

# KILL TEAM INQUISITION

## Inquisitorial Warband

This team list uses the special rules and wargear found in Codex: Grey Knights. If a rule differs from the Codex, it will be clearly stated.

## Teleporting Terminators

Models in Terminator Armour may Deep Strike as normal (see the Built-up Area rule in the Kill Team rules).

## Model Availability

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

- 1 Team Leader model
- 1-25 Core models
- 0-5 Special models

## Inquisitor Psychic Powers

All of the Inquisitor team leaders have the option to become a Psyker - if they take this option, you may choose a single power from the list on the right at the start of each battle. All of these powers cost 1 Warp Charge to use. The Inquisitor will have access to that power for the rest of battle.

*His Will Be Done* – This is a blessing that targets the Inquisitor. While the power is in effect, every unsaved wound inflicted by the Inquisitor counts as two for the purposes of determining which side has won the assault.

*Divine Pronouncement* – This is a focussed witchfire power that targets a single enemy unit within 18". This unit must immediately take Morale check. If the Inquisitor's Leadership is greater, the test is modified by the difference. Fearless units, or units that otherwise ignore Morale tests are unaffected by this power.

*Hammer of the Witches* – This is a focussed witchfire power that targets a single enemy Psyker model within 24". The model automatically suffers Perils of the Warp.

*Purgatus* – This is a malediction that targets a single enemy model within 24". The model's Leadership is reduced by D6 for the power's duration.

*Hammerhand* – See Codex: Grey Knights

*Psychic Communion* – See Codex: Grey Knights.

## TEAM LEADERS

### Ordo Malleus Inquisitor

20 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	2	4	3	10	4+

#### Wargear:

- Carapace Armour
- Bolt Pistol
- Chainsword
- Frag & Krak Grenades
- Psyk-out Grenade

#### Special Rules:

- Inspiring Presence
- Stubborn
- Iron Will\*

#### Iron Will:

All friendly models within the Inquisitor's Inspiring Presence radius gain the Stubborn special rule.

#### Terminator Armour:

- May replace all wargear (except Psyk-out Grenade) with Terminator Armour, Storm Bolter and Nemesis Daemon Hammer for 20 points.
- May replace Terminator Storm Bolter with:
  - Combi-flamer, -melta, -plasma 10 pts
  - Psycannon 15 pts

#### Upgrade:

May upgrade to a Psyker (Master Level 1), and replace any one weapon (including a Terminator weapon) with a Force Weapon for 20 pts.

#### Options:

- May replace any weapon with:
  - Power Weapon 10 pts
  - Plasma Pistol 10 pts
  - Combi-flamer, -melta, -plasma 10 pts
  - Power Fist 15 pts
  - Incinerator 15 pts
  - Nemesis Daemon Hammer 15 pts
  - Hellrifle 15 pts
- May take any of the following:
  - Up to three Servo-skulls 3 pts each
  - Psybolt Ammunition 5 pts
  - Power Armour 8 pts
  - Emphyrean Brain Mines 10 pts
- May take wargear from the Inquisition armoury including Leader only items.

**Ordo Hereticus Inquisitor**

20 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	2	4	3	10	4+

**Wargear:**

- Carapace Armour
- Bolt Pistol
- Chainsword
- Frag & Krak Grenades
- Psyk-out Grenade

**Special Rules:**

- Inspiring Presence
- Stubborn
- Iron Will\*

**Iron Will:**

All friendly models within the Inquisitor's Inspiring Presence radius gain the Stubborn special rule.

**Upgrade:**

May upgrade to a Psyker (Master Level 1), and replace any one weapon with a Force Weapon for 20 pts.

**Options:**

- May replace any weapon with:
  - Power Weapon 10 pts
  - Plasma Pistol 10 pts
  - Inferno Pistol 10 pts
  - Combi-flamer, -melta, -plasma 10 pts
  - Power Fist 15 pts
  - Condemnor Boltgun 15 pts
  - Thunder Hammer 20 pts
  - Null Rod 25 pts
- May take any of the following:
  - Up to three Servos-skulls 3 pts each
  - Power Armour 8 pts
  - Psyoculum 25 pts
- *May take wargear from the Inquisition armoury including Leader only items.*

**Ordo Xenos Inquisitor**

20 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	2	4	3	10	4+

**Wargear:**

- Carapace Armour
- Bolt Pistol
- Chainsword
- Frag & Krak Grenades
- Psyk-out Grenade

**Special Rules:**

- Inspiring Presence
- Stubborn
- Iron Will\*

**Iron Will:**

All friendly models within the Inquisitor's Inspiring Presence radius gain the Stubborn special rule.

