

WARHAMMER

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CODEx



INQUISITION™

Codex: Adepta Sororitas

[Codex: Inquisition](#)

[The Emperors Hand](#)

[The Inquisitorial Ordos](#)

[Ordo Malleus](#)

[Ordo Xenos](#)

[Ordo Hereticus](#)

[Ordo Chronos](#)

[Ordo Scriptorum](#)

[Ordo Machinum](#)

[Ordo Sicarius](#)

[Philosophies of the Inquisition](#)

[Thorians](#)

[Monodominants](#)

[Amalathians](#)

[Xanthites](#)

[Recongregators](#)

[Isstvanians](#)

[The Path of the Inquisitor](#)

[Inquisitors of Renown](#)

[Torquemada Coteaz](#)

[Fyodor Karamazov](#)

[Tyrus](#)

[Quixos](#)

[Gregor Eisenhorn](#)

[Lichtenstein](#)

[Helynna Valeria](#)

[Emil Darkhammer](#)

[Kryptman](#)

[Jena Orechiel](#)

[Gideon Ravenor](#)

[Inquisitorial Warbands](#)

[Acolytes](#)

[Ministorum Priests](#)

[Crusaders](#)

[Jokaero Weaponsmiths](#)

[Psykers](#)

[Daemonhosts](#)

[Mystics](#)

[Arco-Flagellants](#)

[Death Cult Assassins](#)

[Servitors](#)

[Inquisitorial Transports](#)

[Rhino APCs](#)

[Chimeras](#)

[Land Raiders](#)

[Land Raider Crusader](#)

[Land Raider Redeemers](#)

[Razorbacks](#)

[Valkyries](#)

[Agents of the Inquisition](#)

[Showcase](#)

[The Emperors Will](#)

[Inquisitorial Warlord Traits](#)

[Tools of the Inquisition](#)

[Ranged Weapons](#)

[Melee Weapons](#)

[Special Issue Wargear](#)

[Armour](#)

[Vehicle Equipment](#)

[Psychic Powers of the Inquisition](#)

[Inquisitorial Relics](#)

[Forces of the Inquisition](#)

[Inquisitorial Wargear List](#)

[HQ - Inquisitor Coteaz](#)

[HQ - Inquisitor Karamazov](#)

[HQ - Ordo Malleus Inquisitor](#)

[HQ - Ordo Hereticus Inquisitor](#)

[HQ - Ordo Xenos Inquisitor](#)

[Elites - Inquisitorial Henchmen Warband](#)

[Dedicated Transports - Rhino](#)

[Dedicated Transports - Razorback](#)

[Dedicated Transports - Chimera](#)

[Dedicated Transports - Valkyrie](#)

[Dedicated Transports - Land Raider](#)

[Dedicated Transports - Land Raider Crusader](#)

[Dedicated Transports - Land Raider Redeemer](#)

[Reference](#)

[Coming Soon](#)

[Copyright](#)



THE EMPEROR'S HAND

You accuse me of being a madman. What right have you to judge what is sane and what is not?

I have fought with the shadows on the edge of your vision.

I have seen the faces that laugh at you in your nightmares.

I have smelt the foetid breath that issues from the mouth of hell itself.

I have heard the silent voices that make your spine tingle with dread.

I have entered the realms between worlds where there is no time or place.

I have clashed with creatures the sight of which would sear your soul to the core.

I have bested horrors that chill with a gaze and tempt unreasoning terror.

I have faced death eye to eye and blade to blade.

I have stared into the eyes of insanity and met their all-consuming stare.

I have done all this for you; for your protection and the guarantee of a future for Mankind.

And yet you accuse me of being a madman, you who have never had your sanity tested so sorely.

What right have you to call me heretic and blasphemer, who have not heard the whisper of dark gods in your ear?

You are weak. Vulnerable. Human in your frailty. I am strong, and yet still you judge me.

And yet you still judge me for my sins, you who art most sinful to the heart?

Only the insane have strength enough to prosper; only those that prosper truly judge what is sane.



The Imperium stands on the brink of destruction. Surrounded on all sides by unknowable threats, and tempted to ruin by the lure of forbidden knowledge, Mankind is but one mistake away from extermination. This fate is averted only through the unsleeping vigilance of the Inquisition, steadfast agents who shield Mankind from the terrors of the stars, and the unthinking traitors within its midst.

The Inquisition is the most powerful organisation of the Imperium's many branches. Its agents, the Inquisitors, command fear and respect in equal measure. They are creatures of myth as much of flesh and blood, relentless beings who descend from on high to pass judgement upon the mutant, the traitor and the heretic. It is a rare citizen who does not dread drawing an Inquisitor's steely gaze, who does not experience the starkest terror in his or her presence. Every Imperial citizen, from the poorest of underhive scum to the highest and wealthiest of nobles, has heard the tales of death and destruction, of the all-seeing eye that condemns or absolves with impunity. Those who have crossed an Inquisitor's path and survived to tell of it are seldom eager to invite his attention again. Inquisitors are as varied in appearance and manner as the myriad threats they face. They

range in age from fiery young zealots to hoary old veterans who have fought in the darkness for centuries. Some wear ostentatious robes and symbols of their allegiance, whilst others shun the trappings of status. Inquisitors commonly carry a wide range of weapons and wargear, so as to be prepared for any threat they might face. Some Inquisitors use outlandish weaponry, taken from defeated foes: exotic hardware, alien guns and Daemon-possessed weapons.

Inquisitors themselves care little for morality, and nothing at all for the Imperium's many laws and procedures, except when they choose to make use of them. They are the Emperor's left hand as the Adeptus Terra is his right, and stand in judgement over all the Imperium's organisations. Indeed, an Inquisitor is apart from the rest of Mankind in every way that matters. By ancient tradition, his authority comes directly from the Emperor himself; there is no hierarchy to which he must answer, and he is beholden only to his fellows. More than this, a bearer of the Inquisitorial Seal can requisition any servant in the Imperium to assist in his mission, from the lowliest of clerks to entire Space Marine Chapters and Imperial Navy battlefleets.

Survival is the only goal for which Inquisitors strive; not personal survival, for they, more than any, understand that one life is meaningless when set upon the galactic scale. An Inquisitor labours for nothing less than the endurance of Mankind. This is a cold-hearted pragmatism, so unyielding and fervid that it eclipses the faith of even the most devout of the Ecclesiarchy's adepts. The Inquisitor is an arbiter of absolute truth. In his or her eyes, tradition is irrelevant, decades of blameless existence count for nothing, and ignorance matters not one whit. The deeds of the hour are the Inquisitor's obsession, and the consequences spiralling from the most seemingly insignificant acts his burden.

Though learned, Inquisitors do not possess some all-encompassing store of knowledge and certainty, for even the furthest-travelled and most experienced of their number hold but a fraction of the Emperor's wisdom. Though there are many thousands of Inquisitors scattered across the Imperium, such are the threats arrayed against Mankind that ten times their number could not hope to achieve lasting victory, or even meaningful respite. Daemons clamour beyond the Emperor's light, waiting for the hour in which the darkness drowns all. Aliens crowd close, subverting and destroying whole worlds. And all the while, the wilful, the foolish, the misguided and the arrogant within Humanity's own ranks unknowingly work towards their own destruction. All of these threats must be opposed and contained, by whatever means are necessary, and only Inquisitors have the breadth of vision and authority to do so. Where a planetary governor or military commander might perceive only an insurrection to be crushed, an Inquisitor will recognise the heresy of which that rebellion is but a symptom. He will have the contacts and resources to root out alien conspiracies, bureaucratic corruption and the gene-seed deviances festering within hitherto blameless Space Marine Chapters.

If perspicacious enough, an Inquisitor will be able to detect incipient disaster through analysis or instinct, excising the cancer before it takes root, whether in person or through

the scalpel of the Officio Assassinorum. Too often, however, his efforts are expended on a cataclysm already begun, one which can only be ended by the sledgehammer of the Imperial Guard or the horror of Exterminatus. There are no lengths to which an Inquisitor will not go in pursuit of his duty, no sanction too extreme. He knows that it is better for a billion blameless souls to perish alongside a single guilty fugitive, if it ensures the threat is ended. Most Inquisitors grieve for the murder they wreak in survival's cause; they mourn every death, and forge on only through the knowledge that the act served a greater purpose. Others have become so emotionally cauterised that they give the matter no more thought than they would when sweeping the pieces from a gaming board. Yet there are occasionally acts of mercy to balance those of murder. Inquisitors are not blind to the possibility of redemption. Virtue in the present can sometimes outweigh the evils of the past, though such reprieves are rare indeed.

Lesser men might believe that the means matter more than the end, but those who bear the Inquisitorial Seal know better. Perhaps in another time – another place – the men and women of the Inquisition would be considered as monstrous as the threats they oppose, but to judge them as such is to wilfully overlook a brutal truth: morality and compassion are luxuries that the Imperium can ill afford. Steeped in atrocity though they may be, Inquisitors are the heroes their times require.



HISTORY OF THE INQUISITION

It should come as no surprise that the Inquisition's past is shrouded in secrecy. Even the Inquisitors themselves have only the haziest of understandings as to how their organisation was founded, and must rely on hundreds of disparate and contradictory legends for guidance. Indeed, there is a branch of the Inquisition itself – the Ordo Originatus – dedicated to unravelling ten millennia of myths, exaggerations and lies. This is a difficult task, raised to impossibility due to the opposing work of the Ordo Redactus, who focus their own efforts into deliberately obscuring the past, lest the enemies of Mankind discover some advantage through knowledge of the Inquisition's beginnings.

What almost all the legends agree on, however, is that the Inquisition was founded by Malcador the Sigilite at the Emperor's instruction. As the story goes, in the final days of the Horus Heresy, Malcador brought four men and women before the Emperor, individuals of unblemished loyalty, determination and strength of mind, who would serve him well in the years to come. Beyond that one fact, the legends diverge, ascribing numerous identities to each of the four – some ludicrous, many credible and all utterly unprovable.

Though it is widely known that the Inquisition exists, its deeds are all but impossible to trace. Records are sealed, restricted or simply destroyed. Witnesses are silenced, suffer telepathic mind-wipe or are slain out of hand. Yet the signs are there for those who know how to look for them. Many Imperial scholars believe that the Inquisition played a pivotal role in such momentous events as the Second Founding, the Beheading and the Fall of Nova Terra.

There are gaps in official records that indicate whole branches of the Adeptus Terra have been put to the sword in the past, and who but the Inquisition have the authority to do such a thing, let alone disguise the act thereafter? Most who seek the Inquisition's past go a lifetime without proof, and those that do uncover evidence have a tendency to disappear. Some attract an Inquisitor's attention, their skills deemed suitable for advancing the Inquisition's goals. Most simply perish, their lifeless bodies later discovered in situations so damning as to call their character into question.

The Inquisition watch over the Imperium – they do not care to be watched in return.



THE INQUISITORIAL ORDOS



As the Inquisition possesses neither formal hierarchy nor leadership, each Inquisitor is free to pursue the mission of Humanity's survival in the manner he or she believes most appropriate. Like-minded fellows gather together to investigate areas of mutual interest or concern, as bounded by one of the many Inquisitorial Ordos. Each Ordo waxes and wanes with the times, for many Inquisitors move freely between them according to where they judge the need to lie. The greater the level of daemoniac activity, the larger the Ordo Malleus becomes; in times of heresy, the Ordo Hereticus grows to match the threat. An Ordo can lie fallow for years, existing only as a historical curio until its field of study becomes relevant once more. Such is the nature of the galaxy, however, that some perils –

specifically those posed by the Daemon, the alien and the heretic – are ever-present. Accordingly, the Ordos dedicated to combating them – the Ordo Malleus, the Ordo Xenos and the Ordo Hereticus – are considered Ordos Majoris, for their vigil is never-ending. Nevertheless, there are many scores of Ordos Minoris as well, lesser branches dedicated to more transient dangers.

Association with one of the Inquisitorial Ordos is not a matter of absolute allegiance, for they are no more structured than is the Inquisition itself. Nor does it preclude an Inquisitor's involvement in matters pertaining to another Ordo. There is no formal demarcation, and Inquisitors investigate and act where they wish. Indeed, many Inquisitors would argue that to compartmentalise the foes of Mankind would be a tragic error, for all too often, the lines between disciplines are fine to the point of nonexistence. Just as a plague of mutation might originate from an alien infestation, a blossoming population of psykers might prove to be the vanguard of an imminent daemonic incursion.

Membership of an Ordo is a statement of interest, a field of study. If an Inquisitor declares himself a part of the Ordo Malleus, his fellows will know that his sphere of endeavour encompasses matters daemonic. He need seek no approval to do so, for an Inquisitor has no superiors, save those he chooses to acknowledge. There are sometimes elements of hierarchy to be found within an Ordo, albeit nebulous and highly informal ones. As an Inquisitor grows more accomplished and learned, he garners esteem, and by common consent is graced with a title, such as 'Grandmaster'. These are marks of respect, rather than unconditional authority. Other Inquisitors may defer to a colleague's experience and reputation, but they are by no means required to do so.

Even within an Ordo, fields of endeavour seldom overlap completely. Each branch, after all, encompasses an almost infinite potential for study and investigation. Even so, Inquisitors sometimes band together into a loose association called a conclave. A conclave is assembled at the request of a respected Inquisitor, who seeks to pool the skills, knowledge and resources of his peers in order to oppose a threat too great for a single Inquisitor to face; an Ork Waaagh!, a daemonic incursion on a massive scale, or a plague of heresy.

Most commonly, a conclave will call upon only a single Ordo, but it is far from unheard of for a conclave to include several branches of the Inquisition, if the situation requires it. Members of the conclave seldom take a martial lead – such things are best left to the commander of whichever forces the conclave has requisitioned. Nevertheless, the conclave invariably sends a representative to oversee any military actions, and thus ensure that the focus of the mission is not lost in the heat of battle. If necessary, this emissary will seize command of the entire mission, but most Inquisitors find it preferable to remain in the shadows whilst the Emperor's armies go about their bloody work.

OF RADICALS AND PURITANS

Discord between Ordos, or between conclaves, is extremely rare, for each has its own clearly defined areas of interest. However, the same cannot be said for Inquisitors within a particular Ordo. The most frequent causes of disagreement centre around the methods used to combat the Ordo's enemies. Some Inquisitors believe that the enemy can only be fought with his own weapons, such as by employing sorcery against Daemons. For others, such compromises are anathema, inviting corruption of the Ordo's work for questionable gain.

Such disagreements are often presented as a conflict between radical and puritan philosophies, but the truth is much more complex. The distinction between the two positions is not absolute, but relative, formed solely around the observer's subjective opinions. Few Inquisitors consider themselves either radical or puritan, though they are swift to label others as such. A member of the Ordo Malleus might be quick to decry a colleague as radical for using forbidden lore to bind a Daemon to his will, little recognising that others of his Ordo consider him just as dangerous for daring to consult a tome of blasphemous lore, even though he has no intention of employing the knowledge contained within. For some members of the Ordo Xenos, even learning an alien language is considered dangerous, whilst others think nothing of hiring xenos mercenaries to fight their wars. In the Inquisition, truth is relative.

The nature of the Inquisition means that there can be no appeal to a higher power when an Inquisitor believes that one of his fellows has strayed irrevocably from the proper path. Perhaps, if enough evidence can be gathered, it can be presented before a conclave, and a judgement of Excommunicate Traitoris be sought. More commonly, an Inquisitor is left to take matters into his own hands. Given the shaded distinctions between needless and necessary evils, few Inquisitors willingly involve themselves in a quarrel between their fellows.

Every disagreement has the prospect of sowing division throughout the Inquisition, and it is better for all if these matters can be kept at the level of a personal quarrel. Most of the time, such disagreements burn themselves out or are superseded by genuine threats, but sometimes they descend into outright conflict between the two Inquisitors and their agents.

The ideological struggle between radical and puritan is not a battle between right and wrong, for such facile definitions seldom apply to an Inquisitor's work. Radical methods can serve as the salvation for millions, just as the close-mindedness of puritans can doom them. Alas, there is no way to see the outcome until it has occurred. An Inquisitor can read from the Grimoire Malefact, and can use its knowledge to close a Warp rift, but in so doing he risks opening his soul to Chaos, and becoming the very thing he fears. Those of a puritan mindset insist such risks are reckless and unnecessary, and would seek other

methods to close the Warp rift, even if the delay doomed a dozen worlds. In this case, the radical methodology would appear to be the correct one. But what if, by opening his mind to the Warp, the reader of the Grimoire Malefact is later possessed by a Daemon who wreaks more damage than the rift ever would have? It is little wonder that most Inquisitors cleave to a single certainty of belief, for to doubt one's actions is to be cast adrift on a sea of possibility, frozen to inaction for fear of charting the wrong course.





EXCOMMUNICATION

An Inquisitor has the power to declare an individual, or sometimes an organisation or planet, as 'Excommunicate Traitoris'. This declaration excommunicates the accused from the human race, and is an indication to other Inquisitors and Adepta that the excommunicate party should be hunted down and killed for the good of the Imperium. Inquisitorial conclaves are often the venue for declaring excommunications and, in extreme circumstances, even a fellow Inquisitor can be so branded. Excommunication is never done lightly, but is a principal weapon of the Inquisition and one of the ways its authority can be used to protect the Imperium.



ORDO MALLEUS

THE DAEMON HUNTERS

Inquisitors of the Ordo Malleus make it their business to combat the physical manifestation of Chaos itself: the Daemon. They have pledged their every waking hour to the discovery and scourging of such creatures, wherever they can be found. Members of the Ordo Malleus are often battle-hardened warriors, for Daemons cannot be cast out through the subtleties of espionage or trickery – only the blessed blade and the purified flame will serve. However, knowledge is their chief weapon. Agents of the Ordo Malleus are scholars of daemonic lore and know how to shackle and bind Warpspawn. Most use this only to seek advantage over their otherworldly prey, to leave them vulnerable to the strike of a Daemon hammer or a sanctified bolter shell. A few, however, go further, imprisoning daemonic entities in mortal host bodies and forcing the creatures to combat their own kind.

Militarily, the Ordo Malleus is the most formidable of the Inquisition's branches, for its agents can call upon the services of the Grey Knights to aid them in their struggles. The Grey Knights are Space Marines, designated Chapter 666. Their origins – like those of the Inquisition – are grounded in the final days before the Emperor's Ascension. Unlike other Chapters of the Adeptus Astartes, who are called upon to fight any and all threats to the Imperium, the Grey Knights are dedicated to slaying Daemons and stand ever ready to assist the Ordo Malleus in their long war against Chaos.





ORDO XENOS

THE ALIEN HUNTERS

The calling of the Ordo Xenos is to investigate and catalogue alien species, identifying those which may be of use to the Imperium and orchestrating the destruction of those deemed to be a threat. Agents of the Ordo Xenos are typically the most eccentric of their kind, for they spend years – even decades – travelling and living in nonhuman space, learning everything they can that will facilitate the exploitation or elimination of the races they encounter. As a result, many Ordo Xenos Inquisitors have strong ties with Rogue Traders, with whom they share many goals, and often travel with retinues of alien mercenaries or travellers. Most speak dozens of nonhuman languages and have acquaintances and informants far beyond the Imperium's boundaries. Despite this, there is more blood on the hands of the Ordo Xenos than any other branch of the Inquisition. All too often, decades of peaceful and seemingly friendly contact are but a screen behind which raids by Deathwatch Kill Teams sabotage vital infrastructure, leaving the aliens defenceless against xenocidal attack from an Imperial battle fleet.

Just as the Ordo Malleus can call upon the Grey Knights, so too can the Ordo Xenos call upon the services of their own Chamber Militant, the Deathwatch. Formed long ago by accord between a conclave of Inquisitor Lords and an esteemed assemblage of Space Marine Chapter Masters, the Deathwatch is composed entirely of veteran Space Marines, seconded from the greatest Chapters in the galaxy. They are trained and equipped to repel the alien tide that threatens to overwhelm Humanity, and are an invaluable tool for any Inquisitor seeking to vanquish the xenos threat.





ORDO HERETICUS

THE WITCH HUNTERS

A shadowy branch of an organisation already swathed in secrecy, the Ordo Hereticus is the guardian of Humanity, the watcher at the gates that protects Mankind – as much from its own weaknesses as any threat from without. The Witch Hunters of the Ordo Hereticus are sinister, feared individuals. Their skin is pale from long days spent in the excruciation chambers of Inquisition fortresses or poring over ancient texts that speak of the heretic and his machinations.

For the first few millennia of its existence, the Ordo Hereticus was but a rumour even to other Inquisitors, so fanatically was its secrecy guarded. All this came to an end following the Age of Apostasy, when it was decided that the Ordo would serve better by casting an intimidating shadow, rather than existing as a myth too easily ignored. As the Ecclesiarchy flourished, so too did the Ordo Hereticus grow with it, for nothing piques an Inquisitor's suspicion more readily than a holy man claiming to speak with the Emperor's voice. Often, its agents pose as servants of the Ecclesiarchy, feigning subservience to a Cardinal's will until they have sufficient proof of the man's guilt – it is a rare priest with whom a member of the Ordo Hereticus cannot find fault.

The arrival of an Ordo Hereticus Inquisitor is met with as much trepidation as awe, since none know where their gimlet gaze may land and upon whom their suspicions might fall. In addition to monitoring the Ecclesiarchy – ensuring that Wars of Faith do not exceed their mandate or that its many Cardinals do not amass more power than is deemed appropriate – the Ordo Hereticus keeps a close eye on many other Imperial organisations: the Adeptus Arbites, the Adeptus Astartes, the Adepta Sororitas and also fellow members of the Inquisition. They monitor doctrinal and physical purity, and no one is beyond their jurisdiction. It is a brave man who crosses the path of a Witch Hunter, as simply by opposing a member of the Ordo Hereticus an individual may be damned and declared Heretic and Extremis Diabolus.







ORDO CHRONOS

THE GUARDIANS OF HISTORY

Few have heard of the Ordo Chronos, and fewer still have any inkling of its mission, which is to study the effects of Warp travel and the passage of time. It is common knowledge that a vessel occasionally arrives at its destination much later than its Navigator intended, the crew experiencing the passage of many months, whilst centuries pass in the real world. Such events are the subject of many legends, but accepted as one of the risks associated with Warp travel. Far less common, but by no means unheard-of, are those occasions when a vessel has become embroiled in a Warp phenomenon that results in it being expelled into realspace before it actually set out.

