

INQUISITION KILL TEAMS

The Ordo Xenos is the arm of the Inquisition tasked with defeating the alien in all its loathsome forms. Never more so has this solemn duty been tested than during the second great Ork invasion of war-torn Armageddon.

INQUISITION SPECIAL RULES

The following special rule applies to all of the members of an Inquisition kill team.

Alien Hunters: When an Inquisition fighter attacks a 'Xenos' fighter in hand-to-hand combat, they score critical hits on rolls of 5 or 6 instead of 6. 'Xenos' fighters are fighters or special operatives belonging to any of the following kill teams: Orks, Craftworld Eldar, Dark Eldar Wych Cults, Harlequin Troupes, Genestealer Cult Hybrids, Tyranid Warriors, Necrons, Tau Empire Pathfinders.

USING AN INQUISITION KILL TEAM

A Inquisition kill team follows all of the normal rules, with the following exceptions:

- An Inquisition kill team consists of 3-10 models.
- To represent their varied origins, each time you recruit an Inquisitorial Acolyte, you can apply a +1 bonus to that fighter's Weapon Skill **or** to their Ballistic Skill. This bonus is permanent, and cannot be changed at a later time. Furthermore, each time an Inquisitorial Initiate earns their third Mission Completed mark and is promoted to a Trooper, you can choose to apply either a +1 Weapon Skill or +1 Ballistic Skill characteristic bonus to their profile.

ORDO XENOS INQUISITOR

Kill Team Leader

Cost to recruit: 225 points

	M	WS	BS	S	T	W	I	A	Ld
Ordo Xenos Inquisitor 4"	4	4	3	3	3	3	4	3	10

An Inquisitor is a shrewd and steely leader of men, commanding a level of power and authority that is all but unrivalled within the Imperium. The agents of the Ordo Xenos dedicate themselves to the destruction of alien threats in every form, and gather warbands of like-minded and fiercely loyal warriors to their side to aid them in this cause.

Wargear: An Ordo Xenos Inquisitor has a combat blade and carapace armour. In addition, an Ordo Xenos Inquisitor can be armed with items chosen from the Inquisition Hand-to-Hand Weapons, Pistols, Basic Weapons, Special Weapons, Ammunition, Grenades and Miscellaneous equipment lists.

INQUISITORIAL ACOLYTE

Trooper

Cost to recruit: 65 points

	M	WS	BS	S	T	W	I	A	Ld
Inquisitorial Acolyte 4"	3	3	3	3	3	1	3	1	8

Whether they began life as bodyguards, bounty hunters, underhive gangers or any of a thousand other callings before being recruited by their master, Acolytes are skilled and resourceful assets to any Inquisitor.

Wargear: An Inquisitorial Acolyte has a combat blade and flak armour. In addition, an Inquisitorial Acolyte can be armed with items chosen from the Inquisition Hand-to-Hand Weapons, Pistols, Basic Weapons, Special Weapons, Ammunition, Grenades, and Miscellaneous equipment lists.

INQUISITORIAL INITIATE

New Recruit

Cost to recruit: 50 points

	M	WS	BS	S	T	W	I	A	Ld
Inquisitorial Initiate 4"	3	3	3	3	3	1	3	1	7

Inquisitors are always on the lookout for potential recruits who display the qualities required to aid them in their grave duty of protecting Mankind.

Wargear: An Inquisitorial Initiate has a combat blade and flak armour. In addition, an Inquisitorial Initiate can be armed with items chosen from the Inquisition Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades, and Miscellaneous equipment lists.

CRUSADER

Specialist

Cost to recruit: 85 points

	M	WS	BS	S	T	W	I	A	Ld
Crusader 4"	4	3	3	3	3	1	3	1	8

Crusaders are amongst the most elite soldiery available to agents of the Inquisition without requisitioning military assets from outside their organisation. Each Crusader is an implacable warrior, hand-picked for their skill at arms and dedication to the Imperium.

Wargear: A Crusader has a combat blade and carapace armour. In addition, a Crusader can be armed with items chosen from the Inquisition Hand-to-Hand Weapons, Pistols, Grenades and Miscellaneous equipment lists.