**Upgrade:**

May upgrade to a Psyker (Master Level 1), and replace any one weapon with a Force Weapon for 20 pts.

**Options:**

- May replace any weapon with:
  - Power Weapon 10 pts
  - Plasma Pistol 10 pts
  - Combi-flamer, -melta, -plasma 10 pts
  - Needle Pistol 15 pts
  - Scythian Venom Talon 15 pts
  - Conversion Beamer 45 pts
- May take any of the following:
  - Up to three Servos-skulls 3 pts each
  - Digital Weapons 5 pts
  - Power Armour 8 pts
  - Ulumeathi Plasma Syphon 10 pts
  - Rad Grenade 15 pts
  - Psychotroke Grenade 15 pts
- *May take wargear from the Inquisition armoury including Leader only items.*

**CORE****Arco-flagellant**

15 points

WS	BS	S	T	W	I	A	Ld	Sv
5	1	5	3	1	3	4	8	-

**Wargear:**

- Close Combat Weapon

**Special Rules:**

- Feel No Pain

**Warrior Acolyte Squad**

20 points

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	3	1	8	5+

**Wargear:**

- Flak Armour
- Laspistol
- Chainsword

**Special Rules:**

- Squad (5 Warrior Acolytes)

**Options:**

- The entire Warrior Acolyte Squad may replace either all their Chainswords or all their Laspistols with:
  - Lasguns Free
  - Boltguns 5 pts
  - Storm Bolters 15 pts
- One Warrior Acolyte model in the Squad may replace any one weapon with:
  - Flamer 10 pts
  - Meltagun 10 pts
  - Plasma Gun 10 pts
  - Power Weapon 15 pts
  - Plasma Pistol 15 pts
- The entire Warrior Acolyte Squad may take any of the following:
  - Frag Grenades 5 pts
  - Krak Grenades 10 pts
  - Carapace Armour 20 pts
  - Melta Bombs 25 pts

**Veteran Acolyte**

10 points

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	1	8	4+

**Wargear:**

- Carapace Armour
- Laspistol
- Chainsword

**Special Rules:**

- None

**Options:**

- May take any of the following:
  - Frag Grenade 1 pt
  - Krak Grenade 2 pts
  - Melta Bomb 5 pts
  - Power Armour 10 pts

**Options:**

- May replace any weapon with:
  - Lasgun Free
  - Boltgun 1 pts
  - Storm Bolter 3 pts
- For every five Veteran Acolytes you take in your team, one model may replace any one weapon with:
  - Hot-shot Lasgun 5 pts
  - Combi-flamer, -melta, -plasma 10 pts
  - Flamer 10 pts
  - Meltagun 10 pts
  - Plasma Gun 10 pts
  - Power Weapon 15 pts
  - Plasma Pistol 15 pts
  - Storm Shield 20 pts
  - Power Fist 25 pts

**Inquisitorial Servitor**

10 points

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	3	1	8	4+

**Wargear:**

- Carapace Armour
- Servo-arm

**Special Rules:**

- Mindlock\*
- Non-Learning

**Mindlock:**

*Rule Amendment:* If a Servitor is not within 12" of its Team Leader at the start of its Movement phase, roll a d6. If the result is 4+ the model acts normally. If the result is 1-3 the Servitor may not voluntarily move, shoot or charge that turn.

