

# Ordo Hereticus

## Army Special Rules

### Shield of Faith

Models with the Shield of Faith rule have a 6+ Invulnerable save and gain +1 to Deny the Witch rolls. These bonuses are lost while the unit is in a unit that includes any model with a psychic mastery level or the Daemon rule.

### Faithful

Models with this rule have the power to channel their faith in the Emperor to accomplish truly amazing acts.

**The Faith Pool:** At the beginning of your turn, roll a die for each Independent Character and squad on the table with this rule; on a roll of 6, add one Faith Point to your Faith pool. The pool is reduced to 0 at the end of your opponent's turn; points do not carry over from turn to turn.

**Using Acts of Faith:** To use an Act of Faith simply expend one Faith Point and roll an unmodified Ld test for the squad that is using the Act. If it passes, apply the effects described in the Act for the remainder of the phase, otherwise the Act has no effect and the squad may not attempt to use further Acts until you generate Faith Points again.

**The Acts and Availability:** There are eight different Acts of Faith, but different units do not have access to all of them. The eight Acts of Faith are as follows:

**Light of the Emperor:** Use this Act at the beginning of your turn. If successful, the affected unit immediately stops Falling Back as if it passed a Regroup test, except that it may move, shoot, and assault normally this turn.

**Divine Guidance:** Use this Act during your Shooting phase. If successful, the affected unit's shooting attacks count as having the Rending special rule for the remainder of the phase.

**The Emperor's Deliverance:** Use the Act during your Assault phase, the enemy Assault phase, or the enemy Shooting phase. If successful, the unit gains an Invulnerable save equal to its normal Armor save for the remainder of the phase, and increases its bonus on Deny the Witch rolls from Shield of Faith by +1.

**The Passion:** Use this Act during your Assault phase or the enemy Assault phase, during the Fight sub-phase before blows are struck. If successful, the unit increases their Initiative by +2 for the remainder of the phase.

**Indomitable Crusade:** Use this Act during your Movement phase. If successful, the unit counts as having the Relentless and Move Through Cover rules until the end of your turn.

**Final Judgement:** Use this Act during either player's Assault phase. If successful, models in the unit that are killed before their turn in the Initiative order are not removed immediately, but may make one Attack at their normal Initiative step. Killed models are removed after all models have acted as normal.

**Blades of Light:** Use this Act during your Assault phase. If successful, models in the unit roll 3d6 and choose the highest two for charge distance and gain the Furious Charge rule for the remainder of the Assault phase. In addition, models in this unit apply the Furious Charge bonus to their Impact Hits inflicted, if any.

**Hand of the Emperor:** Use this Act during either player's Assault phase. If successful, all models in the unit gain +1 Strength and the Fearless rule for the remainder of the phase.

**Availability of Acts:** Models with the Faithful rule will specify in parentheses after the Faithful rule which of the following six categories they fall into (for instance, a Canoness will have the Faithful (Hero) rule). The categories are as follows:

**Sisters:** Regular Sisters of Battle and Retributors only have access to the Light of the Emperor, Divine Guidance, and The Emperor's Deliverance Acts of Faith.

**Celestians:** Celestians and Celestial Command Squads have access to the Light of the Emperor, Divine Guidance, The Emperor's Deliverance, The Passion, Indomitable Crusade, and Hand of the Emperor Acts of Faith.

**Seraphim:** Seraphim and Ophanim have access to the Light of the Emperor, Divine Guidance, The Emperor's Deliverance, The Passion, Blades of Light, and Hand of the Emperor Acts of Faith.

**Repentia:** Sisters Repentia only have access to the Final Judgement Act of Faith.

**Heroes:** Canonesses and Palatines have access to the Light of the Emperor, Divine Guidance, The Emperor's Deliverance, The Passion, Indomitable Crusade, Blades of Light, and Hand of the Emperor Acts of Faith.

**Priests:** Confessors and Militia Warbands cannot use Acts of Faith on their own, but they generate Faith Points as normal and do not inhibit the use of Acts of Faith as per the Independent Characters restrictions below.

**Independent Characters and Acts of Faith:** A Faithful unit cannot use Acts of Faith if joined by a non-Faithful character, neither can a Faithful character use Acts of Faith if attached to a non-Faithful unit. If a Faithful character is attached to a Faithful unit, they are treated as one Faithful entity that can use the Acts of Faith available to the character as well as those available to the unit, all of which apply to the unit and any attached characters.

### **Guiding Light**

A model with this rule increases her unit's bonus to Deny the Witch rolls from the Shield of Faith to +2 and increases her unit's roll to generate Faith Points by +1. The bonuses from multiple models with this rule do not stack with each other.