The Ordo Chronos are concerned with preventing and combating any anomalies created by such events. Its members are motivated by the concern that travellers appearing in the past might somehow alter the proper flow of events, or otherwise disrupt the Emperor's intentions. It is hard to gauge their success or failure, partly due to the paradoxical nature of their work, but also because the entire Ordo is said to have disappeared without trace. Of course, this would not be the first time an Inquisitorial Ordo has 'vanished' – over the millennia, many have gone quiescent, or simply stepped so deep into the shadows that even their brother Inquisitors cannot find them. Nevertheless, those few who knew of the Ordo Chronos' existence believe that there is a deeper meaning to its silence, though no two Inquisitors can agree on precisely what that meaning is.



ORDO SCRIPTORUM

THE UNSLEEPING EYE

One of seventeen Ordos based on Terra itself, the Ordo Scriptorum is dedicated to the examination and investigation of records and communiqués. This may seem a trivial, almost facile task in light of the weighty matters pursued by other branches of the Inquisition, but nothing could be further from the truth.

The Imperium constantly strains under the weight of its own colossal bureaucracy, and all manner of vital bibelots of information are lost or misfiled through simple human error. Far from Terra, a planetary governor whose world is in uproar looks to the skies for sign of assistance, little knowing that his request for aid has been bound into the spine of an eight hundred page missive on lumen design. Elsewhere, an Imperial Fleet – hundreds of ships all told – hangs silent in interstellar space, because the documentation updating its orders has travelled from desk to desk, never reaching a recipient with sufficient authorisation. The Ordo Scriptorum can only intercept a handful of these failures, but even one can prove the difference between the life and death of billions. Moreover, even the rumour that an Inquisitor is supervising a scribe's work is enough to galvanise him to more careful practice, ensuring that fewer such errors occur in the future.



ORDO MACHINUM

THE JUDICATORS OF THE FORGE

Just as the Ordo Hereticus pay close attention to the Ecclesiarchy, the Ordo Machinum scrutinise the Adeptus Mechanicus. Specifically, they are concerned with the reintegration of recovered STC variants into the Imperium's armies and the rare adoptions of alien technologies into established Mechanicum protocols. The purpose here is twofold. Firstly, the Ordo Machinum ensure that laxness on the part of the Omnissiah's worshippers does not permit a flawed technology to enter the Emperor's service. More importantly, the Ordo Machinum ensures that no Magos is tempted to withhold vital systems from other factions of the Adeptus Terra with a view to increasing the Adeptus Mechanicus' power within the Imperium.

Inquisitors of the Ordo Machinum often accompany Adeptus Mechanicus archaeological teams to distant worlds, the better to see for themselves exactly what has been recovered. They often work in concert with the Ordo Xenos – especially when the world in question has been under alien control or there is any suggestion of non-human origin for the technology the Adeptus Mechanicus seek to recover.

ORDO SICARIUS

THE EXECUTIONERS

Founded by the legendary Inquisitor Jaegar in the wake of the Age of Apostasy, the Ordo Sicarius is responsible for investigating and controlling the Officio Assassinorum. Since Jaegar's reforms, no Imperial Assassin may be deployed without the majority approval of the High Lords of Terra. This is, of course, immensely impractical, and quite often, an Inquisitor of the Ordo Sicarius will sanction the Officio Assassinorum under the guise of an edict from Terra. While some believe this to be an abuse of their power, in a galaxy-spanning civilisation, such measures are essential to maintain a level of response required by the myriad threats to Mankind.

+++*Ordo Redactus report*+++

+++*Excerpt from Document: 'Branches of the Inquisition'*+++

+++*Marked for deletion 978.M41*+++

DESIGNATION - INITIAL FOUNDING - EST. STRENGTH - AREA OF VIGILANCE

Ordo Aegis - M40 - <<unknown>> - The Cadian Gate

Ordo Astartes - M32 - >50 Inquisitors - Chapters of Adeptus Astartes

Ordo Astra - M34 - <50 Inquisitors - Stellar Cartography

Ordo Barbarus - <<unknown>> - <10 Inquisitors - Pre-Industrial Worlds

Ordo Custodum - M35 - >50 Inquisitors - Terra

Ordo Desolatus - <<unknown>> - 1 Inquisitor - <<unknown>>

Ordo Excorium - <<unknown>> - >100 Inquisitors - Monitoring Exterminatus

Ordo Militarium - M35 - >500 Inquisitors - Imperial Guard

Ordo Necros - M37 - 5 Inquisitors - <<unknown>>

Ordo Sanctorum - M36 - <<unknown>> - The Ecclesiarchy

Ordo Scriptus - M38 - 6 Inquisitors - Officio Historica on Terra

Ordo Senatorum - M33 - <<unknown>> - <<unknown>>

Ordo Thanatos - <<unknown>> - <<unknown>> - <<unknown>>

Ordo Vigilus - M37 - <<unknown>> - Ordo Necros



PHILOSOPHIES OF THE INQUISITION

Many Inquisitors blaze a unique trail through the galaxy, relying on their own judgement and knowledge to prevail. However, it is Mankind's nature to seek consensus – a common path upon which to proceed – and Inquisitors are no different. At any time, there are scores of different philosophies advocated within the Inquisition, each considered the path of ultimate truth and salvation by their adherents. These are not doctrines, but ideas, tested with every tool at the Inquisitor's disposal. If an Inquisitor adopts one philosophy to the exclusion of all others, it is not because its principles fulfill a religious need, but because he or she has come to embrace its tenets as the ultimate truth.

Just as the size of an Ordo itself rises and falls, so too does the popularity of each philosophy, with some flaring but briefly and others enduring through the millennia. Though they are often pursued with the tenacity of religious belief, these are theories founded in reason and tested through scientific rigour. Inquisitors are, first and foremost, practical men and women – they do not waste their effort or time on ideas proven to be flights of fancy.

These philosophies are often so broad that they cut across the Inquisitorial disciplines, drawing like-minded Inquisitors together from across many Ordos. Such groupings are sometimes referred to as factions, but this is erroneous, implying a structure that simply does not exist. All are equal in a philosophy's pursuit, even though they might choose different methods. Thus, a Thorian – who believes that the Emperor's soul can be reborn into a new body of flesh and blood – might hail from one of many Ordos. Even as an Inquisitor of the Ordo Xenos seeks alien gene-tech to create a new body, a member of the Ordo Malleus might delve into the study of the Warp to learn how the Emperor's spirit might be guided into the physical world. Meanwhile, an Inquisitor of the Ordo Hereticus might contribute his own researches into the legends of the Ecclesiarchy.

However, for each Inquisitor dedicated to such a philosophy, there is always at least one who opposes it as radical folly and seeks to destroy all traces of it. After all, central to the Inquisition's purpose is the credo 'Trust No One', and this applies as much – or perhaps more greatly so – to one's fellow Inquisitors as any other living being.



THORIANS

The Thorians trace their origins to the Age of Apostasy and the overthrow of Lord Vandire by Sebastian Thor. To some Inquisitors it is evident that Thor moved with a divine purpose and was instilled with some of the power and charisma of the Emperor himself. It is their belief that the Emperor walks among us. Having been shorn from the physical realm by the wounds inflicted by Horus, he once again must choose vessels to do his work. The flesh maintained in the Golden Throne is not the Emperor, for he travels abroad, tending to his Divine Will, instilling his power into those who have been chosen. But these are frail, mortal bodies which can possess only a fraction of the Emperor's power, and are ultimately destined to die of injury or old age. But what if the Emperor could be granted a body that does not wither and die, that could be His vessel for all eternity to come? The Thorians believe that such a thing is possible, that the Emperor yet waits for his new body to be found or created. In essence, a new Emperor will be created to lead Mankind to its destiny and conquest of the galaxy.

Thorians seek ways that energy and consciousness interact with the Warp, and their transferral from one to the other. They delve into the secrets of possession and manifestation by Daemons and other Warp entities, trying to decipher what rules govern the relationship between the Warp and the material universe. It is their dream that one day they shall find a host suitable for the Emperor's magnificence, and through prayers and ritual be able to guide His spirit into His new body, allowing the Emperor to once again walk amongst His people.

The Thorians' opponents claim that even if it were possible to resurrect the Emperor into a new mortal body, it would cause a schism across the Imperium more dangerous than any heresy or civil war that has gone before. Believers in the resurrection and unbelievers would violently clash, and a large part of the Imperium would be destroyed in a massive war of faith. Even if this does not happen, nobody knows what changes the Emperor's power underwent upon his Ascension, and whether he would lose them were he once more confined to a physical shell – most importantly, how would the Astronomican work were the Emperor able to move around freely once more?

It is the risk to these very foundations of the Imperium that opponents to the Thorians find most worrying, and many believe that they are risks not worth taking. The Thorians, on the other hand, claim that to take Mankind onto the next phase of evolution, the Emperor must be able to lead his people, both physically and spiritually.



MONODOMINANTS

In the third century of M33, Inquisitor Goldo compiled his many experiences and commentaries from nearly four hundred years of service to the Imperium. His final conclusion amounted to declaring that the only way the Emperor's loyal servants would survive in the galaxy was if everything else was destroyed. At the time, this overtly pessimistic view found few sympathisers and was attributed to a devout but ageing Inquisitor suffering a breakdown and losing his faith in Humanity's ability to prevail. However, several centuries later, Inquisitor Jeriminus of Paelutia revived this theme of Monodominance and swore to enact Goldo's vision, and it has enjoyed varying levels of popularity amongst Inquisitors ever since.

Monodominants have absolutely no tolerance for any kind of wayward behaviour. There is no excuse for heresy, contemplating heresy or for abetting heretics. Heresy includes mutation, religious deviation, aliens, psykers and any other beings who do not conform to their view of the pure and loyal Imperial servant. There is only one punishment in the Monodominant philosophy – death. Mankind is fighting a war for racial survival, and the Monodominants hope that if they kill off enough aliens, psykers, mutants and heretics, eventually (un)natural selection will prevail and Humanity will rise to its position of ultimate power.

Monodominants are very militant and will resort to the final solution of Exterminatus more readily than any other Inquisitors. Unusually, they seldom work in secret, instead using their presence to stir widespread xenophobia and hatred, leading mobs of frenzied citizenry to purge their own ranks of the filthy and unclean heretics who threaten their future. They are utterly ruthless and unforgiving, inflexible and intolerant. They are generally the youngest and most hot-headed of the Inquisition, charging across the Imperium leaving devastation in their wake.



AMALATHIANS

The start of the 41st Millennium was a time of spiritual and physical rebuilding for the Imperium. A great conclave was held on Gathalamor, at Mount Amalath, where military, religious and political leaders and dignitaries gathered in their thousands to swear once more their oaths of loyalty to the Emperor and Mankind. It was this gathering that spurred Macharius to his conquest of nearly a thousand worlds, and during this time there was a swell of optimism within the Inquisition that everything was once more proceeding as the Emperor had planned, in contrast to the widespread pessimism that pervaded before and after the Reign of Blood and Plague of Unbelief.

A large number of Inquisitors have been drawn to the Amalathian movement, believing that it was their duty to let nothing threaten the strength which the Imperium was regaining. They strive to maintain the status quo, seeking out any person or agency that might destabilise the power of the Imperium from without or within. They are less concerned with the more traditional crimes of mutation, witchery and religious heresy, except where these conflict with the institutions of the Empire of Man. They try to keep the rivalry and politicking between the various Imperial organisations to a minimum, holding to the Inquisition's original creed of strength through unity. Change is considered the most serious threat of all, for change can herald disaster. While other Inquisitors may endeavour to bring about some great upheaval or revelation that will see Mankind break from its current turmoil into a new golden age, the Amalathians prefer to progress slowly, if progress is necessary at all.





XANTHITES

Xanthism is one of the oldest philosophies of the Inquisition, named after Zaranchek Xanthus, who was executed as a heretic in M32. Xanthus was accused of Chaos worship, and although he professed his innocence strongly, he was eventually burnt at the stake by his fellow Inquisitors. Throughout, Xanthus had maintained that he remained pure, though he admitted that he did on occasion utilise the forces of the Warp and Chaos to achieve his goals. It was his firm stance that such power could be harnessed without the spiritual corruption of the wielder that was to be later taken up by other Inquisitors.

It is the ultimate goal of the Xanthites to harness the power of Chaos for Mankind. They believe that Chaos cannot be defeated, for it is merely a reflection of Humanity itself. However, those energies and powers created by its existence can be turned back for the benefit of Humanity, rather than being an enemy. This does not mean that they advocate giving in to Chaos, but rather wish to capture the essence of Chaos and turn it to useful rather than destructive purposes. In the same way as the Warp, that roiling realm of the very stuff of Chaos, allows Warp travel, so too can other facets of Chaos be controlled, tamed to the Emperor's purpose.

Xanthites investigate all aspects of the Warp and Chaos, imbuing its power into themselves where possible, destroying it only when necessary. They will use Chaos-tainted artefacts, Daemon weapons, books of Chaos lore and other heretical items, utilising the abilities of these weapons and tools to combat the incursions of Chaos, heretics and aliens. Within the Xanthites there are those whose beliefs go even further, known as Horusians. The Horusians look to the Primarch Horus, who was a mighty being conferred with immense Chaos power, and see an opportunity wasted. They believe that a new Horus could be created, invested with great energy from the Warp, but one who would unite all of Mankind for its betterment, rather than enslaving it to Chaos.

Most other Inquisitors consider the Xanthites, and particularly Horusians, to be walking along the edge of a precipice. Xanthites are commonly seen amongst the Inquisition as arrogant and dangerous, toying with powers they do not fully comprehend. However, as one of the oldest philosophies of the Inquisition, and including among their number some of the most learned and powerful Inquisitors, it is a brave or rash Inquisitor who will stand alone against the Xanthites. Most often, as was the case with Xanthus himself, a cell of Inquisitors will form a common cause against a particular Xanthite in an effort to expose his perceived heresies and to deal justice.

Their dealings with Daemons and the Warp leads many Xanthites and Horusians to become members of the Ordo Malleus, and they quite frequently build up associations with Chaos cults. They have been known to create sects of their own which are concerned with unravelling ancient mysteries and delving into arcane lore and knowledge.





RECONGREGATORS

According to the Recongregation philosophy, the Imperium has become corrupt and decayed. It no longer serves the purpose for which it exists, and works in spite of its massive organisations rather than because of them. Over time, the morass of politics, factions, bureaucracy and the immense edifices of the Imperium must be pulled apart and reassembled in a new fashion that works better for Mankind. If the Imperium is allowed to continue to stagnate, it will eventually fall apart and Humanity will fall prey to the unnumbered perils that it faces. Recongregators attempt to destabilise the Imperial organisations from the inside, replacing corrupt and conservative leaders with people who have more radical views and a will to change. Most are wary of too much upheaval though, preferring not to destroy something utterly, but to subtly change it and shape it to their will.

Recongregators are mostly found within the Ordo Hereticus, where they can learn of individuals who may be useful to their plans. Recongregators often help anti-Imperial sects and covens, even altering the cult's philosophies to match their own if possible. They are not above extreme action when necessary, if this will promote the required response and change they desire. As can be imagined, Recongregators have frequent run-ins with those who believe in the Amalathian philosophy, as the two beliefs are diametrically opposed. This can lead to conflict between Inquisitors of the two concepts, with one working to destabilise or overthrow a particular person's or organisation's power, and the other striving to maintain it.





ISSTVANIANS

The greatest conflict to engulf Humanity was the Great Heresy which began with the Primarch Horus' virus-bombing of Isstvan III. Although the Horus Heresy saw the destruction of entire worlds and devastation on an unprecedented and unrepeated scale, there are some Inquisitors who see it as one of the moments during which the Imperium and Mankind's future was forged. From the Horus Heresy came the great military changes that saw the breakup of the Space Marine Legions and the division of Navy and Guard, the Emperor's Ascension and the creation of the Ministorum, and many other events which shaped the Imperium of the present.

It is the goal of the Isstvanians to strengthen Humanity through adversity, believing that the human race is at its strongest in times of turmoil and conflict. From periods of greatest upheaval have come the greatest leaps forward in technology, faith and galactic dominance. Did not the Horus Heresy weed out those Space Marines disloyal to the Emperor? Did not the Age of Apostasy herald the coming of Sebastian Thor and the reformation of the Ecclesiarchy? Did not the great battles fought by Macharius' armies shine like a great torch in the dark times of the early 41st Millennium? These are the arguments they put forward.

The Isstvanians claim that only when it is hardest tested does Mankind show the true strength that lies within it. To this end, the Isstvanians endeavour to propagate strife and conflict for Mankind's own greater future. Isstvanians fan the fires of war and hatred so that Mankind will stay vigilant, that its warriors will be skilled and ready, and so none will believe that they have done all they can. They are a bombastic and obvious creed, flaunting their warmongering ways, instilling those nearby with fiery zeal to fight for themselves and the rest of Mankind. They pit faction against faction, world against world, so that the survivors will be the stronger for it.

Isstvanians will stir up trouble wherever they go, exploiting the phobias and prejudices of Imperial commanders, military officers and the general populace to breed superstition, suspicion and violence. They work well with destabilisation and terrorist groups and foster relationships with violent pro-Imperial cults. Quite often, they will build up the power of these secret societies and sects, only to reveal the threat that they pose to the authorities, urging the faithful to bring torch and sword to purge the corruption within.



THE PATH OF THE INQUISITOR

As with all aspects of the Inquisition, the matter of recruitment is not centralised, and the power to invest others into its ranks lies with the Inquisitors. Some do not recruit at all, spending their years in the pursuit of their enemies and dedicating themselves to their duties within their own lifetime. Others feel it is one of their burdens to bring about the next generation of Inquisitors to carry forward the battle that they must wage.

Inquisitors are left to their own judgement in all matters, subject only to scrutiny by their peers, and the same applies to recruiting new Inquisitors. Many Inquisitors leave such matters to chance or perhaps fate, picking a suitable candidate or candidates from amongst those individuals whose paths they cross. Other Inquisitors are more rigorous in their pursuit of apprentices. They will spend a proportion of their time seeking out suitable candidates, perhaps from amongst the ranks of other Imperial organisations.

There are no consistent criteria of age or physical condition required to be suitable for investiture into the Inquisition. Proof of intelligence and loyalty are the key requisites, and often these aspects of a person's character cannot be properly judged until later in life. It may happen that extraordinary circumstances lead an Inquisitor to recruit a boy or girl whilst still in their teens, if they show exceptional ability, but this is not common practice.

On the whole, Inquisitors will take note of individuals that are free-thinking, possessed of willpower and determination and unflinching principles. If they find a suitable person, they will become part of the Inquisitor's retinue, perhaps serving in a more minor capacity while the Inquisitor continues their evaluation. Those that prove their worth working with the Inquisitor will then be taken into their master's or mistress' greater confidence.

Over several years, the apprentice will learn what they can of the Inquisitor's knowledge and, in time, will take on many duties. Some Inquisitors refer to these semi-qualified individuals as Interrogators, though they are also known as Novitiates, Neophytes or Approbators – or indeed one of a hundred other titles, according to the Inquisitor's wishes. Such individuals may undertake missions on their own, or control operations in concert with the Inquisitor, but they are still subordinate until their master or mistress fully invests them.

It normally requires the consent of other Inquisitors to pass on the full powers of an

Inquisitor and grant an Inquisitorial Seal, though there have been occasions when this has not been necessary, or the immediate situation has dictated that the apprentice take on full Inquisitorial responsibilities immediately. This is likely if an Inquisitor is killed – their apprentice will inherit their Inquisitorial Seal and may fulfill the role of an Inquisitor, subject to repeal by another Inquisitor. Interrogators may pass from one Inquisitor to another as fate and necessity dictates. It is in this period that the ideals of the Inquisitor are passed on and spread, and through this generational growth, the factions and institutions that make up the Inquisition are propagated across the centuries. As well as philosophy, the student will also learn what their tutor knows of the internal working of the Inquisition – or such facts as the Inquisitor feels it right and proper to confer. It is an important tradition amongst Inquisitors that each of them earns the knowledge that is theirs, as well as the respect of their peers. Such wisdom cannot be freely given nor taken without effort, for it devalues the knowledge itself. As the saying goes: ‘Knowledge is power; guard it well’.



INQUISITOR LORDS

The Inquisition does not have a formal organisation, and therefore there is no system of ranks or command as there are in the Adeptus Terra or the military. Authority within the Inquisition is governed by two factors – reputation and influence. An Inquisitor may be willing to gainsay one of his fellows, but if confronted by several he will defer; thus, an Inquisitor with experience and contacts can exert control over younger, less influential comrades. Seniority is in itself no true test of authority, but most Inquisitors will default to the wisdom of another that is older and more experienced.

Despite this, there is a need for a higher tier of Inquisitor to help maintain the integrity of the Inquisition and to watch over the rest of the organisation and the marshalling of resources. They are known as Lord Inquisitors, Inquisitor Lords or High Inquisitors. Promotion to the rank of Inquisitor Lord is by invitation only, and is extended to those that have proven themselves numerous times, not only by their courage and ability, but also their integrity and loyalty. To become an Inquisitor Lord, one must be nominated by an existing Lord, and have the nomination approved by two others. Such decisions are invariably taken in secret, and quite often the elevation comes as a surprise to the recipient. Indeed, it is said that one does not strive for the position of Inquisitor Lord – rather, it finds those worthy of the choosing.

Quite often this ennoblement is a formality, as the word of an Inquisitor Lord is sacrosanct to his fellows, and the chances of an Inquisitor actually being known

personally by more than one Lord are exceptionally small. However, there is occasionally contention and a conclave may have to be convened to discuss the matter – usually, but not always, with the nominee in attendance to answer enquiries as to their activities and beliefs.

Being an Inquisitor Lord is a recognition rather than an absolute rank, and is more a formalisation of a position enjoyed by the Inquisitor rather than an actual promotion. This is because an Inquisitor Lord has no real temporal dominion – they are not responsible for any given area of the galaxy nor specific individuals. Instead, it is reinforcement of the Inquisitor's authority and in particular power within the organisation. The most obvious benefits are the ability to recognise the appointments of others to the ranks of Inquisitor, to convene High Conclaves and to call more widely upon the Inquisition's forces and agents.