**Options:**

- For every five Inquisitorial Servitors you take in your team, one model may exchange its Servo-arm with:
  - Heavy Bolter Free
  - Multi-melta Free
  - Plasma Cannon 10 pts



# SPECIAL

## Inquisitorial Storm Trooper

16 points

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	1	8	4+

**Wargear:**

- Carapace Armour
- Hot-shot Lasgun
- Hot-shot Laspistol
- Close Combat Weapon
- Frag & Krak Grenades

**Special Rules:**

- Infiltrate

**Options:**

- One Inquisitorial Storm Trooper in your team may replace its Hot-shot Lasgun with:
  - Flamer 5 pts
  - Grenade Launcher 5 pts
  - Meltagun 10 pts
  - Plasma Gun 15 pts
- *May take wargear from the Inquisition armoury.*

## Inquisitorial Medic

25 points

*You may only ever take one Inquisitorial Medic in your Kill Team.*

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	1	8	4+

**Wargear:**

- Carapace Armour
- Laspistol
- Chainsword
- Medi-pack\*

**Special Rules:**

- None

**Medi-pack:**

The Medic and all friendly models within 6" gain the Feel No Pain special rule.

**Options:**

- May replace any weapon with:
  - Lasgun Free
  - Boltgun 1 pts
  - Storm Bolter 3 pts
  - Hot-shot Lasgun 5 pts
- May take any of the following:
  - Frag Grenade 1 pt
  - Krak Grenade 2 pts
  - Melta Bomb 5 pts
  - Power Armour 10 pts
- *May take wargear from the Inquisition armoury.*

## Banisher

15 points

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	3	1	8	5+

**Options:**

- May replace Chainsword with:
  - Eviscerator 15 pts
- *May take wargear from the Inquisition armoury.*

**Wargear:**

- Flak Armour
- Laspistol
- Chainsword

**Special Rules:**

- Aura of Faith
- Preferred Enemy (Daemon)

## Crusader

15 points

WS	BS	S	T	W	I	A	Ld	Sv
4	3	3	3	1	3	1	8	5+

**Options:**

- *May take wargear from the Inquisition armoury.*

**Wargear:**

- Flak Armour
- Power Weapon
- Storm Shield

**Special Rules:**

- None

**Daemonhost**

10 points

WS	BS	S	T	W	I	A	Ld	Sv
3	3	4	4	1	3	1	8	-

**Wargear:**

- Close Combat Weapon

**Special Rules:**

- Warp Shield
- Daemonic Power

**Death Cult Assassin**

15 points

WS	BS	S	T	W	I	A	Ld	Sv
5	3	4	3	1	6	2	8	5+

**Wargear:**

- Flak Armour
- Two Power Weapons

**Special Rules:**

- Uncanny Reflexes

**Psyker**

10 points

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	3	1	8	5+

**Wargear:**

- Flak Armour
- Laspistol

**Special Rules:**

- Psyker (Master Level 1)
- Psychic Barrage\*

**Psychic Barrage:**

*Rule Amendment:* The Psyker can unleash a powerful psychic shooting attack with the following profile:

Range	Strength	AP	Type
36"	3*	6*	Assault 1, Large Blast, Augment*

\*Augment: Once the Psychic Test has been passed, if there are any friendly models with the Psyker special rule within 6" of the firing model they can choose to spend a Warp Charge in order to augment this Psychic Barrage. For each Warp Charge spent to augment it, the Strength and AP of the Psychic Barrage is improved by 1.

**Jokaero Weaponsmith**

35 points

WS	BS	S	T	W	I	A	Ld	Sv
1	3	2	3	1	3	1	8	-

**Wargear:**

- Defence Orbs
- Digital Weapons

**Special Rules:**

- Inconceivable Customisation
- Jokaero Ingenuity

**Area of Effect:**

Any effects of the Jokaero's Inconceivable Customisation abilities that affect his unit also affect every friendly model within 3" of the Jokaero.

**Inquisitorial Techpriest**

45 points

*You may only ever take one Inquisitorial Techpriest in your Kill Team.*

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	3	1	8	3+

**Wargear:**

- Power Armour
- Laspistol
- Power Weapon
- Servo-arm
- Frag & Krak Grenades

**Special Rules:**

- Blessings of the Ommissiah

**Options:**

- May take the following:
  - Melta Bomb 5 pts
- May take wargear from the Inquisition armoury.