### **Seraphim Pistols**

A model with this rule that is equipped with two pistols may use them together for extra effect. The precise impact of this rule depends on the type of pistol used:

**Bolt Pistols:** This model may fire two bolt pistols as a twin-linked bolt pistol and counts as equipped with an extra close combat weapon.

**Hand Flamers:** This model may fire both hand flamers together as per a normal flamer and counts as equipped with an extra close combat weapon.

**Plasma Pistols:** This model may fire both plasma pistols together as a twin-linked plasma pistol, counts as equipped with an extra close combat weapon, and strikes at AP2 in close combat.

**Inferno Pistols:** This model may fire both inferno pistols together as a twin-linked inferno pistol, counts as equipped with an extra close combat weapon, and strikes at AP1 with the Armorbane special rule in close combat.

### **Special Operations**

All squads with this special rule must select one of the Special Operations rules available to them before the game begins. The Special Operations are as follows:

**Reconnaissance:** This squad gains the Scout, Move Through Cover, and Night Vision rules

**Airborne Assault:** This squad may reroll the scatter dice whenever they Deep Strike or deploy by Rapid Deployment from a Valkyrie or a Vendetta.

**Behind Enemy Lines:** This squad gains the Infiltrate rule and their weapons count as Pinning the first time they fire, in addition to any other effects.

**Shock Troopers:** This squad gains the Fleet and Furious Charge rules.

**Marksmen:** This squad generates Precision Shots on a roll of 5+ to hit and Rending on a roll of 5+ to Wound rather than the normal 6+ when using Sniper weapons.

**Iron Will:** This squad has the Stubborn rule and benefits from the Shield of Faith rule.

**Fire Support:** This squad rolls 1d6 for scatter distance when firing Barrage weapons rather than the normal 2d6.

# Unit-Specific Special Rules Reference

## Chosen One

Living Saints have the option to purchase several additional special rules; they are collected here for convenience.

**Aura of Purity:** Friendly units within 6" of the Living Saint are Fearless.

**Blessed Renewal:** If the Living Saint ever dies, place a marker on her last location. At the beginning of your next turn, after generating Faith Points, make a Ld test for the Saint, if it passes, place her back on the table on the marker with d3 Wounds remaining and increase the Faith pool by a corresponding amount, otherwise she dies and is removed from the game. If the marker would have her stand back up within 1" of an enemy unit, place her at the nearest edge of the enemy unit locked in close combat with it.

**Divine Fire:** Enemy units attempting to assault the Living Saint or a unit she has joined are treated as moving through Dangerous Terrain.

**The Fires of Wrath:** Any flamers, heavy flamers, hand flamers, Inferno pistols, meltaguns, multi-meltas, and bolt weapons equipped with Blessed Bolts fired by the Living Saint and any unit she joins count as twin-linked.

**Light of Faith:** Friendly units attempting to generate Faith Points within 6" of the Living Saint gain an additional +1 to the roll.

**Speed Is Life:** The Living Saint and any unit she joins gain the Hit and Run rule

## Orders

Stormtrooper Officers have the experience, tactical expertise, and charisma to motivate their soldiers to perform above and beyond the call of duty for short periods. Once per Shooting phase, a Stormtrooper Officer may issue one of three Orders to any friendly Stormtrooper unit or Drop Sentinel unit within 12" or vox contact. Make a Ld test with the squad the Order is issued to, if it passes the squad gains the benefits of the Order, otherwise nothing happens. If the Ld test passes on a double 6, the Officer can issue one additional Order this phase. The three Orders are as follows:

**Suppressing Fire!:** The target unit's weapons gain the Pinning special rule for the remainder of the phase.

**On The Double!:** The target unit immediately either runs and then shoots normally, counting as having moved, or shoots normally, counting as having moved, and then runs.

**Target It's Weak Point!:** The target unit's weapons gain the Rending special rule for the remainder of the phase.

## Indomitable Will

Inquisitors and Inquisitor Lords are Fearless, and any unit within 12" or vox-contact of them may reroll failed Morale tests. If you include an Inquisitor Lord in your army, he must be the Warlord.

## Alignment

Each Inquisitor must select an alignment: either Puritan or Radical. This alters some of the Inquisitor's upgrade options, retinue options, and the like, but it also affects the composition of the Force Organization Chart; in a Radical Inquisitor's army, you may not take Living Saints or Sisters Repentia, and Celestians, Seraphim, and Ophanim are all 0-1.