INQUISITORS OF RENOWN



The Inquisition is a vast organisation, and for over ten millennia has known remarkable individuals beyond counting. Most have long been forgotten, for many Inquisitors seek to keep their deeds secret even after death. Indeed, often the last instruction left to a successor is to erase all proofs of his master's existence. A few, however, have become legends within their Ordos, their stories whispered as examples to be followed, or cautionary tales concerning the misuse of power. Quite which role each is cast in depends entirely on the speaker's sympathies and whether or not his own personal philosophies are cast in alignment or opposition.



TORQUEMADA COTEAZ

Torquemada Coteaz has ever been driven by a single consuming passion: to destroy Daemons wheresoever they manifest. Unlike many of his fellow Inquisitors of the Ordo Malleus, Coteaz always refused to contemplate harnessing the power of the Warp for his own ends, and aggressively prosecuted those who lacked his purity. So perished Coteaz's mentor, Inquisitor Laredian – an old man executed at his student's hand for dabbling in forbidden arts. Upon Laredian's death, Coteaz assumed his responsibilities as Protector of the Formosa Sector. Through alliance, coercion and outright intimidation, Coteaz formed a spy network of contacts, henchmen and infiltrators throughout the sector's inhabited worlds. Not for Coteaz the way of the Inquisitorial Mandate, of requisitioning troops when the need presents itself – he sought an army of his own, ever at his beck and call.

Who knows how many of the Formosa Sector's planetary defence forces are as much Coteaz's sworn men as they are their commanders'? Or how many hive gangs act under Coteaz's control, given license to pursue their own petty activities so long as they act as his eyes? People disappear easily in Formosa, and its citizens know better than to inquire. At first glance, Coteaz's stranglehold would seem merely another cautionary tale concerning the temptations of absolute power, yet he does not seek to rule – planetary governors are left to oversee their duties largely without oversight or interference. Coteaz's network of informants exists only to provide warning of any threat overtaking Formosa. It is a most efficient form of protection; after all, in a sector where any gathering of three citizens contains at least two of Coteaz's informants, how does a traitor gather a following? Thus has Coteaz's domain prospered in an age when the Imperium is increasingly brought to ruin by the enemy within. Few other men could hope to replicate this success, for Coteaz is a man consumed by his chosen task. He seldom sleeps, and spends every waking hour sifting through reports delivered by his faithful Glovotan Psyber-eagle, or personally leading his forces against Daemons, heretics or aliens foolish enough to trespass on his realm.

Lately, Coteaz has cast his pall of influence over worlds bordering the Formosa Sector, bringing yet more planets under his protection. Yet even as his borders expand, Coteaz's worries grow. He is now an old man, and like all old men, he fears leaving his work undone without a successor to continue it; of all the many acolytes Coteaz has cultivated, none have had the necessary drive or strength of will. Thusly, Coteaz has begun a search for forgotten fragments of cloning lore and alien rejuvenation technology, any means of

extending his life – or rather, any means bar one. Coteaz knows that the boon he seeks could easily be granted by a Daemon, should he summon and bind it according to the proper rituals. Part of him longs to embrace this small evil, that it may firm up the foundations of his righteous work. It is a temptation that grows stronger with every passing day, but one that Coteaz has stalwartly resisted, at least so far...





FYODOR KARAMAZOV

Fyodor Karamazov is an Inquisitor of the Ordo Hereticus and, even in those unforgiving ranks, a more uncompromising and ruthless individual would be hard to find. Over the course of a career spanning nearly two centuries, Karamazov has blazed a trail of blood and fire from one side of the galaxy to the other. From Salem Proctor to Ultima Macharia, from Bakka to Cypra Mundi, he is a grim legend, an unrelenting investigator who will stop at nothing to uproot corruption and heresy.

Karamazov's actions are driven, first and foremost, by an unswerving belief that Mankind lives, even now, according to a plan set in motion by the Emperor many thousands of years ago. His life's work has been to ensure that no one, human or alien, Inquisitor or Daemon, interferes with this grand plan. To most Inquisitors, this would seem an impossible task in both nature and scope, but such is Karamazov's unshakable confidence, in both his own ability and the Emperor's perspicacity, that he has never once doubted his actions. Indeed, Karamazov believes that, as Mankind's unfolding fate is in accordance with the Emperor's grand design, his own actions must serve as an essential part of that design, and are therefore above reproach.

Many Inquisitors prefer to work under a cloak of secrecy, conducting business in the shadows unless strictly necessary, but Karamazov cannot be counted amongst their number. In pursuit of his goals, Karamazov can as likely be found at the head of a crusading army as he can presiding over the judgement of heretics. His actions are utterly without guile or subterfuge, for nothing of either can be found in his heart – displaced long ago by a deep distrust of his fellow man. So it is that Karamazov's every deed is bold to the point of audacity, the better to serve as a warning to those who would interfere with Mankind's destiny.

Whether in pursuit of a campaign or heresy, Karamazov inevitably directs his minions from his Throne of Judgement, an ancient walking cathedral presented to him following the Abraxan purges of 930.M41. The throne is well-armed, and its bulk more than compensates for its master's less than imposing physical presence, so Karamazov long ago bound it into the pomp and ceremony of his trials.

There are many ways by which a man can find himself unceremoniously hauled before Karamazov's ostentatious Throne of Judgement on a charge of heresy, treason or witchery. For Karamazov, there is no such thing as a minor infraction of the sacred lore – even the merest departure from protocol and procedure is an affront to the Emperor's

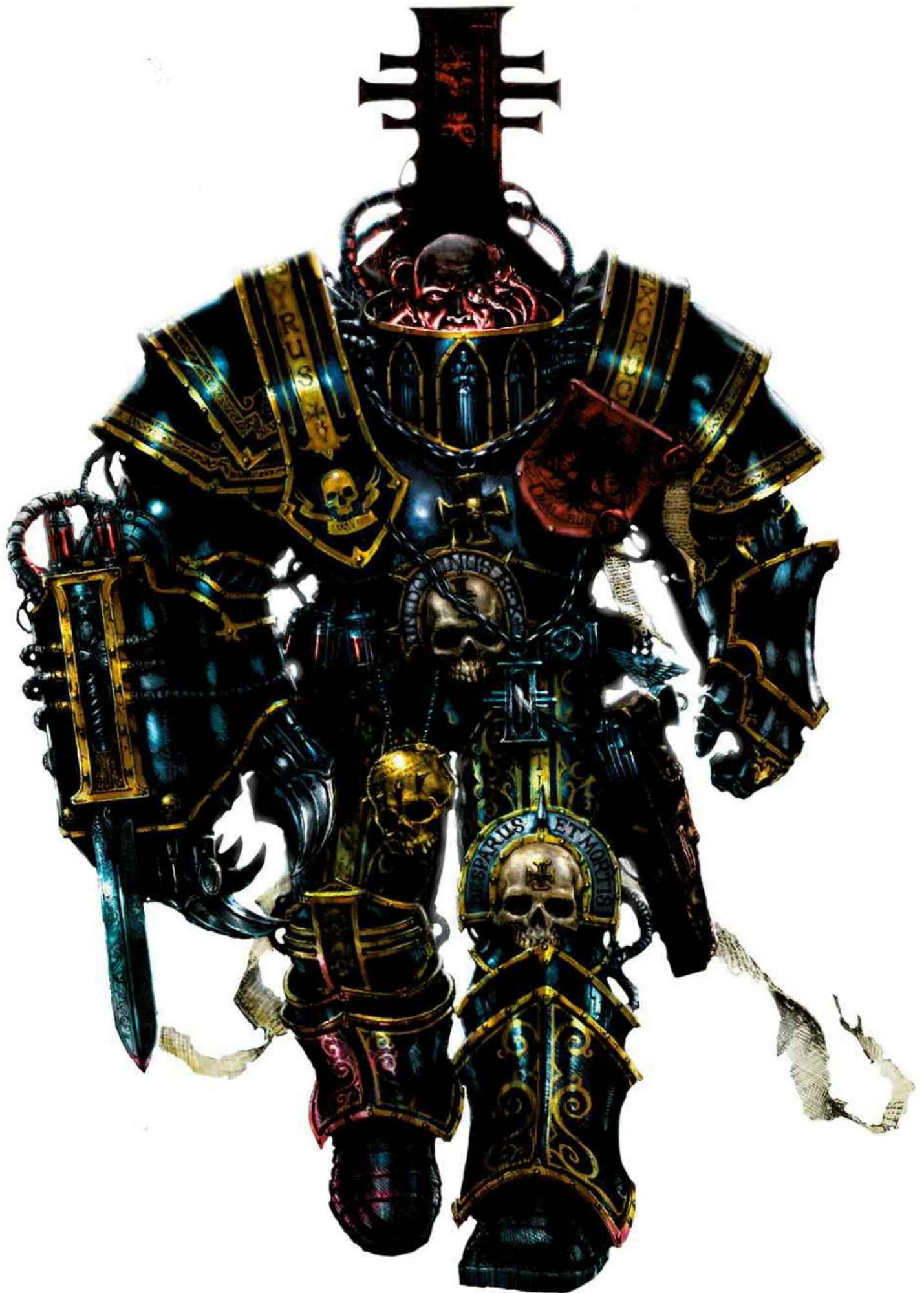
plan for Mankind and must therefore be punished without mercy. Clemency, forgiveness, mitigation – these things are unknown in Fyodor Karamazov's court. Nor is there any hope of defence to be found in genuine innocence. Karamazov has no patience for those foolish enough to appear guilty when they are blameless. Such halfwits are guilty of wasting his valuable time, if nothing else, and are led without hesitation to the purging fires alongside the murderers, traitors, saboteurs and heretics.





TYRUS

Tyrus is a blatant follower of the Monodominant philosophy – a bombastic man whose bloody purges have left thousands of heretics dead in his wake. Suspicious of all psykers, even those supposedly cleared by the Inquisition, it is Tyrus' creed to hunt down and exterminate every witch, mutant and warlock in the galaxy (including alien psykers). If, along the way, this means eradicating those who would seek to protect such abhorrent creatures, then so be it. Tyrus is perhaps one of the most active Inquisitors with regards to internal policing, ferociously hunting down those whom he deems heretics within the ranks of his own organisation.





QUIXOS

Originally a devout member of the Ordo Malleus, Quixos' destiny was forever changed after he was wounded by a Daemon on the world of Lackan XV. Part of the abomination's claw had become lodged in Quixos' heart, and this fragment gave Quixos a link to the Warp he had never before known.

Quixos soon began investigating how he might put the powers of the Warp to his own uses. Over successive centuries, Quixos became ever more deeply caught up in occult study and the use of Chaos. He bound the Daemon Kharnagar into a sword he then took as his personal weapon, stole the Malus Codicium from the Library of Othella on Zandrini Prime, created Daemonhosts, and built up a vast network of catspaws and puppets throughout the Inquisition and the broader Imperium.

Yet though Quixos was arguably falling into damnation, it was in the hope of achieving a great good – chiefly harnessing the energies of the Cadian pylons in order to close the Eye of Terror. Alas, his methods grew ever more extreme, and brought him into increasingly frequent contact – and conflict – with more puritanical Inquisitors. In the end, Quixos' plans fell into dust when fellow Inquisitor Gregor Eisenhorn at last slew him in single combat at Farness Beta. To date, no other has attempted to replicate Quixos' designs. Until they do, it will be impossible to say whether Quixos was motivated by genius or Warp-touched insanity.





GREGOR EISENHORN

Eisenhorn was once one of the most zealous and hardline Inquisitors, but his numerous exploits, including his dispatching of the 'renegade' Quixos several centuries ago, have changed him into a more pragmatic man. He has a long-standing pact with the daemonic entity known as Cherubael, and in recent times has been known to associate with all manner of mercenaries, bounty hunters, gunslingers and ne'er-do-wells. Now several centuries old, his early work still keeps him in good stead with following generations of Inquisitors, and his experience and authority gain him much respect. However, there is a growing opinion amongst the more puritan factions that he himself has now become as much of a threat as Quixos once was.





LICHTENSTEIN

Inquisitor Lichtenstein is a dangerous radical thought by almost all of his colleagues to be utterly insane. He has been declared Excommunicate Traitoris, and is actively being pursued by one of the galaxy's most noted witch hunters, Tyrus. It was Lichtenstein's single-minded obsession with the artefact codified as the Librarium Heresius that freed the Daemon Prince Phara'gueottla from its prison on Karis Cephalon. Since then, his fate has been inextricably linked with that of the Daemon, Tyrus and another Inquisitor; an ex-daemonhost called Kessel. These three clashed on Karis over a manifestation of the Daemon Prince on the barren world of Paganus Reach, and again at Cephalon Spaceport where Lichtenstein managed to break Kessel free from Tyrus' custody. In return, Kessel arranged for Lichtenstein's safe passage to Equinox, a world where, under the false name of Thravian Flast, the dangerously obsessed Inquisitor searches tirelessly for the true location of the Librarium Heresius.

Lichtenstein is an old, old man, but the sheer strength of will behind his steely features shocks all who meet his gaze. There is a touch of madness in his grey, staring eyes; Lichtenstein is on a quest to save Mankind from enslavement at the hands of an ancient mechanical race who worship death. Since no one believes him, he had vowed to do it by himself. He knows that within the Librarium Heresius is a powerful weapon, proof against these ancient killing machines. Lichtenstein will do anything, including the harnessing and utilisation of Chaos – the nemesis of the xenos threat – to locate and command this ancient artefact.





HELYNNA VALERIA

Inquisitor Helynna Valeria has always believed that the work of the Ordo Xenos, and the wider Inquisition, should be guided by the spirit and intent of the lore: to use the weapons of the enemy against the enemy. This she considers true no matter the source, and can require using Warp-tainted weapons against Daemons, or xenos archeotech against hostile alien races. For Valeria there are no lines that cannot be crossed, no edict that cannot be transgressed. The Emperor bade the Inquisition defend Mankind from both its own destiny and a hostile galaxy – a task so important that Valeria demands that no methodology, however extreme, should be considered forbidden.

In pursuit of this goal, Valeria became a collector of the archaic and arcane, of bibelots and fragments of technological lore, of ancient and alien technologies to be pressed into fresh use. She has spent many decades exploring the ruins of far-flung worlds, poring over age-crumbled documents in races the Psamathean Libraries, treating with Eldar, Ulumeathi, Draxians, Hrud and a hundred more in order to expand Humanity's store of knowledge.

The recovery of the Dimensional Forge was to have been the crowning glory of Valeria's life's work. According to the Iron Grimoire, the device was discovered by Janus during one of his earliest battles. Legend recounts that it could project a null zone – an area of space into which Daemons could not enter – many light years in diameter. The Dimensional Forge's location had been lost during the tumult of The Howling, so when Valeria's network of contacts brought news that an alien device answering the Dimensional Forge's description had been uncovered on the hive world of Cavlock, she immediately took ship there. Alas, recovery was delayed by a daemoniac incursion, and as the battle for Cavlock raged, Valeria's mission came to the attention of her puritanical rival, Emil Darkhammer – an Inquisitor who viewed all alien technology as anathema, regardless of its origins or functions. Arriving at Cavlock after Valeria, Darkhammer nevertheless had ample time to issue an Exterminatus order under the pretext of preventing the spread of daemoniac corruption. As Valeria watched from orbit, Cavlock and its secrets were reduced to cinders.

So did the vendetta begin between Helynna Valeria and Emil Darkhammer. In truth, Valeria cared little for the billions slain at Darkhammer's hand – in her view, Mankind is eternal, and individual men have always been easily replaced. Rather, what angered her was the reckless destruction of the Dimensional Forge, a device whose mysteries could

have finally delivered Mankind from the perils of the Warp. Having declared Darkhammer Excommunicate Traitoris, she has harried him all across the Segmentum Obscurus, seeking revenge under the pretext of justice.

As yet, no other Inquisitors have sided with either party – Inquisitorial vendettas of this nature are not unheard of, and stability has ever been served best by non-interference. Likewise, the Grey Knights largely maintain a neutral stance, as is their right and duty. However, unless this conflict ends soon, other parties will surely be drawn into taking sides. If this happens, the vendetta could well destabilise the Inquisition itself and thus undo the work of millennia.



THE INQUISITORIAL REPRESENTATIVE

One of the High Lords of Terra, the Inquisitorial Representative – sometimes known as the Master of the Inquisition – is nominated from amongst the Inquisitor Lords of the sectors surrounding Terra, and Inquisitors that have filled this role are referred to as an Inquisitor Lord Terran. It is not unusual for several Lords Terran to share the role of Inquisitorial Representative at the same time. The title of Inquisitorial Representative itself is fairly meaningless to the Inquisitor who bears it, for the chances are high that he was simply the closest of the Lords Terran when the council was convened. Indeed, the title is more for the benefit of the Inquisitorial Representative's fellow High Lords; a measure of reassurance that they are dealing with an equal, and an unspoken reminder that the eyes of the Inquisition lie upon even that most august of assemblages. Though the attendance of the Representative is always appreciated, his or her position in the chambers of the Senatorum Imperialis is often empty and their vote conferred by missive – such are the demands of the Inquisition.

Despite the position's origins as a sop to other branches, over the long millennia, the Inquisition have learned that it is most useful having one amongst their kind to act as a brazen symbol of vigilance. So focussed are traitors and fools on evading the Representative's gaze, that they do not see the other eyes watching from the darkness. The Inquisitorial Representative's duty is therefore to blaze so brightly that he or she deepens the shadows in which other Inquisitors operate, bringing only the highest-profile traitors to justice in a manner sufficiently glorious as to instill fear and compliance for generations to come.

An Inquisitorial Representative may fulfil their role only once in their life, or they may attend the Senatorum for several years. The requirements of service to the Inquisition may necessitate them leaving Terra to attend a conclave, while others quickly tire of the bureaucracy and politics that the Senatorum is based upon and relinquish their position to return to more active roles out in the wider galaxy. To avoid unpleasant politicking on the part of the Representative, the maximum term that an Inquisitor Lord Terran can serve on the Senatorum is five years, after which they must stand down.

It is rare that the Inquisitor Lords cannot agree on a candidate for the role, for it carries little more honour than that of messenger. The Representative speaks rarely in counsel, but when he does he communicates the will of the Inquisition, not his own. However, it does come with a great deal of responsibility.

While the Inquisition enjoys absolute authority, in reality the cooperation of the other High Lords is essential in maintaining this position. If a Representative were to offend the Fabricator-General of Mars, for instance, the starships and arms by which the Inquisition's power is maintained may be put at risk. Conversely, if the Inquisition feels that an organisation is stinting in its dedication, pressure can be applied to the relevant High Lord, turning an organisational issue into one of personal confidence.

In this respect, the Representative is in an unparalleled position of leverage, for he has not attained his role by personal ambition or desire, and therefore risks no personal stake in his dealings with the other High Lords. They, on the other hand, will be only too aware of the subordinates that view their position with envy and ambition, and so must actively protect their power at each turn. The merest hint of the Inquisition's displeasure can be the catalyst for a High Lord being removed by those he represents. Those High Lords whose position is non-permanent, such as the leader of the Chartist Captains or the Lord Solar, are particularly vulnerable to this type of careful manipulation by the Representative, for they risk not only their personal privilege, but also that of the organisation they represent. Thus the careful balance of power between the Inquisition and the rest of the Imperium is carefully preserved.

As well as garnering support for the Inquisition's endeavours, the Representative has two other main responsibilities. The first is to warn the Senatorum of threats significant enough to trouble their debates. The Inquisition operates in such a way that it is normally the first to become aware of emergent menaces to the Imperium, and has proven this with regards to the Necron awakening, the arrival of the Tyranid hive fleets, and during many other momentous events. Thus the Inquisition serves as the High Lords' eyes and ears across the galaxy, enabling them to bypass the dreary and lengthy

processes maintained by the Adeptus Terra, when the need arises. Such warnings consist of not only information, but are inevitably attended by a recommended course of action. The High Lords will debate this recommendation, usually modifying it in some form or another, and then begin turning the great wheels of the Imperium to implement their plans.



EMIL DARKHAMMER

Darkhammer firmly believes that the Imperium's only hope of survival is for all other races in the galaxy to be destroyed. He has no tolerance for any deviation from the purest interpretations of Inquisitional lore. For him, there can be no shades of grey when it comes to interpreting the Emperor's word, only darkness and light.

All Inquisitors are ruthless – they must be to protect Mankind from threats both within and without – yet Darkhammer's uncompromising philosophy is harsher than most. It is a cornerstone of his methodology that nothing and no one can be ranked as indispensable in the cause of Mankind's survival. The Imperium must, after all, be kept safe at all costs – no matter what the tally in lives or worlds might be. This belief has earned Darkhammer many detractors, not only within the ranks of the Inquisition, but in the wider Imperium as well. However, even the highest-ranking dignitaries are reluctant to disobey or criticise an Inquisitor, let alone act in opposition to him, so Darkhammer's actions meet with few obstructions.

In pursuance of his credo, Darkhammer has ordered Exterminatus on over thirty worlds. Sometimes this has been to end rampant war, corruption or plague, but as often to destroy a mere handful of subversives or aliens, or to obliterate ancient artefacts and Warp-tainted devices sought after by his radical colleagues. Such forthright acts have long since polarised the opinions of other Inquisitors. Some believe Darkhammer to be a beacon of righteousness in dark times, the spiritual heir of Inquisitors Goldo and Jeriminus, who first codified the Monodominant credo that he follows. Others consider Darkhammer to be only fractionally less destructive than the Daemons of the Warp.

Only on a few occasions has Darkhammer stayed his hand – most notably in the aftermath of the First War for Armageddon. There, he commuted an Exterminatus order to a program of mass execution and psychic mind-wipe, as determined by a region's level of exposure to Angron's daemonic hordes. There is no question that this was done with greatest reluctance. The Space Wolves Chapter had fought long and hard to preserve Armageddon and were still present in strength when Darkhammer arrived. Few men, regardless of rank or status, care to purposefully antagonise the Wolves of Fenris, and it was for this reason, and this reason alone, that Armageddon was preserved from utter obliteration.

Recently, Darkhammer's actions have finally enraged another Inquisitor beyond the point of mutual declarations of Excommunicate Traitoris. By his over-zealous Exterminatus of

the planet Cavlock, its defenders and the alien Dimensional Forge beneath its surface, he has provoked a full-fledged vendetta with Helynna Valeria. Now, Darkhammer's work is further complicated by the need to defend himself from this fresh threat. This conflict has, as yet, led only to a handful of direct skirmishes between the two Inquisitors' warrior bands. Nonetheless, given Darkhammer's propensity for extreme solutions, it can only be a matter of time before the vendetta escalates to cataclysmic levels.