# ARMOURY

## Inquisitorial Mandate (Leader Only) – 20 pts

Listing the many penalties of failure, this dreaded document outlines the punishments that will be meted out to those who falter in their duty to the Emperor. A model bearing an Inquisitorial Mandate may reveal it once per battle, at the start of any Assault phase. On the turn the Mandate is revealed, all friendly models within 2D6" receive a +1 Attack bonus for the rest of that phase as they fight to prove their devotion.

## Refractor Field (Leader Only) – 15 pts

Grants the model a 5+ invulnerable save.

## Familiar (Leader Only) – 15 pts

An Inquisitor with a familiar may re-roll failed Psychic tests. The familiar itself (if it has a model) plays no part in the game.

## Power Stake (Leader Only) – 15 pts

A long iron stake that immolates as it pierces the body of a psyker. The Inquisitor may choose to forego his normal attacks in combat and use his Power Stake instead. If he does so, make one attack against his target. If this attack successfully hits a model with the Psyker special rule it causes an automatic wound with the Instant Death special rule and no armour saves allowed.

## Bionic Eye (Leader Only) – 10 pts

The model has had his weak flesh and blood eye replaced with superior equipment. A model with a Bionic Eye has the Night Vision special rule and may re-roll any To Hit roll of 1 when shooting.

## Excruciators (Leader Only) – 10 pts

Excruciators are fiendish devices employed by Inquisitors to obtain information from recalcitrant prisoners. If the Inquisitor has hit with any of his normal attacks, he gets to make an extra Attack at the Initiative 1 step that hits automatically. This automatic hit is resolved at S3 AP- and has the Rending special rule.

## Condemnor Grenade (Leader Only) – 10 pts

Condemnor grenades emit a pulse that destabilises a psykers connection with the warp. The grenade has the following profile:

	Range	S	AP	Type
Condemnor Grenade	8"	-	-	Assault 1, Blast, One Shot, Psi-shock*

\*Psi-shock: Any model with the Psyker special rule hit by the weapon suffers Perils of the Warp

## Hexagrammic Wards (Leader Only) – 5 pts

The Inquisitor is protected by powerful charms and canticles of faith and devotion. Enemy psykers within 24" who attempt to use any psychic powers must take their Psychic test with a -1 penalty to their Leadership.

## Experienced Hunter (Leader Only) – 5 pts

The Inquisitor is an expert at dealing with his chosen field of expertise. The three different Inquisitor types will gain a different special rule as follows:

- *Ordo Malleus* - Preferred Enemy (Daemons)
  - *Ordo Hereticus* - Preferred Enemy (Psykers)
  - *Ordo Xenos* - Preferred Enemy (\*)
- \*Choose one of the following: Eldar, Dark Eldar, Orks, Tau Empire, Tyranids, or Necrons

## Master-Crafted Weapon – 10 pts

Choose a single weapon the model has to gain the Master-crafted special rule.

## Smoke Grenades – 10 pts

A smoke grenade has the following profile:

	Range	S	AP	Type
Smoke Grenade	8"	-	-	Assault 1, One Shot Large Blast, Smoke*

\*Smoke: Any model that is hit by this weapon gains a 5+ cover save until the start of their next turn. You may target friendly models with this weapon.

## Blessed Weapon – 5 pts

Choose one of the model's weapons to be carefully blessed. The blessed weapon gains the Poisoned (2+) special rule against models with the Psyker special rule.

## Anointed Weapon – 5 pts

Choose one of the model's weapons to be carefully anointed with holy water. The anointed weapon gains the Poisoned (3+) special rule against models with the Daemon special rule.

## Unguents of Warding – 5 pts

These blessed and pungent ointments can be used to trace sigils of protection onto armour. The model passes Deny the Witch rolls on a 3+.

## Auspex – 5 pts

A model with an Auspex can use it in place of making a shooting attack. Target an enemy unit within 12". A unit that is targeted by one or more auspexes has its cover saves reduced by 1 until the end of the phase.

## Bionics – 5 pts

Once the model loses his final wound and is about to be taken off the table as a casualty the bearer may make a dice roll. On a 6 the model is left with a single wound.

## Targeter – 5 pts

If a model with a Targeter has not moved in the previous Movement phase it may re-roll To Hit rolls of 1 when shooting.