INQUISITION WEAPON AND EQUIPMENT LISTS

Ammunition

Hot-shot laser power pack 15 points

Toxic rounds* 20 points

* Can be purchased for needle pistols and sniper rifles only

Grenades

Frag grenades 25 points

Melta bombs 30 points

Rad grenades 35 points

Krak grenades 40 points

Miscellaneous

Camo gear 5 points

Clip harness 10 points

Digital weapons* 10 points

Power armour* 10 points

Uluméathi plasma syphon* 10 points

Photo-visor 15 points

Red-dot laser sight 20 points

Telescopic sight** 20 points

Storm shield*** 50 points

Weapon re-load *Half cost of weapon in points*

* Ordo Xenos Inquisitor only

** Cannot be fitted to a shotgun

*** Ordo Xenos Inquisitor or Crusader only

Hand-to-Hand Weapons

Combat blade 5 points

Chainsword 25 points

Scythian venom talon* 30 points

Power maul or power sword 50 points

* Ordo Xenos Inquisitor only

Pistols

Autopistol 15 points

Laspistol 15 points

Bolt pistol 25 points

Needle pistol* 30 points

Plasma pistol 50 points

* Ordo Xenos Inquisitor only

Basic Weapons

Autogun 20 points

Shotgun 20 points

Lasgun 25 points

Boltgun 35 points

Sniper rifle 40 points

Special Weapons

Combi-flamer* 55 points

Storm bolter 55 points

Combi-melta* 65 points

* Ordo Xenos Inquisitor only



WEAPONS AND EQUIPMENT

HAND-TO-HAND WEAPONS

ARCO-FLAIL

An Arco-flagellant's arms are often replaced with bionic whips, blades or flails.

Range	Strength	Damage	Save Mod.
Close Combat	As user	1	-

Lashing Blows: Opposing fighters may not parry against a fighter armed with an arco-flail.

SCYTHIAN VENOM TALON

A relic of a xenos race of warrior-monks, the dagger-like venom talon is able to incapacitate a foe with the slightest scratch.

Range	Strength	Damage	Save Mod.
Close Combat	(As user)	1	-

Toxic: No To Wound roll is required when a target is hit with this weapon: if the target is hit then the toxins automatically inflict 1 wound. Armour may still save a target as normal. Note this only applies against living targets. If this weapon hits an unliving target, then a normal To Wound roll must be made using the Strength shown in the profile. A target suffering their final wound from this weapon does not roll on the standard Injury table. Instead, roll on the table below both when the injury is inflicted and in subsequent recovery phases.

D6	Result
1	No Effect: The toxin has no effect or wears off. The target may continue to fight in the same way as if they had suffered a flesh wound except that they suffer no penalties to their Weapon Skill or Ballistic Skill.
2-4	Comatose: The target is knocked comatose and falls to the ground. The model counts as down except that they cannot move.
5-6	Out of Action: The target slumps lifelessly to the ground. They may be dead or barely living, but are overcome by the toxin for the rest of the game. Remove the model as you would any other that was out of action.

If this weapon hits a model that is already down and inflicts a Comatose result, then the model must roll on the chart above in subsequent recovery phases instead of the standard Injury table.

EXECUTIONER GREATBLADE

An exquisitely crafted and perfectly weighted blade forged for the sole purpose of turning death-dealing into an art form.

Range	Strength	Damage	Save Mod.
Close Combat	As user+3	D3	-3

Parry: A fighter with an executioner greatblade is able to parry (pg 42).

Two-handed: Though finely balanced, it still requires two hands to swing such a blade, so it can never be used together with another weapon.

PISTOLS

AUTOPISTOL

The autopistol is a rapid-firing automatic pistol that is both easy to manufacture and simple to use, making it a popular weapon amongst all Imperial agents.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8"	8-16"	+2	-	3	1	-	4+

HAND FLAMER

A compact version of the flamer, this weapon is nonetheless terrifyingly effective against lightly armoured enemies.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-2"	2-4"	+3	+2	3	1	-1	5+

Ammo Roll: The hand flamer is required to take an Ammo roll each and every time it fires or is used in hand-to-hand combat.