KRYPTMAN

Inquisitor Kryptman was the first to recognise the terrible threat posed by the Tyranids, and is the rapacious aliens' most determined foe. Wherever a hive fleet has breached the galaxy's bounds, Kryptman was there to oppose them – by whatever means he deemed necessary.

By the time Hive Fleet Leviathan had entered the galaxy, Kryptman's obsession had all but consumed him. Determining that no cost was too great to contain the Tyranid menace, he ordered the razing or destruction of scores of worlds. His hope was that by denying the aliens the bio-mass upon which they thrived, the swarm's rapacious advance would be greatly slowed. In this, Kryptman was eventually proved correct, but he never escaped the shadow of the trillions he had condemned to death. Soon after the campaign of mass Exterminatus was concluded, Kryptman was expelled from the Inquisition's ranks and forced into hiding. Hunted and cut off from his former resources, Kryptman nevertheless continues his war against the Tyranids. Rumours persist that it was he who brought Leviathan into conflict with the Orks of Octarius, buying the Imperium another few precious decades. He is surely readying another attempt to drive them back; the only question is whether any will survive to witness it.



JENA ORECHIEL

Jena Orechiel has been in the Inquisition's service for many decades, first as an acolyte to the famed Ordo Xenos Inquisitor Dargasto and, on his death, as an Inquisitor in her own right. Upon inheritance of Dargasto's position, Orechiel gained not only her master's Inquisitorial Seal and followers, but also a mission of the utmost importance – to prevent a second dawn for the ancient star gods known as the C'tan.

Orechiel is fascinated by alien species and technology, much to the distaste of many of her Inquisitorial colleagues. Her blatant use of xenos weapons and technology has been frowned upon by the more conservative members of the Ordo, as has her use of aliens in her retinue. Rumours state she has, on occasion, cavorted with the enigmatic Eldar – even to the point of having one in her service. Nevertheless, Orechiel's record speaks for itself, and none can deny that she prosecutes the Inquisition's war against the Daemon, the alien and the heretic with consuming fervour.



GIDEON RAVENOR

Gideon Ravenor first rose to prominence serving as Interrogator to the infamous Gregor Eisenhorn. His keen insight and considerable intelligence were enhanced by a very high level of psychic ability. Grievously injured at the Atrocity of Spatian Gate, Ravenor was rendered physically incapable and spent the rest of his life within a stasis chair, an armoured life-support container that provided for his needs and allowed him to travel and operate. Deprived of physical ability, he developed his psychic skills to a frightening level of function. He commanded several notable warbands, and spared the Imperium from the excesses of many notorious heretics. He also famously composed books on the nature of reality and the function of the mind which are still considered both scientifically rigorous and artistically brilliant. His most famous investigation was, without doubt, the one that finally brought back together the destinies of Ravenor and his erstwhile master Eisenhorn.



INQUISITORIAL WARBANDS



Although an Inquisitor is himself a mighty warrior and scholar, he is still a man, with a man's limits. He must face untold foes, dare uncharted perils and overcome many formidable obstacles in pursuit of his calling. Thus, an Inquisitor will often seek accomplices and the aid of others. As in all things, the reasons why this may be so are uncounted, as unnumbered as the Inquisitors themselves. Many Inquisitors see their followers as mere tools, with skills and abilities which they do not possess and so must utilise through others. Some may see their disciples as a band of companions, brave souls who share their great burden of the protection of the Emperor and Mankind. Others simply yearn to be understood, so that although they must ever work unseen and

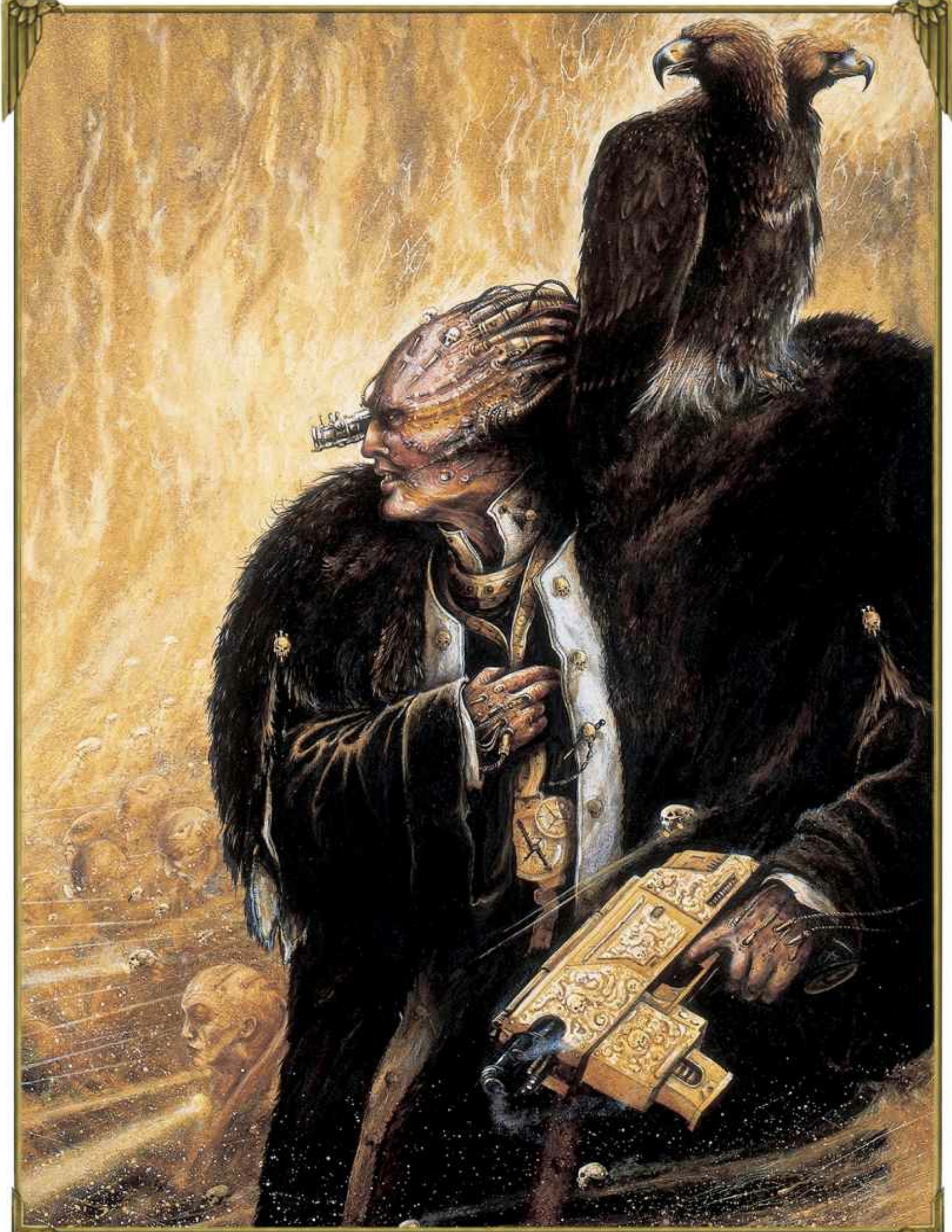
thankless, they know that another is aware of their great works. For some, the association with fellow men acts as a reminder to them of their duty, embodying the people they seek to defend, reminding them of the common humanity which they themselves must sacrifice to succeed.

An Inquisitor has, in theory, the whole of Humanity to command to his cause. He can requisition Space Marines and soldiers of the Imperial Guard, call upon specialist warriors such as Grey Knights and Sisters of Battle. And yet, the nature of his tasks mean that all too often he must rely upon his own strengths and resources. If he fears a planetary ruler to be under the influence of the malign beasts of Chaos, to whom can he turn? If the populace of a world has risen in revolt against the Emperor, who will provide him with succour? By necessity, the Inquisitor works mostly in the darkness and shadows, his presence not recognised, his works unseen. Thus the Inquisitor and his warrior band know that they must stand alone against the horrors of the galaxy, for they can trust no one else.

There are many ways a person's path may cross that of an Inquisitor and their fates become intertwined. There are those who have been rescued by their master, snatched from death and torture. Some may once have fought against him but, in seeing his grim task and ordained duty, converted to the path of wisdom and seek redemption in his service. A few might be aliens, mercenaries lured to the Inquisitor's cause by wealth, a shared cause or the promise of aid in their own perilous situations.

An Inquisitor can make use of any man or woman, even those who are otherwise shunned and anathematised by society and their peers can find a purpose within the Inquisition. Those most specialised of servants, and the most dedicated, may be recruited, or even created, by the Inquisition itself for the aid of its servants and agents. On occasion, an Inquisitor may combine forces with a man or woman whose quest or goal matches their own, using their common cause to bind them to one another. And then there is that fawning and sycophantic breed who latch on to the more overtly operating Inquisitors, forming a sometimes welcome, but often despised, entourage. If an Inquisitor takes up the great works of another Inquisitor, who perhaps has died before his mission is complete, he may take on those individuals who followed his predecessor.

So it is that a complex web of fate and design binds the Inquisitor to his fellows and followers, each reacting to their situation in their own way, as their personality and morals demand.





ACOLYTES

Almost all Inquisitors maintain an inner circle of bodyguards and warriors. Where these individuals are recruited from depends upon the character of the Inquisitor, and the nature of his work. Some Inquisitors induct from only the most gloried institutions of the Adeptus Terra; the Schola Progenium, the Skitarii Legions or the Chambers Militant of the Ecclesiarchy. Others prefer the knife-edge reactions and gutter instincts of bounty hunters, underhive mutants and rogue frontiersmen. No matter where or how they are recruited, these Acolytes must exhibit exceptional qualities or resilience, determination and loyalty to their master, for they will be entrusted with many terrible tasks and are expected to excel in their completion.

Service as an Inquisitorial Acolyte is fraught with danger, but also the first rite of passage for one who wishes to follow in his master's footsteps. So it is that some Acolytes will go on to become novitiate Inquisitors. Indeed some of the most accomplished – or infamous – Inquisitors in the Imperium's history came from truly humble beginnings, their fates changing forever upon the day they swore themselves to their master's service. Yet for every Acolyte that eventually rises to dizzying heights of power, many will die nameless and forgotten in the glorious pursuit of the Inquisition's great works.





MINISTORUM PRIESTS

Ever ready to martyr themselves upon the altar of Imperial victory, Priests stride willingly into the fires of war. Their impassioned oratory and bellicose war hymns can steady a battle line in the face of overwhelming odds, or drive their flock into an impassioned frenzy in which men shrug off mortal wounds with miraculous ease. Whether these phenomena can be attributed to mass hysteria or the manifest powers of the Emperor is unimportant – that they work is all that matters to an Inquisitor.

The more pious agents of the Ordos are likely to keep a Priest or two on hand simply as a matter of course. When one must engage in battle with the daemonic and the unholy, having a man of faith at your side can make all the difference. Yet there are other, more radically inclined Inquisitors who keep a Priest nearby for darker reasons. After all, deeds of a nefarious nature are easier to perpetrate while hidden behind a veil of apparent piety, and not all Priests preach from the same scriptures...





CRUSADERS

Some Inquisitors recruit Crusaders from the honour guard of the Cardinals Crimson – that most mysterious of all the Ecclesiarchy’s many orders. It is said that nowhere can more devout warriors be found – save perhaps within the ranks of the famed Sisters of Battle. Most are selected from amongst the pilgrims who flock across the galaxy to the Crimson Basilica, hoping against hope that their piety and skill at arms may lead to their elevation. To be selected is a great honour, though it leads only to a gruelling life of asceticism, martial perfection, and an unmourned death in battle against the forces of heresy and apostasy. It is improbable that a Crusader’s fate will differ greatly in an Inquisitor’s service. Nonetheless, such a calling guarantees the opportunity to test sword and shield against Mankind’s greatest enemies. For a Crusader, there is no higher honour.



JOKAERO WEAPONSMITHS

Jokaero are heavysset, orange-furred xenos with retractable fingers and toes, passingly similar in appearance to the orang-utans of ancient Terra. Yet this primitive appearance is completely misleading. Jokaero are technosavants without peer and have an instinctive understanding of machinery and technological systems. Given sufficient time and fragments of alloy and circuitry, a Jokaero can make almost anything, from a spaceship to a food synthesizer.

If a Jokaero can be lured into an Inquisitor's service, it will swiftly make its mark upon the retinue's weapons and wargear, performing minor (and often perplexing) upgrades. Not all such modifications will improve the the efficacy of the customised equipment – sometimes they just make the item in question 'feel' right to the Jokaero. This is often frustrating to the creature's allies, who take furious exception to their Mechanicus-sanctioned armaments being altered to suit the aesthetic preferences of a xenos, but few refuse his assistance. With a few moments of inspiration, a Jokaero can transform even a humble lasgun into something formidable. Or he might simply choose to add some decorative knotwork to the barrel – it's impossible to predict.



PSYKERS

Each Psyker exhibits different abilities, manipulating the energies of the Warp in unique ways. Some are able to conjure searing ectoplasmic bolts that can tear holes in enemy fortifications, or engulf the foe's massed ranks in roiling flame. Others use their minds to summon domes of protective energy that shield their comrades from fire or render them invisible. When serving on the front line, Psykers bear deadly force weapons, crackling with power, with which they are even able to rip the very souls from their screaming foes. Whatever their particular talent, Psykers are as lethal to the enemy as they are disturbing to their comrades, for their psychic might turns them into unnatural weapons that evoke both superstition and terror.



Many Psykers are loyal defenders of the Imperium through and through. They fight for a realm that hates and fears them, drawing strength from adversity and proving their loyalty with every victory. Inquisitors have few of the qualms of the common herd, and a prodigious store of lore and wisdom besides. So it is that many Inquisitors will recruit one or more Psykers to their cause, for their powers are both versatile and potent. Many will treat these wyrds with far more respect and understanding than would any other Imperial master, for there are those among the Inquisition are Psykers in their own right. Yet to others, especially those Inquisitors of the Ordo Hereticus, Psykers are still mutants to be reviled no matter their loyalties. For these men, if a Psyker must be made use of it is with the greatest distaste, and torments untold will be inflicted upon the luckless mutant for the simple sin of existing at all.





DAEMONHOSTS

A Daemonhost is a Warp spirit bound by rite and ceremony to the body of a mortal. Some are created merely so an Inquisitor can interrogate daemonic entities about the Warp and its powers. Others are indentured minions, summoned and shackled to the serve in the Inquisitor's retinue. Daemonhosts given license in this manner are terrifying combatants, able to manifest all manner of otherworldly abilities in their master's service.

Yet, for all a Daemonhost's power, only the most self-assured Inquisitor will even consider creating one, let alone allow it near to the anarchy of the battlefield. Daemons do not serve willingly, and the wards that control them are fickle. Worse, no matter how servile such a being may appear, by their very nature a Daemon's every action will be bent towards the destruction of those things that even the most radical Inquisitor holds dear. Should the Daemon break free of its binding, it takes great delight in avenging itself upon any souls unfortunate enough to be nearby – which inevitably includes the Inquisitor who thought to fetter it.





MYSTICS

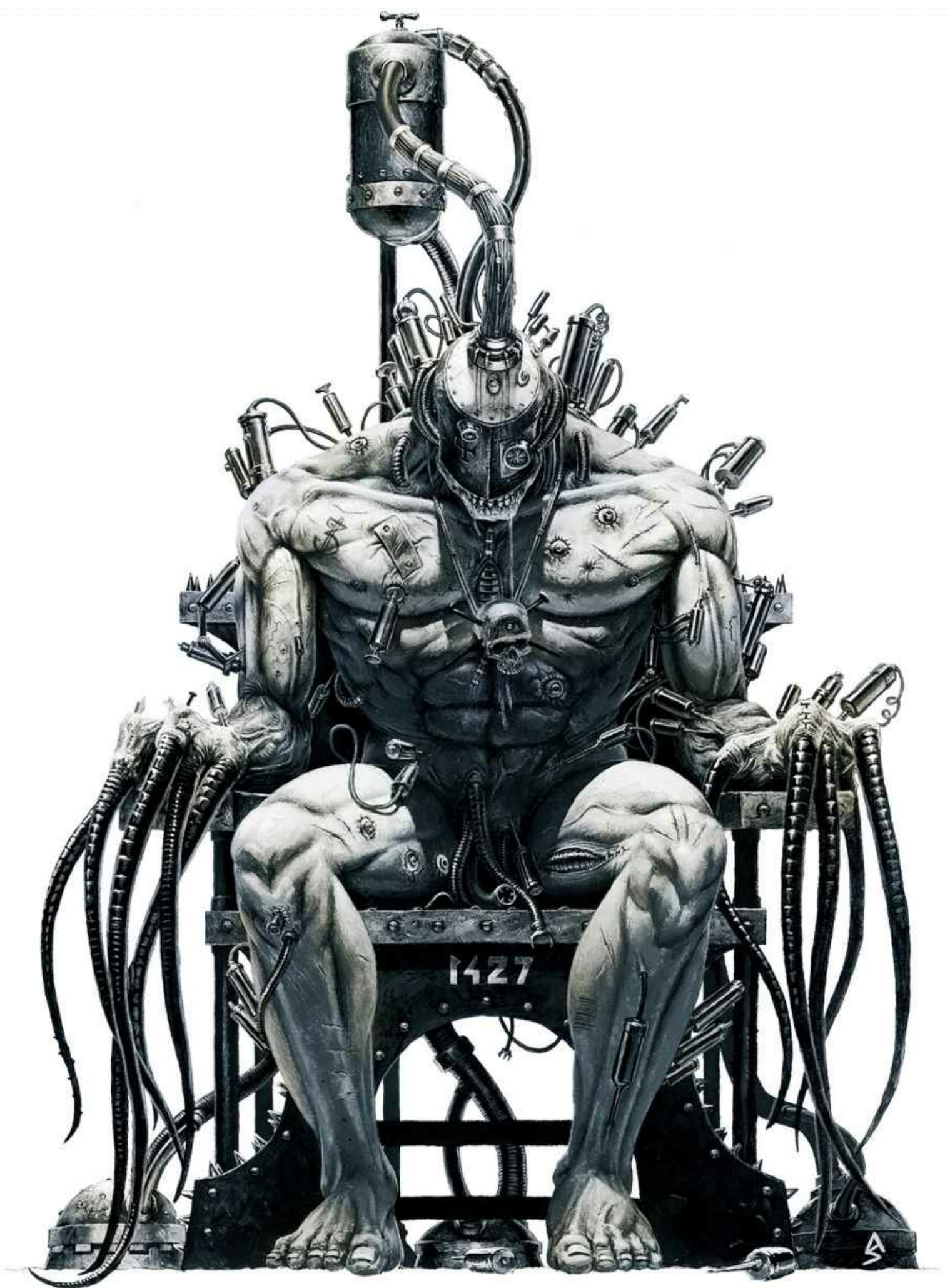
Mystics are minor psykers, chosen for their unyielding willpower and utter reliability in the face of daemonic temptation. Though a Mystic lacks the mental fortitude to summon the destructive fury wielded by other psykers, he can nonetheless conjure a steady psychic signal. Though infinitesimally weaker, this signal is not dissimilar in nature to that projected by the Astronomican, and can be used as a beacon for troops answering an Inquisitor's summons. Indeed, many Inquisitors maintain whole choirs of Mystics on the Imperium's far-flung worlds, the better to coordinate the completion of his plans and reinforcement of his armies. So have Mystics proven crucial to many an Inquisitor's designs. After all, the fate of an entire sector can hinge on a delay of even a few moments...





ARCO-FLAGELLANTS

Arco-flagellation is a judgement that can be carried out on those found guilty of a multitude of crimes against the Emperor, a fate considered significantly crueller than mere death. Augmented with extensive physical surgery and mental reconditioning, an Arco-flagellant's body is implanted with chemical stim-injectors, and a lethal array of adamantium flails, blades and whips. A pacifier helm projects soothing hymns and the images of saints into the Arco-flagellant's brain to keep him sedated and under control until a trigger word is spoken. Once the word is given, the Arco-flagellant's body is pumped full of combat drugs that heighten his senses, stoke his ferocity and numb the pain from his wounds. The Arco-flagellant becomes a berserk killing machine, beholden only to the Inquisitor who controls him. In this state an Arco-flagellant is the equal of many times his number of foes, carving a red path of ruin through the Inquisitor's enemies with no thought of self-preservation whatsoever. Should an Arco-flagellant survive combat a second word can be spoken, returning him instantly to a state of placid calm until the next time he must be set loose.





DEATH CULT ASSASSINS

Death Cults can be found on many Imperial worlds, recruiting their members from sump-blades and noble dilettantes alike. All that such cults ask is that their members exhibit exceptional skill with a blade, and dedicate themselves with fanatical loyalty to the dictates of the cult forever more. Though many death cults are Chaos-spawned and lend servitude only to Khorne the Blood God, others are fanatically dedicated to the Imperial Creed and offer up those they slay to the Emperor – a partial payment of the blood-debt that Mankind owes him.

The art of the blade is paramount to many Death Cult Assassins; the different types of incisions, lacerations and punctures, the weapon they are inflicted with and the bodily location to which they are made – all have special significance when dedicating the victim's soul to the Emperor. It is little wonder that many Inquisitors hold Death Cult Assassins to be amongst the most prized of potential followers, for the galaxy can provide few foes that they cannot overcome in the maddened press of the melee.

