, below	Varies
Sniper	One Scout unit may be given the Sniper ability	+25
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>Inquisitorial units must select Inquisitorial Transports (which may not be taken by other units)</li> <li>If Drop Pods are selected, no other transports may be taken.</li> </ul>	Varies
Typhoon/Tornado	Replace any number of Land Speeders with 1 Land Speeder Tornado or Typhoon each	+25 per Typhoon +10 per Tornado
Vindicator	Add one or two Vindicators	75 each

## Transport Upgrades

Transport Unit	Points
Rhino	free
Razorback	25
Drop Pods	free

## Inquisitorial Retinues

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

## Inquisitorial Transports

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

## Orbital Support

1/3 of the army's points may be spent on these formations

Detachment	Unit	Points
Landing Craft	One Landing Craft	350
Strike Cruiser	One Strike Cruiser	200
Thunderhawk	One Thunderhawk Gunship	200

# Radical Units

## Radical Inquisitor

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	4+	4+

  

Weapon	Range	Firepower	Notes
Psychic power: <i>Vortex</i>	(15cm)	Small Arms	TK(1); Extra Attacks (+1)
Daemon weapon	Base Contact	Assault Weapons	TK(1); Extra Attacks (+1)



Radical Inquisitor

**Notes:** *Fearless, Invulnerable Save, Leader, Commander*

## Daemonhost

Type	Speed	Armour	Close Combat	Firefight
Infantry	25cm	5+	4+	4+

  

Weapon	Range	Firepower	Notes
Blood Boil	Base Contact	Assault Weapons	TK(D3), Extra Attack (+1)
Diabolical Energies	(15cm)	Small Arms	TK(1), Extra Attack (+1)
<i>And</i>	30cm	MW4+/AA4+	Macro Weapon

**Notes:** *Jump Infantry, Reinforced Armour, Invulnerable Save, Teleport, Scout*

## Relictors Commander

Type	Speed	Armour	Close Combat	Firefight
Character	N/a	N/a	N/a	N/a

  

Weapon	Range	Firepower	Notes
Daemon Weapon	Base Contact	Assault Weapons	TK(1), Extra Attack (+1)
Smite (Librarians only)	(15cm)	Small Arms	MW, Extra Attack (+1)

**Notes:** *Leader, Fearless, Invulnerable Save, Commander (Captains only)*  
*Deathwatch Commanders can be either Captains or Librarians. Captains have the Commander ability while Librarians have the Smite attack in addition to the Daemon Weapon.*