INFERNO PISTOL

Inferno pistols are ruinously effective, if short-ranged, and capable of melting their way through blast doors or vaporising flesh in an instant.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-4"	4-8"	-	-1	8	D6	-5	5+

NEEDLE PISTOL

Needle pistols are sophisticated handguns whose operation is silent, invisible and deadly.

◀Range▶		◀To Hit▶		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8"	8-16"	+2	-	3	1	-1	6+

Silent: This weapon emits no noise, so doesn't need to test to see if the alarm is raised when used during missions such as The Raid.

BASIC WEAPONS

AUTOGUN

Autoguns are manufactured in factories and underhive workshops across the Imperium. A sturdy frame combined with a high rate of fire makes an autogun a reliable and unsurprisingly popular weapon on many an Imperial world.

◀Range▶		◀To Hit▶		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12"	12-24"	+1	-	3	1	-	4+

SPECIAL WEAPONS

COMBI-FLAMER

The combi-flamer combines the prodigious stopping power of a boltgun with a single-shot flamer unit, perfect for filling a crawlway or ruin with scouring flame.

A combi-flamer can be fired either as a boltgun or a flamer, but can only be fired as a flamer once per game. If an Ammo roll is failed for a combi-flamer before the flamer is fired, then the flamer can be used once, but the boltgun can no longer be fired. Weapon reloads only apply to the boltgun, and cannot be purchased for the flamer. Telescopic and red-dot laser sights purchased for a combi-flamer only apply when firing it as a boltgun.

COMBI-MELTA

Combining a boltgun and a single-shot melta unit, the combi-melta all but guarantees the death of a single, deeply unfortunate foe.

A combi-melta can be fired either as a boltgun or a meltagun, but can only be fired as a meltagun once per game. If an Ammo roll is failed for a combi-melta before the meltagun is fired, then the meltagun can be used once, but the boltgun can no longer be fired. Weapon reloads only apply to the boltgun, and cannot be purchased for the meltagun. Telescopic and red-dot laser sights purchased for a combi-melta only apply when firing it as a boltgun.

GRENADES

RAD GRENADES

Rad grenades detonate in a shower of tiny contaminated fragments. Enemies that survive the grenade's initial explosion will feel its debilitating influence for some time afterwards.

Strength	Damage	Save Mod.
3	1	-

Large Blast: A rad grenade is designed to sow its irradiated payload over a wide area, and hence uses the large blast template.

Rad Sickness: Each time a fighter suffers an unsaved wound from a rad grenade but is not taken out of action, subtract 1 from their Toughness (to a minimum of 1) for the rest of the game.

MISCELLANEOUS EQUIPMENT

DIGITAL WEAPONS

Digital weapons are concealed lasers fitted into rings, bionic implants or the knuckles of a glove. They lack range, but can be used in melee to take advantage of an enemy's exposed weakness.

If a fighter is equipped with digital weapons and is fighting in hand-to-hand combat, the first time an opponent fumbles (rolls a 1) in a round of close combat, add 2 to the fighter's score instead of 1.

JUMP PACK

The Vanguard Veterans of the Deathwatch use jump packs to swiftly close upon their prey, ensuring that none escape the Emperor's wrath.

A fighter with a jump pack treats all terrain as open ground for the purposes of movement, but can't end its move on impassable terrain.

ULUMÉATHI PLASMA SYPHON

This peculiar array of alien crystals creates a distorting resonance on the frequencies used by plasma weaponry, causing such guns to fire more wildly, making it almost impossible to keep them on target.

Enemy fighters suffer a -2 to hit modifier when targeting a fighter equipped with an Uluméathi plasma syphon with a plasma pistol, plasma gun or plasma caliver.

INQUISITION SPECIAL OPERATIVES

ARCO-FLAGELLANT

	M	WS	BS	S	T	W	I	A	Ld
Arco-flagellant	5"	5	1	5	3	1	3	3	8

As punishment for their heinous transgressions, Arco-flagellants are augmented with extensive physical surgery before being mentally reconditioned into berserk killing machines. When their trigger word is given, they hurtle towards their foes and set about them with a lethal array of flails, blades and whips with no thought of self-preservation.