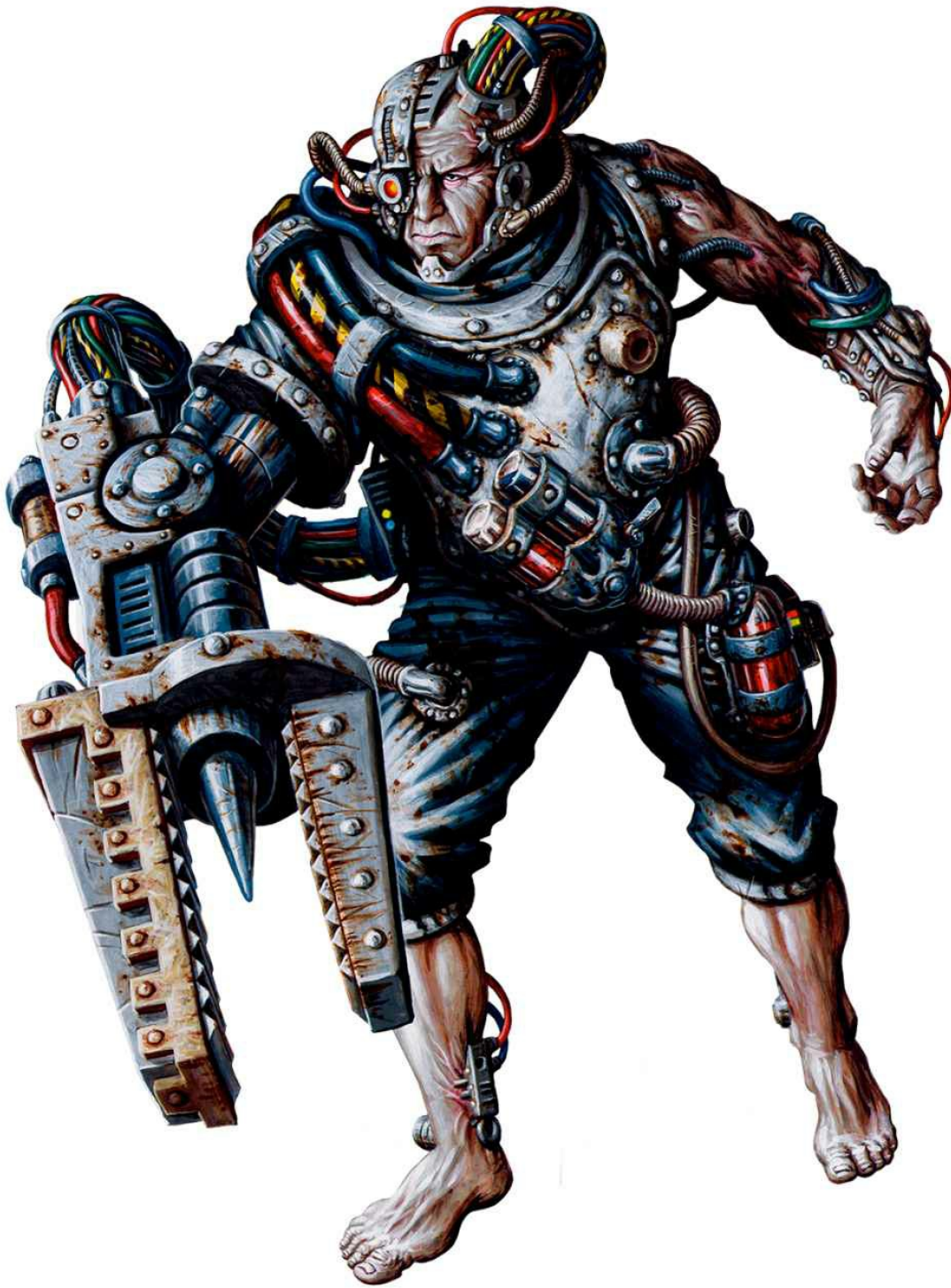




SERVITORS

Hardy by nature, unfailingly loyal and almost utterly immune to the temptations offered by Daemons, Servitors are considered by some Inquisitors to be the perfect assistants. Not only can a Servitor's incorruptible cybernetic mind act as a storehouse for all the Inquisitor's records and data, its physical form can also be augmented to employ fearsome weapons. Nonetheless, the use of Servitors is not without its detractors - these lumpen machine-men have no imagination, no initiative, and no capacity for reason beyond the cold zeroes and ones of logic.

Should an Inquisitor become incapacitated or separated from his Servitors, they are liable to fall dormant, completing the last of the Inquisitor's previous commands before waiting, mindlocked, for further instruction. With all this said, anyone who has witnessed a combat Servitor wade through an inferno of daemoniac fire to crush the skull of its conjuror, or stand its ground with heavy bolter blazing while all around it have fled, will find few objections to raise against the single-minded lethality of these ghoulish cyborgs.





**INQUISITORIAL
TRANSPORTS**





RHINO APCS

The Rhino armoured transport is one of the most venerated vehicles in service to the Imperium. Its origins lie far back in the murky mists of time, from when Man first reached out his hand to the stars and began the long process of colonisation. Little has changed in the Rhino's design since those halcyon days, for its optimal balance of transport capacity, armour and manoeuvrability has been judged unassailably perfect by the Adeptus Mechanicus. It is small surprise therefore that the Rhino once served as the mainstay transport of all Mankind's armies. Alas, in these dark days, many secrets of the Rhino's construction have been lost, and countless thousands of vehicles have fallen into disrepair. Despite this, such august bodies as the Adeptus Astartes or the Inquisition have little difficulty in securing sufficient Rhino APCs to suit their needs. Many Inquisitors will therefore select this doughty and dependable transport to carry them into dangerous warzones, relying on its versatility and ease of repair to see them through. While some Inquisitors will sequester any available Rhino at need, many prefer to keep their own personal vehicle pool, which will normally count several of these transports amongst its number.



CHIMERAS

The Chimera is one of the most prolific and popular armoured transports used by the forces of the Imperium. It is rugged, versatile, and easy to produce in huge numbers. For thousands of years it has been accepted wisdom that the Chimera punches well above its weight in a firefight; the tank itself mounts a variety of punishing anti-personnel weaponry, while passengers can lay down additional fire from its spacious top hatch and flank-mounted lasgun arrays.

Over the millennia, the Chimera has been employed in countless war zones, demonstrating its adaptability time and again. High-gain, securely encrypted vox-arrays – normally allowing the tank to function as a command vehicle for the Imperial Guard – can be put to good use by an Inquisitor to communicate with henchmen, interrupt rituals and intercept veiled enemy communiqués. The tank's amphibious capabilities can also be a surprising boon to an Inquisitor, allowing him and his warband to approach the foe from an unexpected quarter.

All of these factors, combined with the spacious transport capacity of the Chimera, makes the tank an appealing choice to many agents of the Ordos, providing them with a dependable base of operations from which to conduct their work.



LAND RAIDERS

The Land Raider remains one of the most destructive machines deployed by the armies of the Imperium. Protected by bonded ceramite and adamantium armour plating, the Land Raider is impervious to all but the most devastating weaponry. Equally impressive are its own armaments – two twin-linked lascannons and a twin-linked heavy bolter allow the Land Raider to annihilate enemy vehicles and infantry squads alike. When combined with enough transport capacity for an Inquisitor and his entire warband, the Land Raider is more like a mobile fortress than a mere tank.

Land Raiders are not to every Inquisitor's taste as a transport. Utterly unsubtle, towering and slab-sided, these are not vehicles given to stealth. However for those more militant Inquisitors, especially those of the Ordo Malleus who must often combat the vast and deadly threat of the daemonic, a Land Raider is ideal. Capable of delivering an Inquisitor and his warband into the heart of any warzone and providing them with impressive covering fire while they go about their work, even a single Land Raider can make the difference between halting a summoning ritual in mid-flow, or losing an entire world to a tide of unleashed Daemons.



LAND RAIDER CRUSADERS

A linebreaker without peer, the Crusader can smash through enemy formations to disgorge an Inquisitor and his warband in the heart of the foe's army. In place of lascannons, the Crusader is armed with hurricane bolters to cut down whole hordes of heretics, Cultists and mutants. The Crusader also boasts an improved transport capacity by reclaiming the space normally given over to bulky las-power generators, allowing room for even the most lavish or extravagant Inquisitorial warband.



LAND RAIDER REDEEMERS

An assault fought amongst the treacherous, rubble-strewn environs of a ruined city or toppled temple is the most gruelling kind of battle. With combatants lurking in every shadow, fire is the truest way to purge and purify nests of deviant heretics. It was for just such battles that the Land Raider Redeemer was created. The Redeemer's sponsons mount colossal flame projectors that send burning promethium into the thick of the foe, a punishment especially favoured by the more zealous Inquisitors of the Ordo Hereticus.



RAZORBACKS

The Razorback is a heavily-armed variant of the Rhino APC that sacrifices some transport capacity for turret-mounted armament – normally a twin-linked lascannon or heavy bolter. Razorbacks serve a double-duty as transports and mobile gun-emplacements, and are ideal for those Inquisitors who prefer to take to the field amid a small, select warband. As resilient and adaptable as the Rhino, yet with the firepower of a light battle tank, Razorbacks suit the needs of these Inquisitors perfectly.



VALKYRIES

The Valkyrie Assault Carrier is a well-armed, twin-engine attack craft. The durable armour and versatile payload of the Valkyrie chassis combines with the aircraft's powerful engines and stable handling to make it a popular choice for a broad spectrum of battlefield roles. With vectored engines permitting vertical takeoff and landing, these versatile aircraft can twist and turn through the rigours of low-altitude dogfights, or hover while troops rappel from their holds. Alternatively, every Valkyrie is equipped with sufficient grav-chutes for all passengers, allowing expedient, if hazardous, high-speed deployment. Once combined with the craft's transport capacity – which is the equal of the Chimera – it is not hard to see why many Inquisitors favour the Valkyrie as a means to get their warband swiftly to where it is needed most.

Once the warband has deployed, the Valkyrie doubles as an excellent gunship, skimming low to provide withering cover-fire or climbing swiftly to provide a combat air patrol and intercept incoming threats. Heretics beyond count have had victory turn to sudden, panicked ruin as the shadow of an Inquisitorial Valkyrie has fallen across them, the craft's guns thundering and missiles streaking from beneath its wings as it brings the Emperor's judgement down upon the unworthy.

AGENTS OF THE INQUISITION





Ordo Malleus Inquisitor



Ordo Hereticus Inquisitor



Inquisitor Fyodor Karamazov



Inquisitor Torquemada Coteaz



This Acolyte fulfils the role of Mystic in a Henchmen Warband.

Daemonhost



Death Cult Assassins



Ministorum Priest

Arco-flagellant



Imperial Guard Storm Troopers make ideal Acolytes

Crusader



Servitor with servo-arm

Servitor with multi-melta



Jokaero Weaponsmith

Psyker

THE EMPEROR'S WILL



This section explains how to field your collection of Inquisition miniatures on the battlefield and provides Warlord Traits you can use in your games of Warhammer 40,000.

INQUISITORIAL DETACHMENTS

You can use the rules for Inquisitorial detachments presented here in order to include Inquisitors when using the rules for Choosing Your Army in the *Warhammer 40,000* rulebook.

INCLUDING INQUISITORS IN YOUR ARMY

When you choose an army, Inquisitors may be taken as a primary detachment or as a special form of allied detachment known as an Inquisitorial detachment.

If you take Inquisitors as a primary detachment, use the Inquisitorial detachment Force Organisation chart instead of the primary detachment Force Organisation chart.

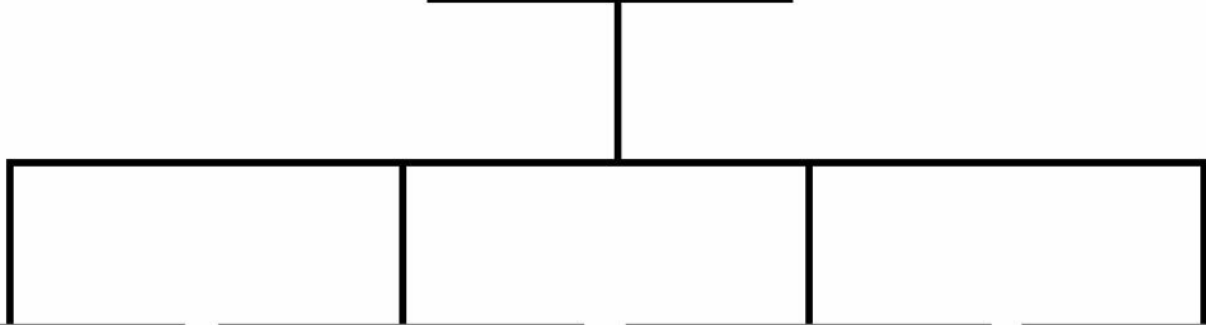
Alternatively, an army may include an Inquisitorial detachment in addition to any other detachments. Other detachments, such as allied detachments, additional primary detachments and fortifications can be taken normally. So, for example, you could field an army with an Imperial Guard primary detachment, an allied detachment of Space Marines, and an Inquisitorial detachment.

The Inquisitorial detachment Force Organisation chart has boxes corresponding to different battlefield roles. Each black box is a choice you must take in order to include this detachment as part of your army, whilst each grey box is a unit you can include as part of this detachment.

If you take the Inquisitorial detachment as your primary detachment, then Inquisitorial Henchmen Warbands are scoring units.

INQUISITORIAL DETACHMENT

(Required) 1 HQ



(Optional)
1 HQ



(Optional)
Elites



(Optional)
Elites



(Optional)
Elites

INQUISITORIAL ALLIES

The Inquisitorial Allies Matrix below lists the relationship between the Inquisition and the forces they may fight alongside. The agents of the Inquisition have common cause to fight beside the Space Marines of the Adeptus Astartes, the Sisters of Battle of the Adepta Sororitas and the tanks and infantry formations of the Imperial Guard, but at times in their storied history they have even fought with certain xenos forces in the course of

fulfilling their ancient duty.

Note that the Inquisitorial detachment may have a different relationship to the models from an army's primary detachment, and the models that make up that army's 'regular' allied detachment (assuming there are any). For example, if an Inquisitor was part of an army where the primary detachment were Imperial Guard and the allied detachment were from the Tau Empire, then the Inquisition would treat the Guard as Battle Brothers, and the Tau as Desperate Allies.

This diagram below is an additional to the allies chart in the *Warhammer 40,000* rulebook. Find the icon for the codex of your potential allies. You will see the level of alliance by the icon directly underneath.



Battle
Brothers



Allies of
Convenience



Desperate
Allies



Come the
Apocalypse



INQUISITORIAL WARLORD TRAITS

If your army includes an Inquisitorial detachment, you can nominate one Inquisitor (including Inquisitor Coteaz or Inquisitor Karamazov) to be your army's Warlord, instead of a character from your primary detachment. When generating Warlord Traits, an Inquisitor Warlord can roll on the appropriate table below instead of on one of the Warlord Traits tables in the *Warhammer 40,000* rulebook.

ORDO HERETICUS TRAITS

1. Unquestionable Wisdom: *This Inquisitor has unbending determination and a clinical understanding of how to achieve his goals.*

The Warlord and his unit can choose to pass or fail any Morale checks they are called upon to make.

2. Reader of the Tarot: *The Emperor's Tarot holds many secrets for an Inquisitor skilled enough to read it.*

Whilst the Warlord is alive, you can roll two dice and choose the result you want when rolling for Reserves, Outflank, mysterious terrain or mysterious objectives.

3. Burner of Worlds: *None can hide from this Inquisitor's wrath, even if he must burn an entire world to root out his quarry.*

Once per game, your Warlord can call down an orbital attack in his Shooting phase. This counts as firing a ranged weapon with the profile below. This does not prevent the Warlord and his unit from declaring a charge against the target unit that turn.

Range	S	AP	Type
Infinite	10	1	Ordnance 1, Barrage, Large Blast, Orbital

Orbital: If an arrow is rolled on the scatter dice, an orbital bombardment always scatters the full 2D6" – the Warlord's Ballistic Skill makes no difference.

4. Witch Hunter: *The Inquisitor is a seasoned master in the ways of hunting rogue*

psykers.

The Warlord and his unit have the Preferred Enemy (Psykers) special rule.

5. Will of Iron: *Such is the Inquisitor's force of belief in the righteousness of his cause that enemy sorceries cannot find purchase upon his soul.*

The Warlord has the Adamantium Will special rule.

6. Master of Interrogation: *No heretic can conceal their master's battle plans once within this Inquisitor's interrogation chamber.*

Enemy Infiltrators cannot be set up anywhere within 24" of the Warlord.

ORDO MALLEUS TRAITS

1. Unquestionable Wisdom: *This Inquisitor has unbending determination and a clinical understanding of how to achieve his goals.*

The Warlord and his unit can choose to pass or fail any Morale checks they are called upon to make.

2. Reader of the Tarot: *The Emperor's Tarot holds many secrets for an Inquisitor skilled enough to read it.*

Whilst the Warlord is alive, you can roll two dice and choose the result you want when rolling for Reserves, Outflank, mysterious terrain or mysterious objectives.

3. Burner of Worlds: *None can hide from this Inquisitor's wrath, even if he must burn an entire world to root out his quarry.*

Once per game, your Warlord can call down an orbital attack in his Shooting phase. This counts as firing a ranged weapon with the profile below. This does not prevent the Warlord and his unit from declaring a charge against the target unit that turn.

Range	S	AP	Type
Infinite	10	1	Ordnance 1, Barrage, Large Blast, Orbital

Orbital: If an arrow is rolled on the scatter dice, an orbital bombardment always scatters the full 2D6" – the Warlord's Ballistic Skill makes no difference.

4. Daemonhunter: *This Inquisitor has been hunting Daemons for many decades and knows all there is about casting them back into the Warp.*

The Warlord and his unit have the Preferred Enemy (Daemons) special rule.

5. Incorruptible: *Such is this Inquisitor's purity of spirit and incorruptible nature that*

Daemons cannot abide his presence.

All units with the Daemon special rule within 12" of the Warlord suffer a -1 penalty to their invulnerable save (to a minimum of 6+). This is cumulative with any other modifiers.

6. Forbidden Lore: *No tomes are forbidden to the Inquisitor willing to risk the damning knowledge held within.*

If the Warlord is a Psyker, he generates one additional Warp Charge point in each of his turns. If the Warlord is not a Psyker, he has the Adamantium Will special rule.

ORDO XENOS TRAITS

1. Unquestionable Wisdom: *This Inquisitor has unbending determination and a clinical understanding of how to achieve his goals.*

The Warlord and his unit can choose to pass or fail any Morale checks they are called upon to make.

2. Reader of the Tarot: *The Emperor's Tarot holds many secrets for an Inquisitor skilled enough to read it.*

Whilst the Warlord is alive, you can roll two dice and choose the result you want when rolling for Reserves, Outflank, mysterious terrain or mysterious objectives.

3. Burner of Worlds: *None can hide from this Inquisitor's wrath, even if he must burn an entire world to root out his quarry.*

Once per game, your Warlord can call down an orbital attack in his Shooting phase. This counts as firing a ranged weapon with the profile below. This does not prevent the Warlord and his unit from declaring a charge against the target unit that turn.

Range	S	AP	Type
Infinite	10	1	Ordnance 1, Barrage, Large Blast, Orbital

Orbital: If an arrow is rolled on the scatter dice, an orbital bombardment always scatters the full 2D6" – the Warlord's Ballistic Skill makes no difference.

4. Xenos Hunter: *The Inquisitor has dedicated his life to exterminating the xenos, and there is no weakness unknown to him he cannot exploit.*

The Warlord and his unit have the Preferred Enemy special rule when targeting any enemy non-vehicle units from the following codexes: Dark Eldar, Eldar, Necrons, Orks, Tau Empire and Tyranids.


5. Xenotech Collector: *This Inquisitor is a hoarder of esoteric alien technology, some of which he has incorporated into his own wargear.*

The Warlord has a 6+ invulnerable save. In addition, select one of the Warlord's ranged weapons. That weapon gains +1 Strength and the Rending special rule for the duration of the battle.

6. Purity of Mankind: *When all else fails this Inquisitor relies upon good, honest, human hatred to destroy his foes.*

The Warlord and his unit have the Hatred special rule.





TOOLS OF THE INQUISITION

This section of *Codex: Inquisition* lists the weapons, wargear and relics used by Inquisitors and their retinues along with the rules for using them in your games of Warhammer 40,000. Equipment that is carried by named special characters is detailed in the appropriate entry in the Forces of the Inquisition section, while weapons and equipment used by all the other types of units are detailed here.



RANGED WEAPONS

Rules for the following ranged weapons are listed on the Weapons page of the reference.

Assault cannon, autogun, bolt pistol, boltgun, combi-weapons, flamer, flamestorm cannon, heavy bolter, heavy flamer, hot-shot lasgun, inferno pistol, lascannon, laspistol, meltagun, multi-laser, multi-melta, plasma cannon, plasma gun, plasma pistol, shotgun, storm bolter.

CONDEMNOR BOLTGUN

The condemnor boltgun is a highly specialised combi-weapon used almost exclusively by the operatives of the Ordo Hereticus and Adepta Sororitas. Combining a boltgun with a single-shot crossbow armature, these archaic-seeming weapons fire a silver stake engraved with sigils of disruption that destabilise a psyker's connection with the Warp. A direct hit from the crossbow will therefore not only deal a severe wound to a psyker, it will also send his power spiralling out of control to consume its user.

A condemnor boltgun follows all the rules for a combi-weapon. The primary weapon is a boltgun. The secondary weapon, a stake crossbow, has the following profile:

Range	S	AP	Type
24"	5	-	Assault 1, Psi-shock

Psi-shock: Any Psyker that takes an unsaved Wound from a stake crossbow shot suffers the Perils of the Warp in addition to any other effects.

CONVERSION BEAMER

Incredibly rare pre-Heresy artefacts, conversion beam projectors fire an energy burst that induces a controlled subatomic reaction in the target, converting its mass into energy. The further away the target, the more deadly the blast, as the beam has time to grow in penetrating power and explosive potential.

A shot from a conversion beamer has a different profile depending on how far the target is from the firer. When firing the conversion beamer, place the blast marker over a target within 72" and then roll for scatter. Once the final location of the blast marker has been determined, measure the distance from the firer to the centre of the blast marker and consult the chart below to determine the effect. If this distance is greater than 72", the shot misses.

Range	S	AP	Type
up to 18"	6	-	Heavy 1, Blast
18"-42"	8	4	Heavy 1, Blast
42"-72"	10	1	Heavy 1, Blast

HELLRIFLE

A weapon much favoured by radical Inquisitors, the hellrifle closely resembles an antique firearm. In reality, it is a highly sophisticated weapon that employs an array of containment shielding and galvanic impellers to fire razor-sharp shards of daemonic matter.

Range	S	AP	Type
36"	6	3	Heavy 1 Rending

HELLSTRIKE MISSILES

Hellstrike missiles combine a solid fuel core with an armour piercing tip to punch through enemy armour.

Range	S	AP	Type
72"	8	3	Ordnance 1, One use only

HURRICANE BOLTER

Hurricane bolters combine the punishing firepower of multiple twin-linked boltguns to

produce a withering storm of shells.

A hurricane bolter consists of three twin-linked boltguns fired as a single weapon.

Range	S	AP	Type
24"	4	5	Rapid Fire

INCINERATOR

An incinerator is a heavily modified variant of a heavy flamer, its fire projectors and containment vessels significantly altered in order to accommodate psychically impregnated promethium fuel. When triggered, the weapon gouts forth an incandescent torrent of azure flame that burns far hotter than any normal blaze ever could.

Range	S	AP	Type
Template	6	4	Assault 1

MULTIPLE ROCKET POD

Multiple rocket pods contain a cluster of short-fused super-frag missiles fired in a salvo.

Range	S	AP	Type
24"	4	6	Heavy 1, Large Blast

NEEDLE PISTOL

The needle pistol is a small and elegant weapon of clouded origins. It is a relatively lightweight gun that fires monomolecular darts imbued with the most potent of venoms – perfect for stealthy assassinations, but just as suitable for close-quarter battlefield work. So subtle is the payload of a needle pistol that oftentimes the victim is dead on the floor before he has noticed his wound.

Range	S	AP	Type
12"	3	2	Pistol, Poisoned (2+)

ORBITAL STRIKE RELAY

It is rare for the Inquisition to fight without some form of orbital support craft. To

ensure accurate orbital barrages, Inquisitors often carry an orbital strike relay to provide the fleet vessels with targeting data.

Once per game, the bearer can call down an orbital strike in his Shooting phase. This counts as firing a ranged weapon with one of the profiles below. This does not prevent the Warlord and his unit from declaring a charge against the target unit that turn.

Barrage bomb

Range	S	AP	Type
Infinite	6	4	Ordnance D3 Large Blast, Orbital

Lance strike

Range	S	AP	Type
Infinite	10	1	Heavy 1, Lance, Blast, Orbital

Psyk-out bomb

Range	S	AP	Type
Infinite	6	4	Ordnance 1, Large Blast, Psi-shock Orbital

Psi-shock: Any Psyker that suffers an unsaved Wound from a psyk-out bomb suffers the Perils of the Warp in addition to any other effects.

PSYCANNON

Psycannons are extremely rare weapons and found only in the hands of those who possess sufficient strength of will to activate their psychically-charged payloads.

Range	S	AP	Type
24"	7	4	Assault 2/Heavy 4*, Rending

*A psycannon can either be fired as a Heavy weapon or an Assault weapon. Models in Terminator armour always use the Heavy option.



MELEE WEAPONS

Rules for the following Melee weapons are listed on the Weapons page of the reference.

Chainsword, close combat weapons (e.g. swords and clubs), eviscerator, force weapons, power fist, power weapons, thunder hammer.

ARCO-FLAILS

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

Range	S	AP	Type
-	User	-	Melee

DAEMONBLADE

The ultimate embodiment of a radical Inquisitor's credo of using the enemy's weapons against them, a Daemonblade contains the bound essence of a single Greater Daemon, or a whole host of lesser Daemons. Whilst the wards and bindings placed on a Daemonblade render it less destructive than the Daemon weapons borne by servants of Chaos, they are necessary to stop the wielder being driven insane by the dark voices in his mind. No two Daemonblades are the same in form, power and substance, and some are so unique as to have forged their own black reputations.

Range	S	AP	Type
-	User	-	Melee, Two-handed, Daemonic Powers

DAEMONIC POWERS

Every Daemonblade has two daemonic powers randomly generated from the following list before the army is deployed. If the same result is rolled twice, you can choose the Daemonblade's second daemonic power.

2D6 - Daemonic Power

2-3 - Warpflame: Attacks made with the Daemonblade are resolved at +3 Strength.

4 - Unholy Speed: The wielder has +3 Attacks.

5 - Etherblade: The Daemonblade has an AP of 2.

6 - Vampyre: When the Daemonblade inflicts an unsaved wound, its wielder immediately gains +1 Wound (to a maximum of 10).

7 - Daemonic Feud: Close combat attacks from this sword always wound Daemons on a roll of 2+. Furthermore, Daemons must re-roll any successful invulnerable saves against any wounds caused by this Daemonblade.

8 - Deathlust: The wielder of the Daemonblade has the Furious Charge and Rage special rules.

9 - Dark Resurrection: The wielder of the Daemonblade has the Feel No Pain and Eternal Warrior special rules.

10 - Daemon Venom: The Daemonblade has the Poisoned (2+) special rule.

11+ - Familiar: The wielder generates one additional Warp Charge point in each of his turns. In addition, the Daemonblade gains the Force special rule.

NEMESIS DAEMON HAMMER

Developed by the Ordo Malleus as the final word in daemonic destruction, the Daemon hammer combines the crushing impact of a more traditional thunder hammer with magicks of oblivion – few can survive the impact of one of these weapons.

Range

S

AP

Type

-

x2

2

Melee,
Specialist Weapon,
Concussive,
Force,
Unwieldy,
Daemonbane

Daemonbane: Any model with the Daemon or Psyker special rule that suffers one or more unsaved Wounds from a weapon with this special rule must take a Leadership test at the end of the Assault phase. If the test is passed, nothing happens. If the test is failed, the model is removed as a casualty.

NULL ROD

This obsidian rod perpetually crackles with psi-null energy, negating the Warp-spawned powers of psykers. Even a glancing blow from such a weapon can provoke a cataclysmic neuron failure in a sorcerer or mystic. At the end of each battle, the null rod must be drained of the energy it has absorbed, lest its captured power open a Warp rift.

Range	S	AP	Type
-	User	3	Melee, Witchbane

Witchbane: Any unsaved wounds caused by a null rod inflict Instant Death on models with the Psyker or Brotherhood of Psykers/Sorcerers special rule. Furthermore, the bearer (and his squad) cannot be targeted by psychic powers (friendly or enemy).

SCYTHIAN VENOM TALON

The Scythians are a race of warrior-monks, dedicated to a peculiar form of armed martial arts. The dagger-like venom talon is one of the more basic weapons they use, able to incapacitate a foe with the slightest scratch. Quite how the Inquisition have come to acquire such weapons is perhaps best left to the imagination.

Range	S	AP	Type
-	User	-	Melee, Poisoned (2+)

SERVO-ARM

Servitors are equipped with powerful servo-arms that can be used for battlefield repairs or even put to use as weapons.

Range	S	AP	Type
-	x2	1	Melee, Specialist Weapon, Unwieldy



SPECIAL ISSUE WARGEAR

Rules for the following wargear are found in the *Warhammer 40,000* rulebook.

Frag grenades, krak grenades, melta bombs.

DEFENCE ORBS

A Jokaero's backpack is actually a control and fabricator array for a cloud of energy-refractive orbs that swarm about the Jokaero and move to intercept incoming fire.

Defence orbs confer a 5+ invulnerable save.

DIGITAL WEAPONS

Digital weapons are concealed lasers fitted into fingers and 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.

A model armed with digital weapons can re-roll a single failed roll To Wound in each Assault Phase.

EMPYREAN BRAIN MINES

Empyrean brain mines are based on captured ghost world technology. When triggered, they latch onto the victim and send a pulse of energy directly into his brain, momentarily stilling his motor functions and leaving him unable to act. The effect is only temporary, as the brain mines are prone to burning out after a few seconds' use, but leave an enemy incredibly vulnerable in the interim.

Empyrean brain mines are used in the Assault phase, after assault moves have been made but before any blows are struck. Nominate one enemy model in base contact with the bearer. That model must pass an Initiative test to avoid the brain mine. If the test is passed, the effects of the brain mine have been resisted. If the test is failed, the victim has been rendered momentarily catatonic and cannot strike any blows during this Assault

phase.

PSYBOLT AMMUNITION

Psybolts are silver-tipped, psychically charged shells, used in storm bolters and similar weapons.

A model equipped with psybolt ammunition counts the Strength of its shots as being one point higher than normal if it is firing one of the following weapons: bolt pistol, boltgun, storm bolter, heavy bolter, hurricane bolter, autocannon or assault cannon. E.g. an assault cannon would be Strength 7, rather than Strength 6, if the firer had psybolt ammunition.

PSYCHOTROKE GRENADES

Psychotroke grenades explode in a cloud of sweet-smelling nerve gas that induces violent, and often debilitating, visions in the enemy. It is incredibly psycho-reactive and mere proximity is enough to trigger its effects, rendering even sealed armour useless.

When a unit equipped with psychotroke grenades launches an assault, or is assaulted, roll a D6 for each enemy unit being assaulted or assaulting to see what the effect is. The effects of psychotroke gas only ever last for the duration of a single Assault phase.

Note that the descriptions included below have been based on the recorded responses of human subjects – alien races will, of course, react in the own, inimitable fashion (though the game effect is unchanged).

D6 - Effect

1 - What's this? Smells a bit odd.

The unit has resisted the psychotroke gas – there is no effect.

2 - Suddenly, it's all so clear. The fighting, your allies, that mortal wound – everything's just a huge cosmic joke! Best to sit down and have a good laugh about it.

The enemy unit is hit automatically in this Assault phase. They can still fight, but with a maximum of 1 Attack per model (to represent their maddened flailing).

3 - Hah! Those enemies aren't real, they're just an illusion – you're not falling for that!

You re-roll failed To Hit rolls against the enemy unit during this Assault phase.

4 - They're horrible! Your darkest fears have been given form and are coming

to kill you!

The enemy unit is reduced to Leadership 2 for the remainder of the Assault phase.

5 - The world is spinning – everything is all jumbled up. It's all you can do to keep your feet.

The enemy unit is reduced to Initiative 1 for the remainder of the Assault phase.

6 - They say they're your friends, but they're not – they're out to get you. Best get them first!

Every model in the enemy unit must immediately take an Initiative test. Any models that fail must strike blows against their own unit during this Assault phase, rather than against the enemy, exactly as if they were on your side. Wounds inflicted must be allocated amongst the entire unit, not just amongst unaffected models. Unsaved wounds caused by affected models count towards your close combat total. Units composed of single models re-roll this result.

PSYK-OUT GRENADES

Psyk-out grenades are produced using an extremely rare substance thought to be a by-product of the esoteric processes that sustain the Astronomican. Upon detonation, each grenade scatters a dense cloud of psi-refractive particles across the target area. Psykers and Warp entities caught in the blast zone are momentarily stunned, leaving them helpless.

When a unit equipped with psyk-out grenades launches an assault, any models with the Daemon, Psyker, Psychic Pilot or Brotherhood of Psykers special rules in the assaulted unit(s) are reduced to Initiative 1 for the remainder of the phase.

PSYOCULUM

A psyoculum's visor contains an arcane assembly of mystically-treated lenses, image enhancement circuitry and low-light amplifiers. It allows the bearer to track psykers by their psychic emanations, rather than by vision alone. An invaluable tool for hunting down rogue psykers, the psyoculum has also proven a device fit for more conventional battlefield work. With proper modification, its datastream can be linked into more common targeting devices, allowing for uncannily accurate firepower against psykers and those enemies foolish enough to shield them.

The bearer of a psyoculum (and his unit) count as being Ballistic Skill 10 if shooting at a unit containing one or more models with the Psyker, Psychic Pilot or Brotherhood of

Psykers/Sorcerers special rules.

RAD GRENADES

Rad grenades detonate in a shower of tiny contaminated fragments. Each particle's radioactive emissions have a millisecond half-life, ensuring that the thrower can charge in without exposing himself to contamination. Nevertheless, those enemies caught in the initial explosion will feel the rad grenade's debilitating influence for some time afterwards.

During a turn in which a unit equipped with rad grenades launches an assault, or is assaulted, the enemy unit(s) suffer a -1 penalty to their Toughness until the end of the phase (this does affect the victims' Instant Death threshold).

ROSARIUS

A rosarius is a badge of faith incorporating a powerful conversion field that protects its wearer from harm.

A rosarius confers a 4+ invulnerable save.

SERVO-SKULLS

Servo-skulls are sensor array platforms, fashioned from the hollowed-out crania of Imperial servants, and given motive force by small anti-grav generators. Although completely bereft of weaponry, Servo-skulls are nonetheless essential tools for many Inquisitors. Kept invisible by sensor-stealth, they can be seeded across an area before battle begins, there to relay a continual stream of sensor information back to their controller.

Servo-skulls are treated as counters, rather than units, for all intents and purposes. They are placed on the battlefield after deployment areas have been determined, but before any forces are deployed. Each Servo-skull can be placed anywhere on the battlefield outside the enemy's deployment zone. Once deployed, Servo-skulls do not move.

Enemy infiltrators cannot set up within 12" of a Servo-skull. Similarly, enemy scouts cannot use their pre-game move to approach to within 12" of a Servo-skull. A friendly unit arriving by Deep Strike rolls one D6 less for scatter if it aims to arrive within 12" of a Servo-skull. Likewise, friendly blast templates placed within 12" of a Servo-skull roll one D6 less for scatter.

Servo-skulls are considered too small and agile to be attacked and cannot be harmed in any way. However, should an enemy unit move within 6" of a Servo-skull, then the Servo-

skull will self-destruct or flee the battlefield – remove it from play.

STORM SHIELD

A storm shield is a large, solid shield that has an energy field generator built into it. Though the bulk of the shield offers physical protection, the energy field is capable of deflecting even the most powerful attacks.

A storm shield confers a 3+ invulnerable save. In addition, a model equipped with a storm shield can never claim the +1 Attack gained for being armed with two Melee weapons in an assault.

ULUMEATHI PLASMA SYPHON

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

Models firing plasma weapons (as defined in the *Warhammer 40,000* rulebook) while within 12" of a model with an Ulumeathi Plasma Syphon will count as Ballistic Skill 1.



ARMOUR

ARTIFICER ARMOUR

Embellished by the finest artificers, these lavish suits of power armour afford the wearers protection that rivals even that of Tactical Dreadnought armour.

Artificer armour confers a 2+ Armour Save.

TERMINATOR ARMOUR

Terminator armour is amongst the heaviest and most durable form of personal protection available to the warriors of the Imperium.

Terminator armour confers a 2+ Armour Save and a 5+ invulnerable save. Furthermore, models in Terminator armour have the Bulky, Deep Strike and Relentless special rules, and cannot make Sweeping Advances.

POWER ARMOUR

Made from thick ceramite plates and electronically motivated fibre bundles, power armour is amongst the best protective armour available to the servants of the Imperium.

Power armour confers a 3+ Armour Save.

CARAPACE ARMOUR

Carapace armour is made of large, rigid plates of armaplas or ceramite moulded to fit the wearer.

Carapace armour confers a 4+ Armour Save.

FLAK ARMOUR

Cheap and easy to produce, flak armour comprises several layers of ablative thermoplast

materials and impact absorbent carbifibres.

Flak armour confers a 5+ Armour Save.



VEHICLE EQUIPMENT

Rules for the following vehicle upgrades are found in the *Warhammer 40,000* rulebook.

Dozer blade, extra armour, hunter-killer missile, searchlight, smoke launchers.

FRAG ASSAULT LAUNCHERS

The hulls of Land Raider Crusaders and Land Raider Redeemers are studded with explosive charges designed to hurl shrapnel at the enemy as the troops inside charge out.

Any unit charging into close combat on the same turn it disembarks from a Land Raider Crusader or Land Raider Redeemer counts as having frag grenades.

PSYFLAME AMMUNITION

With a little effort, flamer weapons can be modified to use the same psychically charged prometheum as the incinerator.

A model equipped with psyflame ammunition counts the strength of its shots as one higher than normal if it is firing one of the following weapons: flamer, heavy flamer or flamestorm cannon. For example, a heavy flamer would be Strength 6, rather than Strength 5.

TRUESILVER ARMOUR

Strands of sanctified silver and iron have been imbedded into this vehicle's armour, rendering it poisonous to the touch of Daemons and psykers.

If a model with the Daemon, Psyker, Brotherhood of Psykers/Sorcerers or Psychic Pilot special rules succeeds in hitting this vehicle in close combat, it suffers a Strength 6 hit for each hit once damage has been resolved against the vehicle.



PSYCHIC POWERS OF THE INQUISITION

This section of *Codex: Inquisition* lists the Psychic Powers used by Inquisitors and the members of their retinues who have an affinity with the Warp, along with the rules for using them in your games of *Warhammer 40,000*.

Hammerhand - Warp Charge 1

Focussing the raging power of their mind, the psyker augments his already prodigious might. Even unarmed, such a warrior can crush flesh and bone.

Hammerhand is a **blessing** that is used at the start of the Fight sub-phase of any Assault phase (friendly or enemy) and targets the Psyker and his unit. If successful, all models gain +1 Strength until the end of that Assault phase.

Sanctuary - Warp Charge 1

Chanting words of binding, the psyker creates a shield of psychic turbulence to hinder his foes.

Sanctuary is a **blessing** that is used at the start of any enemy Assault phase and targets the Psyker. If successful, all enemy models that attempt to charge the Psyker, or a friendly unit within 12" of the Psyker, treat all ground (including open terrain) as both difficult and dangerous terrain.

Dark Excommunication - Warp Charge 1

The Psyker weaves an enchantment that severs the Daemon's connection to its dark master.

Dark Excommunication is a **malediction** that is used at the start of the Fight sub-phase in any Assault phase (friendly or enemy) and targets a single enemy unit in base contact with the Psyker. If successful, all Daemonic Gifts (see *Codex: Chaos Daemons*) possessed by models in the chosen unit cease to work until the end of the phase.

Psychic Communion - Warp Charge 1

By concentrating his psychic potential, a psychic Inquisitor can contact the minds of his fellows, guiding them to the battlefield at the very moment they are needed. Many a battle has been won or lost on such timely arrival.

Psychic Communion is a **blessing** that is used at the start of the Movement phase before any Reserve rolls are made. If successful, you can modify any Reserve roll result by +1 or -1 (choose after each dice roll is made). This power is cumulative with any other modifiers to Reserve rolls, including other *Psychic Communion* powers.

Psychic Barrage - Warp Charge 1

The Psykers can pool together their powers to unleash a deadly blast of Warp energy.

Psychic Barrage is a **witchfire** power with the following profile:

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

*If you want to manifest this psychic power you must select a model that knows this psychic power to take the psychic test, and measure range, line of sight etc. from him. The Strength and AP of *Psychic Barrage* both increase by 1 for each model in the unit that knows this power after the first – only one shot is fired, regardless of the number of psykers in the squad. If a unit containing one or more models with this psychic power suffers *Perils of the Warp*, all models in the unit that know this *Psychic Power* suffer the effects.





INQUISITORIAL RELICS

Inquisitorial Relics are items of incredible rarity, tomes of knowledge whose mere existence is a secret to all but the highest-ranking members of the Ordos. Only one of each of the following relics can be chosen per army.

Liber Heresius

First laid down during the Age of Apostasy, this tome has grown to contain the wisdom of thousands of Ordo Hereticus Inquisitors. By properly interrogating its pages, the reader can glean sufficient wisdom to predict and counter the strategies of renegades and traitors before their ruinous schemes come to fruition. Over the course of centuries, the Liber Heresius has become incredibly unwieldy, as each new wielder scribbles his own notes into its broad margins.

At the start of any friendly turn, the bearer can take a Leadership test. If the test is failed, nothing happens, but if the test is passed, choose one of the special rules from the list below. The bearer of the Liber Heresius, and his unit, gain that special rule until the start of their next turn. The same special rule cannot be gained in this way more than once per game – you must choose a different special rule each time.

Scouts*

Split-fire

Counter-attack

Fear

Hatred

* Instead of being made at the start of a friendly turn, the Leadership test to use this special rule is made after deployment, but before the first turn begins.

Grimoire of True Names

He who knows a Daemon's true name wields a terrible power over the beast, for it is the one verity that a Warp-spawn cannot deny. Accordingly, Grimoires of True Names are

highly sought after by Daemon hunters, regardless of whether they intend to obliterate the Daemon, or bend it to their will. Alas, most are copies, with their information incomplete or subtly altered in such a way to put the reader at risk of damnation. Only one, the Malefact Maloreum, contains a complete and unswerving record of all the Dark Gods' daemonic servants. As such, it is highly sought after – and often fought over.

When the bearer of the Grimoire of True Names is fighting a challenge against a model with the Daemon special rule, his opponent suffers a -5 penalty to his Weapon Skill, Initiative and Leadership characteristics (to a minimum of 1).

The Tome of Vethric

First inscribed by the famed Ordo Xenos Inquisitor Macavius Vethric, this book has ever since served as record of alien perfidy and nuance. In the millennia since Vethric's death, the tome's contents have been annotated and expanded, to the point that it now stands as the Imperium's most complete treatise on xenos strategy, and contains a wealth of countermeasures for even the most innocuous of alien ploys. The only challenge lies in deciphering Vethric's almost illegible scrawl...

If your opponent's army contains any detachments chosen from any of the codexes shown in the table below, the bearer of the Tome of Vethric gains the corresponding special rule. For example, if your opponent had a primary detachment chosen from Codex: Tau Empire and an Allied Detachment chosen from Codex: Eldar, the bearer would have both the Furious Charge and Split Fire special rules.

Enemy detachment's codex - Special rule gained by bearer

Dark Eldar - Night Vision

Eldar - Split Fire

Orks - Counter-attack

Necrons - Tank Hunter

Tau Empire - Furious Charge

Tyranids - Monster Hunter



FORCES OF THE INQUISITION

This section details the forces used by the Inquisition – their weapons, their units, the special characters that lead them to war, and the esoteric wargear they carry. Each entry in the army list that follows describes a unit and gives the specific rules you will need to use it in your games of *Warhammer 40,000*.

USING THE ARMY LIST

The Inquisitorial army list is split into three sections:

HQ

Elites

Dedicated Transports

All of the squads, vehicles and characters in the army are placed into one of these sections depending upon their role on the battlefield. Each model is also given a points value, which varies depending on how effective it is in battle.

1 INQUISITOR COTEAZ

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

100 POINTS

3 **Unit Type:** Infantry (Character)

4 **Unit Composition:** 1 (Unique)

Warlord Trait: Daemonhunter

5 **Wargear:** Artificer armour, bolt pistol, krak grenades, Master-crafted Nemesis Daemon Hammer, psyk-out grenades, psyber-eagle.