Wargear: An Arco-flagellant has two arco-flails.

Berserk Charge: An Arco-flagellant's combat modifier for charging is +2, rather than +1.

Insensate to Pain: Arco-flagellants cannot be pinned by shooting attacks, unless they are from high-impact weapons.

In addition, use the following table instead of the usual one when making an Injury roll for an Arco-flagellant in the recovery phase:

D6	Result
1-3	Flesh Wound
4-5	Down
6	Out of Action

DEATH CULT ASSASSIN

	M	WS	BS	S	T	W	I	A	Ld
Death Cult Assassin	6"	5	3	4	3	1	6	2	8

Death Cult Assassins are merciless and deadly warrior adepts that are fanatically dedicated to the Imperial Creed. They do not discriminate between the different Ordos of the Inquisition they commonly serve – the opportunity to slay the enemies of Mankind in battle for the glory of the Emperor is reward enough.

Wargear: A Death Cult Assassin has two combat blades and two power swords. She may exchange her two power swords for an executioner greatblade.

Killer Reputation: Death Cult Assassins cause fear.

Uncanny Reflexes: Death Cult Assassins have a 5+ invulnerable save.

DEATHWATCH VETERAN

	M	WS	BS	S	T	W	I	A	Ld
Deathwatch Veteran	4"	4	4	4	4	1	4	2	9

Deathwatch Veterans are the Imperium's foremost alien hunters, and are often called upon to fight alongside the forces of the Ordo Xenos to ensure victory over those that would threaten Mankind.

Wargear: A Deathwatch Veteran has a boltgun with hellfire bolts and a telescopic sight or red-dot laser sight, frag and krak grenades and power armour. He may also do either of the following:

Take a silencer for his boltgun, giving it the Silent rule (pg 61), or take a power maul, power sword or storm shield.

Exchange his boltgun with hellfire bolts for a power maul and storm shield, a power sword and storm shield, or a shotgun.

DEATHWATCH VANGUARD VETERAN

	M	WS	BS	S	T	W	I	A	Ld
Deathwatch Vgd. Veteran	4"	4	4	4	4	1	4	2	9

The Deathwatch share a common purpose with the Ordo Xenos, and their Vanguard Veterans make for valuable shock assault assets.

Wargear: A Deathwatch Vanguard Veteran has a bolt pistol with hellfire bolts, a chainsword, frag and krak grenades, power armour and a jump pack. He may also do any of the following:

Exchange his chainsword for a lightning claw, power fist, power maul, power sword or thunder hammer.

Exchange his bolt pistol with hellfire bolts for a hand flamer, inferno pistol or plasma pistol.

Exchange his chainsword and bolt pistol with hellfire bolts for two lightning claws.

SKILLS

The skill tables are used to determine what skills your fighters gain as they advance. Your fighters are restricted to specific skill tables depending upon their faction and whether they are a trooper, specialist or kill team leader.

The different characters of the factions mean that they each have contrasting areas of strength and weakness. For example, as they have a variety of backgrounds, Inquisition kill teams include warriors with a variety of eclectic skills, while Ork Boyz tend to favour using simple brute force.

Similarly, a fighter's role counts for a great deal in terms of what skills they are able to learn. Kill team leaders and

specialists have access to different skills that reflect their different roles to those of troopers in a kill team. New recruits, meanwhile, are still too green to pick up anything but the basics they need to fight alongside the other members of their kill team. New recruits cannot gain skills.

When a fighter gains a skill, pick a skill type that is available to them, roll two dice and consult the relevant table. You can choose one of the skills that correspond to the numbers rolled – your fighter gains that skill. If you roll the same number, re-roll one dice until you get another number. A fighter cannot gain the same skill twice – if the only skills you roll are skills they already have, re-roll the dice.

Skill types available								
SUB-FACTION	ROLE	Combat	Ferocity	Guerilla	Agility	Muscle	Shooting	Stealth
Inquisition	Trooper	✓	✓	✓				
	Specialist	✓	✓	✓		✓		
	Leader	✓	✓	✓		✓	✓	✓