6 **Special Rules:** Independent Character, Psyker (Mastery Level 2), Stubborn.

I've Been Expecting You: If an enemy unit arrives from reserves within 12" of Coteaz and within his line of sight, Coteaz and his unit can immediately make an out-of-sequence shooting attack against it. There is no limit on how many times the ability can be used in a turn.

Lord of Formosa: If an Inquisitorial detachment includes Inquisitor Coteaz, all units of Inquisitorial Henchmen Warbands in the same detachment are scoring units, even if they are not from your primary detachment.

Spy Network: Coteaz allows you to re-roll the dice to Seize the Initiative, or force your opponent to re-roll his.

7 **Psychic Powers:**

Inquisitor Coteaz generates powers from the **Divination**, **Pyromancy** and **Telekinesis** disciplines. Alternatively, instead of generating powers from one of these disciplines, Inquisitor Coteaz can know the *Hammerhand*, *Sanctuary* and *Dark Excommunication* psychic powers.

Each unit entry in the Inquisitorial army list contains the following information:

1 - Unit Name: At the start of each army list entry you will find the name of the unit alongside the points cost of the unit without any upgrades.

2 - Unit Profile: This section will show the profile of any models the unit can include, even if they are upgrades.

3 - Unit Type: This refers to the unit type rules in the *Warhammer 40,000* rulebook. For example, a unit may be classed as Infantry, Cavalry or Vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.

4 - Unit Composition: Where applicable, this section will show the number and type of models that make up the basic unit, before any upgrades are taken. If the Unit Composition includes the word 'Unique', then you can only include one of this unit in your army.

5 - Wargear: This section details the weapons and equipment the models in the unit are armed with. The cost for all these models and their equipment is included in the points cost listed next to the unit name.

6 - Special Rules: Any special rules that apply to the models in the unit are listed here. These special rules are explained in further detail here or in the Special Rules section of the *Warhammer 40,000* rulebook.

7 - Psychic Powers: Sometimes an entry will specify that a unit has or may generate one or more psychic powers.

Options: This section lists all the upgrades you can add to the unit, and the associated points cost for each. Where an option states that you may exchange one weapon ‘and/or’ another, you may replace either or both, provided you pay the points cost for each. The abbreviation ‘pts’ stands for ‘points’ and ‘pts/model’ stands for points per model’.

Dedicated Transport: Where applicable, this option refers to any Transports the unit may take. These have their own army list entries. Dedicated Transports do not use up any Force Organisation chart selections, but otherwise function as separate units. The Transports section of the *Warhammer 40,000* rulebook explains how Dedicated Transports work.

Warlord Traits: Sometimes an entry will have a specific Warlord Trait, in which case it will be listed here in its army list entry.

ARMY LIST ENTRIES

Each entry in the army list represents a different unit.

More information about the background for Inquisitors and their forces can be found in the first half of the book, while examples of the Citadel miniatures you will need to represent them can be found in the Agents of the Inquisition section.





INQUISITORIAL WARGEAR LIST

These lists detail the points values of various items of wargear, upgrades and Inquisitorial Relics available to units in your army. Many entries in the army list that follows may include the option to take items from one or more of these lists – in each instance, the army list entry will tell you (in bold) exactly which of these lists you can use.

ACOLYTE WEAPONS

A model can replace one weapon with one of the following:

Boltgun - 1 pt

Storm bolter - 3 pts

Hot-shot lasgun - 5 pts

INQUISITORIAL ARMOURY

A model can replace one weapon with one of the following:

Combi-flamer, -melta or -plasma - 10 pts

Flamer - 10 pts

Meltagun - 10 pts

Plasma gun - 10 pts

Plasma pistol - 15 pts

Power weapon - 15 pts

Storm shield - 20 pts

Power fist - 25 pts

SERVITOR WEAPONS

A model can replace its servo-arm with one of the following:

Heavy bolter - free

Multi-melta - free

Plasma cannon - 10 pts

INQUISITORIAL VEHICLE EQUIPMENT

Searchlight - 1 pt

Dozer blade - 5 pts

Psybolt ammunition - 5 pts

Hunter-killer missile - 10 pts

Storm bolter - 10 pts

Truesilver armour - 10 pts

Extra armour - 15 pts

INQUISITORIAL RELICS

A model may take one of the following. Only one of each Inquisitorial Relic may be taken per army.

The Grimoire of True Names - 5 pts

The Liber Heresius - 15 pts

The Tome of Vethric - 20 pts



HQ

INQUISITOR COTEAZ

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

100 POINTS

Unit Type: Infantry (Character)

Unit Composition: 1 (Unique)

Warlord Trait: Daemonhunter

Wargear: Artificer armour, bolt pistol, krak grenades, Master-crafted Nemesis Daemon Hammer, psyk-out grenades, psyber-eagle.

Special Rules: Independent Character, Psyker (Mastery Level 2), Stubborn.

I've Been Expecting You: If an enemy unit arrives from reserves within 12" of Coteaz and within his line of sight, Coteaz and his unit can immediately make an out-of-sequence shooting attack against it. There is no limit on how many times the ability can be used in a turn.

Lord of Formosa: If an Inquistorial detachment includes Inquisitor Coteaz, all units of Inquistorial Henchmen Warbands in the same detachment are scoring units, even if they are not from your primary detachment.

Spy Network: Coteaz allows you to re-roll the dice to Seize the Initiative, or force your opponent to re-roll his.

Psychic Powers:

Inquisitor Coteaz generates powers from the **Divination**, **Pyromancy** and **Telekinesis** disciplines. Alternatively, instead of generating powers from one of these disciplines, Inquisitor Coteaz can know the *Hammerhand*, *Sanctuary* and *Dark Excommunication*

psychic powers.



HQ

INQUISITOR KARAMAZOV

	WS	BS	S	T	W	I	A	Ld	Sv
Inquisitor Karamazov	4	4	5	5	4	4	3	10	2+

200 POINTS

Unit Type: Infantry (Character)

Unit Composition: 1 (Unique)

Warlord Trait: Witch Hunter

Wargear: Master-crafted multi-melta, master-crafted power sword, frag grenades, Krak grenades, psyk-out grenades, rad grenades, orbital strike relay.

Special Rules: Independent Character, Relentless.

By Any Means Necessary: When Inquisitor Karamazov's orbital strike relay is 'fired', you can choose to place the template so its centre is over a friendly model, rather than an enemy – even if that friendly model is in combat. If you do so, the shot does not scatter. All models under the template are hit as normal.

Dread Reputation: Inquisitor Karamazov can always choose to pass or fail Morale and Pinning tests as he wishes. Friendly units within 12" of Inquisitor Karamazov re-roll all failed Morale and Pinning tests.

Throne of Judgement: Inquisitor Karamazov cannot embark upon vehicles or buildings.



HQ

ORDO MALLEUS INQUISITOR

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

25 POINTS

Unit Type: Infantry (Character)

Unit Composition: 1 Inquisitor

Wargear: Carapace armour, bolt pistol, chainsword, frag grenades, krak grenades, psyk-out grenades.

Special Rules: Independent Character, Stubborn.

Options:

May replace bolt pistol and/or chainsword with:

- Power sword, plasma pistol, combi-flamer, combi-melta or combi-plasma - *10 pts each*
- Power fist, incinerator, Nemesis Daemon hammer, Daemonblade, or hellrifle - *15 pts each*

May replace carapace armour with power armour - *8 pts*

May take up to three servo-skulls - *3 pts each*

May take any of the following:

- Psybolt ammunition - *5 pts*
- Empyrean brain mines - *10 pts*

May replace carapace armour, bolt pistol, chainsword, frag and krak grenades with Terminator armour, storm bolter and Nemesis Daemon hammer: - *40 pts*

May replace Terminator armour's storm bolter with:

- Combi-flamer, combi-melta or combi-plasma - *10 pts*

- Psycannon - *15 pts*

May upgrade to a Psyker (Mastery Level 1), with either the Hammerhand or Psychic Communion psychic power - *30 pts*

An Inquisitor with Mastery Level 1 can exchange any one weapon for a force sword - *free*

An Inquisitor with Mastery Level 1 can exchange his psychic power for a single roll on either the Divination, Pyromancy or Telekinesis disciplines.

May take items from the **Inquisitorial Relics** list.



HQ

ORDO HERETICUS INQUISITOR

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

25 POINTS

Unit Type: Infantry (Character)

Unit Composition: 1 Inquisitor

Wargear: Carapace armour, bolt pistol, chainsword, frag grenades, krak grenades, psyk-out grenades.

Special Rules: Independent Character, Stubborn.

Options:

May replace bolt pistol and/or chainsword with:

- Power sword, plasma pistol, inferno pistol, combi-flamer, combi-melta or combi-plasma - *10 pts each*
- Power fist or condemnor boltgun - *15 pts each*
- Thunder hammer - *20 pts*
- Null rod - *25 pts*

May replace carapace armour with power armour - *8 pts*

May take up to three servo-skulls - *3 pts each*

May take psyoculum - *25 pts*

May upgrade to a Psyker (Mastery Level 1), with either the Hammerhand or Psychic Communion psychic power - *30 pts*

An Inquisitor with Mastery Level 1 can exchange any one weapon for a force sword - *free*

An Inquisitor with Mastery Level 1 can exchange his psychic power for a single roll on either the Divination, Pyromancy or Telekinesis disciplines.

May take items from the **Inquisitorial Relics** list.



HQ

ORDO XENOS INQUISITOR

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

25 POINTS

Unit Type: Infantry (Character)

Unit Composition: 1 Inquisitor

Wargear: Carapace armour, bolt pistol, chainsword, frag grenades, krak grenades, psyk-out grenades.

Special Rules: Independent Character, Stubborn.

Options:

May replace bolt pistol and/or chainsword with:

- Power sword, plasma pistol, combi-flamer, combi-melta or combi-plasma - 10 pts each
- Needle pistol or Scythian venom talon - 15 pts each
- Conversion beamer - 45 pts

May replace carapace armour with power armour - 8 pts

May take up to three servo-skulls - 3 pts each

May take any of the following:

- Digital weapons - 5 pts
- Ulumeathi plasma syphon - 10 pts
- Rad grenades and/or psychotrope grenades - 15 pts each

May upgrade to a Psyker (Mastery Level 1), with either the Hammerhand or Psychic Communion psychic power - 30 pts

- An Inquisitor with Mastery Level 1 can exchange any one weapon for a force sword - free

-An Inquisitor with Mastery Level 1 can exchange his psychic power for a single roll on either the Divination, Pyromancy or Telekinesis disciplines.

May take items from the **Inquisitorial Relics** list.

ELITES

INQUISITORIAL HENCHMEN WARBAND

	WS	BS	S	T	W	I	A	Ld	Sv	
Acolyte	3	3	3	3	1	3	1	8	5+	Infantry
Arco-flagellant	5	1	5	3	1	3	4	8	-	Infantry
Crusader	4	3	3	3	1	3	1	8	5+	Infantry
Daemonhost	3	3	4	4	1	3	1	8	-	Infantry
Death Cult Assassin	5	3	4	3	1	6	2	8	5+	Infantry
	WS	BS	S	T	W	I	A	Ld	Sv	
Jokaero Weaponsmith	1	3	2	3	1	3	1	8	-	Infantry
Ministorum Priest	3	3	3	3	1	3	2	7	5+	Infantry (Character)
Mystic	3	3	3	3	1	3	1	8	5+	Infantry
Psyker	3	3	3	3	1	3	1	8	5+	Infantry
Servitor	3	3	3	3	1	3	1	8	4+	Infantry

WARGEAR

Acolyte: Flak armour, laspistol, chainsword.

Arco-flagellant: Arco-flails.

Crusader: Flak armour, power weapon, storm shield.

Daemonhost: Close combat weapon.

Death Cult Assassin: Flak armour, two power weapons.

Jokaero Weaponsmith: Defence orbs, digital weapons.

Ministorum Priest: Flak armour, laspistol, close combat weapon, frag grenades, Krak grenades, rosarius.

Mystic: Flak armour, laspistol.

Psyker: Flak armour, laspistol.

Servitor: Carapace armour, servo-arm.

SPECIAL RULES

Arco-flagellant:

Feel No Pain.

Daemonhost:

Warp Shield: A Daemonhost has a 5+ invulnerable save.

DAEMONIC POWER

Roll a D6 at the start of each friendly turn for each unit that contains one or more Daemonhosts to determine which ability all the Daemonhosts in that unit manifest this turn. Unless otherwise stated, each manifestation lasts until the start of your next turn.

D6 - Result

1 - Re-knit Host Form

The Daemonhosts have the Feel No Pain special rule.

2 - Warp Grasp

In the Assault phase, each Daemonhost can attack using the following profile:

Range	S	AP	Type
-	User	2	Melee

3 - Daemonic Speed

The Daemonhosts gain the Fleet special rule, and their Initiative increases to 10.

4 - Warp Strength

The Daemonhosts' Strength characteristic increases to 6.

5 - Energy Torrent

In the Shooting phase, each Daemonhost can make a shooting attack with the following profile:

Range	S	AP	Type
24"	4	3	Assault 1, Blast

6 - Unholy Gaze

In the Shooting phase, each Daemonhost can make a shooting attack with the following profile:

Range	S	AP	Type
24"	8	4	Assault 1

Death Cult Assassin:

Uncanny Reflexes: A Death Cult Assassin has a 5+ invulnerable save.

Jokaero Weaponsmith:

Inconceivable Customisation: When an Inquisitorial Henchmen Warband containing one or more Jokaero is deployed, roll a D6 on the following chart. Each time you roll, add +1 to the result for each Jokaero in the unit beyond the first. All results apply for the duration of the game.

D6 - Result

1 - Aesthetic Alteration: While pleasing to the Jokaero, these modifications have no noticeable effect.

2 - Improved Gun Sights: All non-template shooting weapons in the unit have their maximum range increased by 12".

3 - Reinforced Armour: Models in the unit treat their Armour Save as being one better than normal.

4 - Penetrating Ammunition: All shooting weapons in the unit are Rending.

5 - Augmentative Energy Fields: All models in the unit have a 5+ invulnerable save.

6 - The Works: Roll twice more on the table and apply both results. Each upgrade can only be applied once – ignore duplicate results (including further

rolls of 6).

Jokaero Ingenuity: A Jokaero can have his digital weapons fire as one of the following weapons: lascannon, multi-melta or heavy flamer. Choose which when the weapon is fired. All Jokaero in the same unit must choose the same weapon.

Ministorum Priest: Zealot.

War Hymns: A model with this special rule can take a Leadership test at the beginning of each Fight sub-phase in which he is locked in combat. If the test is successful, choose one of the following war hymns to immediately take effect.

The Emperor Protects

As the Priest's impassioned calls ring out across the battlefield, the faithful feel the blessing of the God-Emperor upon them.

The Ministorum Priest and his unit re-roll all failed armour and invulnerable saves until the end of the phase.

The Emperor's Strength

Shouting out the prime canticle of Saint Brutos the Belligerent, the Priest calls upon the Emperor to help him smite his foes.

The Ministorum Priest has the Smash special rule until the end of the phase.

The Righteousness of the Emperor

The Priest bellows psalms of vengeance into the faces of the foe, exhorting his followers to excel in the Emperor's sight.

The Ministorum Priest and his unit re-roll failed rolls To Wound until the end of the phase.

Mystic:

Psychic Beacon: Friendly units do not scatter when they Deep Strike, so long as the first model placed is within 6" of a model with this special rule. This model must have been on the battlefield at the start of the turn in order for this special rule to be used.

Psyker: Brotherhood of Psykers (Mastery Level 1).

Psychic Powers: Psykers always know the *Psychic Barrage* power.

Servitor:

Mindlock: If a unit containing Servitors does not also include an Inquisitor (including Inquisitor Coteaz and Inquisitor Karamazov), it must test for Mindlock at the start of

each friendly turn. To test for Mindlock, roll a D6. If the result is a 1, 2 or 3, the Servitors have succumbed to Mindlock – the unit (including any characters) may not move (though they may fall back), shoot or assault that turn (though they will fight normally in close combat if already engaged).

OPTIONS

An Inquisitorial Henchmen Warband must consist of between 3 and 12 models, chosen in any combination, from those listed below:

- Acolyte - *4 pts/model*
- Arco-flagellant - *15 pts/model*
- Crusader - *15 pts/model*
- Daemonhost - *10 pts/model*
- Death Cult Assassin - *15 pts/model*
- Jokaero Weaponsmith - *35 pts/model*
- Ministorum Priest - *25 pts/model*
- Mystic - *10 pts/model*
- Psyker - *10 pts/model*
- Servitor - *10 pts/model*

An Acolyte may replace its flak armour with carapace armour - *4 pts*

An Acolyte may replace its flak armour with power armour - *10 pts*

An Acolyte may take melta bombs - *5 pts*

Any Acolyte may take items from the **Acolyte Weapons** list.

Up to three Acolytes may take an item from the **Inquisitorial Armoury** list.

A Ministorum Priest may replace one weapon with one of the following:

- Chainsword - *free*
- Power weapon - *15 pts*
- Eviscerator - *30 pts*

A Ministorum Priest may replace its other weapon with one of the following:

- Autogun - *free*

- Bolt pistol, boltgun or shotgun - *1 pt*

- Storm bolter - *5 pts*

- Combi-flamer, -melta, -plasma or condemnor boltgun - *10 pts*

- Plasma gun or plasma pistol - *15 pts*

A Ministorum Priest may take melta bombs - *5 pts*

Up to three Servitors may take items from the **Servitor Weapons** list.

The unit may select any Dedicated Transport.



DEDICATED TRANSPORTS

RHINO

	BS	F	S	R	HP
Rhino	4	11	11	10	3

35 POINTS

Unit Type: Vehicle (Tank, Transport)

Unit Composition: 1 Rhino

Wargear: Storm bolter, smoke launchers.

Special Rules:

Repair: If a Rhino is Immobilised, then in subsequent turns it can attempt to repair itself instead of shooting. To make the attempt, roll a D6 in the Shooting phase; on the roll of a 6, the vehicle is no longer Immobilised. Note that a successful Repair does not restore a Hull Point.

Transport:

Transport Capacity: 10 models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.

Fire Points: Two models can fire from the Rhino's top hatch.

Access Points: A Rhino has one access point on each side of its hull and one at the rear.

Options:

Rhinos may take items from the **Inquisitorial Vehicle Equipment** list.



DEDICATED TRANSPORTS

RAZORBACK

	BS	F	S	R	HP
Razorback	4	11	11	10	3

40 POINTS

Unit Type: Vehicle (Tank, Transport)

Unit Composition: 1 Razorback

Wargear: Twin-linked heavy bolter, smoke launchers.

Transport:

Transport Capacity: 6 models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.

Fire Points: None.

Access Points: A Razorback has one access point on each side of its hull and one at the rear.

Options:

May replace twin-linked heavy bolter with one of the following:

- Twin-linked heavy flamer - 25 points
- Twin-linked assault cannon - 25 points
- Twin-linked lascannon - 35 points
- Lascannon and twin-linked plasma gun - 35 points

Razorbacks may take items from the **Inquisitorial Vehicle Equipment** list.

May take psyflame ammunition *5 points*



CHIMERAS

CHIMERA

	BS	F	S	R	HP
Chimera	3	12	10	10	3

55 POINTS

Unit Type: Vehicle (Tank, Transport)

Unit Composition: 1 Chimera

Wargear: Multi-laser, heavy bolter, smoke launchers.

Special rules:

Amphibious: A Chimera treats all water features as open terrain when it moves.

Transport:

Transport Capacity: 12 models.

Fire Points: 5 models can fire from the Chimera's top hatch.

Access Points: The Chimera has one access point at the rear.

Options:

May replace heavy bolter with heavy flamer - *free*

May replace its multi-laser with one of the following:

- Heavy bolter - *free*
- Heavy flamer - *free*

Chimeras may take items from the **Inquisitorial Vehicle Equipment** list.



DEDICATED TRANSPORTS

VALKYRIE

	BS	F	S	R	HP
Valkyrie	3	12	12	10	3

100 POINTS

Unit Type: Vehicle (Flyer, Hover, Transport)

Unit Composition: 1 Valkyrie

Wargear: Multi-laser, two hellstrike missiles, extra armour, searchlight.

Special rules:

Grav Chute Insertion: If a Valkyrie has moved more than 6", passengers may still disembark, but they must do so as follows. Nominate any point over which the Valkyrie moved that turn and deploy the unit as if it were deep striking onto that point. If the unit scatters, every model must immediately take a Dangerous Terrain test. If any of the models cannot be deployed, the unit is destroyed.

Transport:

Transport Capacity: 12 models.

Fire Points: None.

Access Points: A Valkyrie has one access point on each side of its hull, and one at the rear.

Options:

May replace multi-laser with a lascannon - *15 pts*

May replace both hellstrike missiles for two multiple rocket pods - *30 pts*

May take two side sponsons, each with a heavy bolter - *10 pts*



DEDICATED TRANSPORTS

LAND RAIDER

	BS	F	S	R	HP
Land Raider	4	14	14	14	4

250 POINTS

Unit Type: Vehicle (Tank, Transport)

Unit Composition: 1 Land Raider

Wargear: Two twin-linked lascannons, twin-linked heavy bolter, smoke launchers.

Special rules: Assault Vehicle, Power of the Machine Spirit.

Transport:

Transport Capacity: 10 models.

Fire Points: None.

Access Points: A Land Raider has one access point at the front of its hull, and one on either side.

Options:

May take a multi-melta - *10 pts*

May take items from the **Inquisitorial Vehicle Equipment** list.



DEDICATED TRANSPORTS

LAND RAIDER CRUSADER

	BS	F	S	R	HP
Land Raider Crusader	4	14	14	14	4

250 POINTS

Unit Type: Vehicle (Tank, Transport)

Unit Composition: 1 Land Raider Crusader

Wargear: Two hurricane bolters, twin-linked assault cannon, frag assault launchers, smoke launchers.

Special rules: Assault Vehicle, Power of the Machine Spirit.

Transport:

Transport Capacity: 16 models.

Fire Points: None.

Access Points: A Land Raider Crusader has one access point at the front of its hull, and one on either side.

Options:

May take a multi-melta - *10 pts*

May take items from the **Inquisitorial Vehicle Equipment** list.



DEDICATED TRANSPORTS

LAND RAIDER REDEEMER

	BS	F	S	R	HP
Land Raider Redeemer	4	14	14	14	4

240 POINTS

Unit Type: Vehicle (Tank, Transport)

Unit Composition: 1 Land Raider Redeemer

Wargear: Two flamestorm cannons, twin-linked assault cannon, frag assault launchers, smoke launchers.

Special rules: Assault Vehicle, Power of the Machine Spirit.

Transport:

Transport Capacity: 12 models.

Fire Points: None.

Access Points: A Land Raider Redeemer has one access point at the front of its hull, and one on either side.

Options:

May take a multi-melta - *10 pts*

May take items from the **Inquisitorial Vehicle Equipment** list.

May take psyflame ammunition *15 pts*

REFERENCE

All of the rules and tables in this section are condensed for ease of reference.
If you need the full rule, see its entry in the relevant section of the book.

UNIT TYPES

Infantry = In, Character = (ch), Transport = T, Tank = Tk, Flyer = F, Hover = H

HQ

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Inquisitor Coteaz	4	4	3	3	3	4	3	10	2+	In (ch)
Inquisitor Karamazov	4	4	5	5	4	4	3	10	2+	In (ch)
Ordo Hereticus Inquisitor	4	4	3	3	3	4	3	10	4+	In (ch)
Ordo Malleus Inquisitor	4	4	3	3	3	4	3	10	4+	In (ch)
Ordo Xenos Inquisitor	4	4	3	3	3	4	3	10	4+	In (ch)

ELITES

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Acolyte	3	3	3	3	1	3	1	8	5+	In
Arco-flagellant	5	1	5	3	1	3	4	8	-	In
Crusader	4	3	3	3	1	3	1	8	5+	In
Daemonhost	3	3	4	4	1	3	1	8	-	In
Death Cult Assassin	5	3	4	3	1	6	2	8	5+	In
Jokaero Weaponsmith	1	3	2	3	1	3	1	8	-	In
Ministorum Priest	3	3	3	3	1	3	2	7	5+	In (ch)
Mystic	3	3	3	3	1	3	1	8	5+	In
Psyker	3	3	3	3	1	3	1	8	5+	In
Servitor	3	3	3	3	1	3	1	8	4+	In

DEDICATED TRANSPORTS

Armour

	BS	F	S	R	HP	Unit Type
Rhino	4	11	11	10	3	Tk, T
Razorback	4	11	11	10	3	Tk, T
Chimera	3	12	10	10	3	Tk, T
Valkyrie	3	12	12	10	3	Fl, H, T
Land Raider	4	14	14	14	4	Tk, T
Land Raider Crusader	4	14	14	14	4	Tk, T
Land Raider Redeemer	4	14	14	14	4	Tk, T

WEAPONS

Weapon	Range	S	AP	Type
Arco-flails	-	User	-	Melee
Assault cannon	24"	6	4	Heavy 4, Rending
Autogun	24"	3	-	Rapid Fire
Bolt pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid Fire
Chainsword	-	User	-	Melee
Close combat weapon	-	User	-	Melee
Condemnor boltgun (secondary weapon)	24"	5	-	Assault 1, Psi-shock

Weapon	Range	S	AP	Type
Conversion beamer	up to 18"	6	-	Heavy 1, Blast
	18" - 42"	8	4	Heavy 1, Blast
	42" - 72"	10	1	Heavy 1, Blast
Daemonblade	-	User	-	Melee, Two-handed, Daemonic Powers
Eviscerator	-	x2	2	Melee, Armourbane, Two-handed, Unwieldy

Weapon	Range	S	AP	Type
Flamer	Template	4	5	Assault 1
Flamestorm cannon	Template	6	3	Heavy 1
Force axe	-	+1	2	Melee, Force, Unwieldy
Force stave	-	+2	4	Melee, Concussive, Force
Force sword	-	User	3	Melee, Force
Frag grenades	8"	3	-	Assault 1, Blast

Weapon	Range	S	AP	Type
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Hellrifle	36"	6	3	Heavy 1, Rending
Hellstrike missiles	72"	8	3	Ordnance 1, One use only
Hot-shot lasgun	18"	3	3	Rapid Fire
Hunter-killer missile	Unlimited	8	3	Heavy 1, One use only
Incinerator	Template	6	4	Assault 1

Weapon	Range	S	AP	Type
Inferno pistol	6"	8	1	Pistol, Melta
Krak grenades	8"	6	4	Assault 1
Krak grenades (close combat)	-	6	4	-
Lascannon	48"	9	2	Heavy 1
Laspistol	12"	3	-	Pistol
Melta bombs	-	8	1	Armourbane, Unwieldy
Meltagun	12"	8	1	Assault 1, Melta
Multi-laser	36"	6	6	Heavy 3

Weapon	Range	S	AP	Type
Multiple rocket pods	24"	4	6	Heavy 1, Large Blast
Multi-melta	24"	8	1	Heavy 1, Melta
Needle pistol	12"	3	2	Pistol, Poisoned (2+)
Nemesis Daemon hammer	-	x2	2	Melee, Specialist Weapon, Concussive, Force, Unwieldy, Daemonbane
Null rod	-	User	3	Melee, Witchbane

Weapon	Range	S	AP	Type
Plasma cannon	36"	7	2	Heavy 1, Blast, Gets Hot
Plasma gun	24"	7	2	Rapid Fire, Gets Hot
Plasma pistol	12"	7	2	Pistol, Gets Hot
Power axe	-	+1	2	Melee, Unwieldy
Power fist	-	x2	2	Melee, Specialist Weapon, Unwieldy

Weapon	Range	S	AP	Type
Power lance	-	+1/U	3/4	Melee
Power maul	-	+2	4	Melee, Concussive
Power sword	-	User	3	Melee
Psycannon	24"	7	4	Assault 2/Heavy 4, Rending
Scythian venom talon	-	User	-	Melee, Poisoned (2+)
Shotgun	12"	3	-	Assault 2
Storm bolter	24"	4	5	Assault 2
Thunder hammer	-	x2	2	Melee, Concussive, Specialist Weapon, Unwieldy

SPECIAL RULES

Amphibious: A Chimera treats all water features as open terrain when it moves.

Daemonbane: Any model with the Daemon or Psyker special rule that suffers one or more unsaved Wounds from a weapon with this special rule must take a Leadership test at the end of the Assault phase. If the test is passed, nothing happens. If the test is failed, the model is removed as a casualty.

DAEMONIC POWER (Daemonhost)

Roll a D6 at the start of each friendly turn for each unit that contains one or more Daemonhosts to determine which ability all the Daemonhosts in that unit manifest this turn. Unless otherwise stated, each manifestation lasts until the start of your next turn.

D6 - Result

1 - Re-knit Host Form: The Daemonhosts have the Feel No Pain special rule.

2 - Warp Grasp: In the Assault phase, each Daemonhost can attack using the following profile:

Range	S	AP	Type
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-	User	2	Melee
---	------	---	-------

3 - Daemonic Speed: The Daemonhosts gain the Fleet special rule, and their Initiative increases to 10.

4 - Warp Strength: The Daemonhosts' Strength characteristic increases to 6.

5 - Energy Torrent: In the Shooting phase, each Daemonhost can make a shooting attack with the following profile:

Range	S	AP	Type
-------	---	----	------

24"	4	3	Assault 1, Blast
-----	---	---	---------------------

6 - Unholy Gaze: In the Shooting phase, each Daemonhost can make a shooting attack with the following profile:

Range	S	AP	Type
-------	---	----	------

24"	8	4	Assault 1
-----	---	---	-----------

DAEMONIC POWERS (Daemonblade)

Every Daemonblade has two daemonic powers randomly generated from the following list before the army is deployed. If the same result is rolled twice, you can choose the Daemonblade's second daemonic power.

2D6 - Daemonic Power

2-3 - Warpflame: Attacks made with the Daemonblade are resolved at +3 Strength.

4 - Unholy Speed: The wielder has +3 Attacks.

5 - Etherblade: The Daemonblade has an AP of 2.

6 - Vampyre: When the Daemonblade inflicts an unsaved wound, its wielder immediately gains +1 Wound (to a maximum of 10).

7 - Daemonic Feud: Close combat attacks from this sword always wound Daemons on a roll of 2+. Furthermore, Daemons must re-roll any successful invulnerable saves against any wounds caused by this Daemonblade.

8 - Deathlust: The wielder of the Daemonblade has the Furious Charge and Rage special rules.

9 - Dark Resurrection: The wielder of the Daemonblade has the Feel No Pain and Eternal Warrior special rules.

10 - Daemon Venom: The Daemonblade has the Poisoned (2+) special rule.

11+ - Familiar: The wielder generates one additional Warp Charge point in each of his turns. In addition, the Daemonblade gains the Force special rule.

Grav Chute Insertion: If a Valkyrie has moved more than 6", passengers may still disembark, but they must do so as follows. Nominate any point over which the Valkyrie moved that turn and deploy the unit as if it were deep striking onto that point. If the unit scatters, every model must immediately take a Dangerous Terrain test. If any of the models cannot be deployed, the unit is destroyed.

Inconceivable Customisation: When an Inquisitorial Henchmen Warband containing one or more Jokaero is deployed, roll a D6 on the following chart. Each time you roll, add +1 to the result for each Jokaero in the unit beyond the first. All results apply for the duration of the game.

D6 - Result

1 - Aesthetic Alteration: While pleasing to the Jokaero, these modifications have no noticeable effect.

2 - Improved Gun Sights: All non-template shooting weapons in the unit have their maximum range increased by 12".

3 - Reinforced Armour: Models in the unit treat their Armour Save as being one better than normal.

4 - Penetrating Ammunition: All shooting weapons in the unit are Rending.

5 - Augmentative Energy Fields: All models in the unit have a 5+ invulnerable save.

6 - The Works: Roll twice more on the table and apply both results. Each upgrade can only be applied once – ignore duplicate results (including further rolls of 6).

Jokaero Ingenuity: A Jokaero can have his digital weapons fire as one of the following weapons: lascannon, multi-melta or heavy flamer. Choose which when the weapon is fired. All Jokaero in the same unit must choose the same weapon.

Mindlock: If a unit containing Servitors does not also include an Inquisitor (including Inquisitor Coteaz and Inquisitor Karamazov), it must test for Mindlock at the start of each friendly turn. To test for Mindlock, roll a D6. If the result is a 1, 2 or 3, the Servitors have succumbed to Mindlock – the unit (including any characters) may not move (though they may fall back), shoot or assault that turn (though they will fight normally in close combat if already engaged).

Psi-shock: Any Psyker that takes an unsaved Wound from a weapon with this rule

suffers the Perils of the Warp in addition to any other effects.

Psychic Beacon: Friendly units do not scatter when they Deep Strike, so long as the first model placed is within 6" of a model with this special rule. This model must have been on the battlefield at the start of the turn in order for this special rule to be used.

Repair: If a Rhino is Immobilised, then in subsequent turns it can attempt to repair itself instead of shooting. To make the attempt, roll a D6 in the Shooting phase; on the roll of a 6, the vehicle is no longer Immobilised. Note that a successful Repair does not restore a Hull Point.

Uncanny Reflexes: A Death Cult Assassin has a 5+ invulnerable save.

War Hymns: A model with this special rule can take a Leadership test at the beginning of each Fight sub-phase in which he is locked in combat. If the test is successful, choose one of the following war hymns to immediately take effect.

The Emperor Protects: The Ministorum Priest and his unit re-roll all failed armour and invulnerable saves until the end of the phase.

The Emperor's Strength: The Ministorum Priest has the Smash special rule until the end of the phase.

The Righteousness of the Emperor: The Ministorum Priest and his unit re-roll failed rolls To Wound until the end of the phase.

Warp Shield: A Daemonhost has a 5+ invulnerable save.

Witchbane: Any unsaved wounds caused by a null rod inflict Instant Death on models with the Psyker or Brotherhood of Psykers/Sorcerers special rule. Furthermore, the bearer (and his squad) cannot be targeted by psychic powers (friendly or enemy).

WARLORD TRAITS

Burner of Worlds: Once per game, your Warlord can call down an orbital attack in his Shooting phase. This counts as firing a ranged weapon with the profile below. This does not prevent the Warlord and his unit from declaring a charge against the target unit that turn.

Range	S	AP	Type
Infinite	10	1	Ordnance 1, Barrage, Large Blast, Orbital

Orbital: If an arrow is rolled on the scatter dice, an orbital bombardment always scatters the full 2D6" – the Warlord's Ballistic Skill makes no difference.

Daemonhunter: The Warlord and his unit have the Preferred Enemy (Daemons) special rule.

Forbidden Lore: If the Warlord is a Psyker, he generates one additional Warp Charge point in each of his turns. If the Warlord is not a Psyker, he has the Adamantium Will special rule.

Incorruptible: All units with the Daemon special rule within 12" of the Warlord suffer a -1 penalty to their invulnerable save (to a minimum of 6+). This is cumulative with any other modifiers.

Master of Interrogation: Enemy Infiltrators cannot be set up anywhere within 24" of the Warlord.

Purity of Mankind: The Warlord and his unit have the Hatred special rule.

Reader of the Tarot: Whilst the Warlord is alive, you can roll two dice and choose the result you want when rolling for Reserves, Outflank, mysterious terrain or mysterious objectives.

Unquestionable Wisdom: The Warlord and his unit can choose to pass or fail any Morale checks they are called upon to make.

Will of Iron: The Warlord has the Adamantium Will special rule.

Witch Hunter: The Warlord and his unit have the Preferred Enemy (Psykers) special rule.

Xeno Hunter: The Warlord and his unit have the Preferred Enemy special rule when targeting any enemy non-vehicle units from the following codexes: Dark Eldar, Eldar, Necrons, Orks, Tau Empire and Tyranids.

Xenotech Collector: The Warlord has a 6+ invulnerable save. In addition, select one of the Warlord's ranged weapons. That weapon gains +1 Strength and the Rending special rule for the duration of the battle.

SPECIAL ISSUE WARGEAR

Defence orbs: Defence orbs confer a 5+ invulnerable save.

Digital weapons: A model armed with digital weapons can re-roll a single failed roll To Wound in each Assault Phase.

Empyrean brain mines: Empyrean brain mines are used in the Assault phase, after assault moves have been made but before any blows are struck. Nominate one enemy model in base contact with the bearer. That model must pass an Initiative test to avoid the brain mine. If the test is passed, the effects of the brain mine have been resisted. If the test is failed, the victim has been rendered momentarily catatonic and cannot strike

any blows during this Assault phase.

Psybolt ammunition: A model equipped with psybolt ammunition counts the Strength of its shots as being one point higher than normal if it is firing one of the following weapons: bolt pistol, boltgun, storm bolter, heavy bolter, hurricane bolter, autocannon or assault cannon.

Psychotroke grenades: When a unit equipped with psychotroke grenades launches an assault, or is assaulted, roll a D6 for each enemy unit being assaulted or assaulting to see what the effect is. The effects of psychotroke gas only ever last for the duration of a single Assault phase.

Note that the descriptions included below have been based on the recorded responses of human subjects – alien races will, of course, react in the own, inimitable fashion (though the game effect is unchanged).

D6 - Effect

1 - What's this? Smells a bit odd. The unit has resisted the psychotroke gas – there is no effect.

2 - Suddenly, it's all so clear. The fighting, your allies, that mortal wound – everything's just a huge cosmic joke! Best to sit down and have a good laugh about it. The enemy unit is hit automatically in this Assault phase. They can still fight, but with a maximum of 1 Attack per model (to represent their maddened flailing).

3 - Hah! Those enemies aren't real, they're just an illusion – you're not falling for that! You re-roll failed To Hit rolls against the enemy unit during this Assault phase.

4 - They're horrible! Your darkest fears have been given form and are coming to kill you! The enemy unit is reduced to Leadership 2 for the remainder of the Assault phase.

5 - The world is spinning – everything is all jumbled up. It's all you can do to keep your feet. The enemy unit is reduced to Initiative 1 for the remainder of the Assault phase.

6 - They say they're your friends, but they're not – they're out to get you. Best get them first! Every model in the enemy unit must immediately take an Initiative test. Any models that fail must strike blows against their own unit during this Assault phase, rather than against the enemy, exactly as if they were on your side. Wounds inflicted must be allocated amongst the entire unit, not just amongst unaffected models. Unsaved wounds caused by affected models count towards your close combat total. Units composed of single models re-roll this result.

Psyk-out grenades: When a unit equipped with psyk-out grenades launches an assault, any models with the Daemon, Psyker, Psychic Pilot or Brotherhood of Psykers special rules in the assaulted unit(s) are reduced to Initiative 1 for the remainder of the phase.

Psyoculum: The bearer of a psyoculum (and his unit) count as being Ballistic Skill 10 if shooting at a unit containing one or more models with the Psyker, Psychic Pilot or Brotherhood of Psykers/Sorcerers special rules.

Rad grenades: During a turn in which a unit equipped with rad grenades launches an assault, or is assaulted, the enemy unit(s) suffer a -1 penalty to their Toughness until the end of the phase (this does affect the victims' Instant Death threshold).

Rosarius: A rosarius confers a 4+ invulnerable save.

Servo-skulls: Servo-skulls are treated as counters, rather than units, for all intents and purposes. They are placed on the battlefield after deployment areas have been determined, but before any forces are deployed. Each Servo-skull can be placed anywhere on the battlefield outside the enemy's deployment zone. Once deployed, Servo-skulls do not move.

Enemy infiltrators cannot set up within 12" of a Servo-skull. Similarly, enemy scouts cannot use their pre-game move to approach to within 12" of a Servo-skull. A friendly unit arriving by Deep Strike rolls one D6 less for scatter if it aims to arrive within 12" of a Servo-skull. Likewise, friendly blast templates placed within 12" of a Servo-skull roll one D6 less for scatter.

Servo-skulls are considered too small and agile to be attacked and cannot be harmed in any way. However, should an enemy unit move within 6" of a Servo-skull, then the Servo-skull will self-destruct or flee the battlefield – remove it from play.

Storm shield: A storm shield confers a 3+ invulnerable save. In addition, a model equipped with a storm shield can never claim the +1 Attack gained for being armed with two Melee weapons in an assault.

Ulumeathi plasma syphon: Models firing plasma weapons (as defined in the *Warhammer 40,000* rulebook) while within 12" of a model with an Ulumeathi Plasma Syphon will count as Ballistic Skill 1.

VEHICLE EQUIPMENT

Frag assault launchers: Any unit charging into close combat on the same turn it disembarks from a Land Raider Crusader or Land Raider Redeemer counts as having frag grenades.

Psyflame ammunition: A model equipped with psyflame ammunition counts the strength of its shots as one higher than normal if it is firing one of the following weapons:

flamer, heavy flamer or flamestorm cannon.

Truesilver armour: If a model with the Daemon, Psyker, Brotherhood of Psykers/Sorcerers or Psychic Pilot special rules succeeds in hitting this vehicle in close combat, it suffers a Strength 6 hit for each hit once damage has been resolved against the vehicle.

ARMOUR

Artificer armour: Artificer armour confers a 2+ Armour Save.

Carapace armour: Carapace armour confers a 4+ Armour Save.

Flak armour: Flak armour confers a 5+ Armour Save.

Power armour: Power armour confers a 3+ Armour Save.

Terminator armour: Terminator armour confers a 2+ Armour Save and a 5+ invulnerable save. Furthermore, models in Terminator armour have the Bulky, Deep Strike and Relentless special rules, and cannot make Sweeping Advances.

PSYCHIC POWERS

Dark Excommunication - Warp Charge 1: Dark Excommunication is a **malediction** that is used at the start of the Fight sub-phase in any Assault phase (friendly or enemy) and targets a single enemy unit in base contact with the Psyker. If successful, all Daemonic Gifts (see *Codex: Chaos Daemons*) possessed by models in the chosen unit cease to work until the end of the phase.

Hammerhand - Warp Charge 1: *Hammerhand* is a **blessing** that is used at the start of the Fight sub-phase of any Assault phase (friendly or enemy) and targets the Psyker and his unit. If successful, all models gain +1 Strength until the end of that Assault phase.

Psychic Barrage - Warp Charge 1: *Psychic Barrage* is a **witchfire** power with the following profile:

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

*If you want to manifest this psychic power you must select a model that knows this psychic power to take the psychic test, and measure range, line of sight etc. from him. The Strength and AP of Psychic Barrage both increase by 1 for each model in the unit that knows this power after the first – only one shot is fired, regardless of the number of psykers in the squad. If a unit containing one or more models with this psychic power

suffers Perils of the Warp, all models in the unit that know this Psychic Power suffer the effects.

Psychic Communion - Warp Charge 1: *Psychic Communion* is a **blessing** that is used at the start of the Movement phase before any Reserve rolls are made. If successful, you can modify any Reserve roll result by +1 or -1 (choose after each dice roll is made). This power is cumulative with any other modifiers to Reserve rolls, including other Psychic Communion powers.

Sanctuary - Warp Charge 1: *Sanctuary* is a **blessing** that is used at the start of any enemy Assault phase and targets the Psyker. If successful, all enemy models that attempt to charge the Psyker, or a friendly unit within 12" of the Psyker, treat all ground (including open terrain) as both difficult and dangerous terrain.

INQUISITORIAL RELICS

Grimoire of True Names: When the bearer of the Grimoire of True Names is fighting a challenge against a model with the Daemon special rule, his opponent suffers a -5 penalty to his Weapon Skill, Initiative and Leadership characteristics (to a minimum of 1).

Liber Heresius: At the start of any friendly turn, the bearer can take a Leadership test. If the test is failed, nothing happens, but if the test is passed, choose one of the special rules from the list below. The bearer of the Liber Heresius, and his unit, gain that special rule until the start of their next turn. The same special rule cannot be gained in this way more than once per game – you must choose a different special rule each time.

Counter-attack, Fear, Hatred, Scouts*, Split-fire

* Instead of being made at the start of a friendly turn, the Leadership test to use this special rule is made after deployment, but before the first turn begins.

The Tome of Vethric: If your opponent's army contains any detachments chosen from any of the codexes shown in the table below, the bearer of the Tome of Vethric gains the corresponding special rule.

Enemy detachment's codex - Special rule gained by bearer

Dark Eldar - Night Vision

Eldar - Split Fire

Orks - Counter-attack

Necrons - Tank Hunter

Tau Empire - Furious Charge

Tyrannids - Monster Hunter



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