## Conclave

The three Ordos of the Inquisition sometimes join together under one banner to combat the greatest threats to the Imperium, wielding the weight of their combined expertise and armies to crush their foes. A Conclave army may only be an army of over 2,000pts; you may take two Allied detachments per Primary Detachment in a Conclave army, but the primary list and the Allied detachments must all be of different Ordos of the Inquisition, and they all must be led by an Inquisitor Lord, one of whom must be selected as the army's Warlord. In addition, all of the Inquisitors in a Conclave army must have the same alignment.

### **Independent Allies**

Inquisitorial Henchmen Warbands may be chosen as Troops in an army with an Inquisitor Lord as the Warlord. Note, however, that Henchmen Warbands chosen as Troops have more stringent restrictions than those chosen as a retinue for an Inquisitor.

### **Agility**

A model with this rule has an Invulnerable save listed on their profile instead of an Armor save.

### **Mindlock**

If at any point a Henchmen warband includes Servitors and does not include either a techpriest, an Inquisitor, or an Interrogator, roll a die for that warband at the beginning of a turn. On a 4+, the unit acts as normal, but otherwise the unit cannot move, shoot, or initiate combat, though it will fight if it is already locked in close combat.

### **Hymn of Reforging**

This model may attempt to repair a vehicle instead of shooting. If the model is in base contact with any vehicle that is not a Zooming Flyer, or embarked upon any vehicle, roll a die in the Shooting phase, and add +1 for every Combat Servitor in the unit. If the total roll is 5 or more, you may remove one Immobilized, Locked Velocity, or Weapon Destroyed effect from the vehicle, and you may restore one Hull Point to the vehicle. A weapon that is repaired in this way may not fire until the following Shooting phase.

### **Blessed by the Machine**

This model passes repair rolls from Hymn of Reforging on a 4+ instead of a 5+.

### **Auto-Repair**

This model may use the Hymn of Reforging, but only on itself.

### **Null Aura**

An Untouchable, also known as a Blank or a Pariah, is anathema to creatures of the Warp and psychic powers, and her presence is extremely unpleasant for most people. A unit including an Untouchable automatically passes Deny The Witch rolls, no psyker (friendly or enemy) may make psychic tests within 12" of the Untouchable, Daemons within 12" of the Untouchable lose their Invulnerable save and the effects of any Daemonic Gifts, and enemy psykers must take a Morale test every turn they begin within 12" of the Untouchable. In addition, all enemy models within 12" lose the benefit of the Fearless and Stubborn rules, use the lowest Ld in the squad instead of the highest for Morale and Pinning tests, and may not use another model's Ld for anything.

### **Archaeotech**

Some Techpriests are masters of ancient and forgotten technology. At the beginning of the game, roll a die for every Henchmen Warband including a Techpriest with this rule and check the following table for the modification the Techpriest applies to the unit:

1. **Nothing.** Something goes wrong with the Techpriest's modifications, or they turn out to be merely aesthetic.
2. **Improved Accuracy.** The range of all non-template shooting weapons in the unit improves by +12".
3. **Reinforced Armor.** All models in the unit improve their armor save by one step. This does not affect Invulnerable saves.
4. **Penetrating Ammunition.** All shooting weapons in the unit gain the Rending rule in addition to their normal effects.
5. **Energy Shields.** All models in the unit gain a 5+ Invulnerable save.
6. **Multiple Customizations.** Choose two of the effects from #2 to #4.

### **Intercept Reserves**

As long as a model with this rule is on the table, you may choose to modify any enemy Reserves rolls by -1. This rule is not cumulative with itself.

### **Astropathic Beacon**

As long as a model with this rule is on the table, all of your Reserves rolls are modified by +1. This rule is not cumulative with itself. In addition, any friendly model deploying by Deep Strike within 6" of the Astropath will not scatter.

### **Bomber Strike**

A model with this rule may make a special Shooting attack if he does not move. This attack may be targeted anywhere within his line of sight or the line of sight of any unit within vox contact of the firing model's unit, and scatters a full 2d6", moving in the direction of the small arrow on the 'hit' symbol if a hit is rolled. This attack may use one of the following two profiles:

**Hellstorm Bomb:** Template, S7, AP3, Inaccurate (to fire the Hellstorm bomb, roll the scatter dice to determine the direction of the template; if a 'hit' is rolled here the firing player may choose which direction the template goes)

**Tactical Bomb:** Unlimited range, S6, AP4, Ordnance Barrage d3, Large Blast (roll a d3 before every shot to determine how many bombs are dropped)

### **Psychic Shield**

A squad including at least one Penitent gains a +1 bonus to Deny the Witch saves. If a Deny the Witch save is ever failed, remove one Penitent and treat it as having passed.

### **Fire Discipline**

An Adeptus Arbites squad may fire with deadly precision and speed when their riot shields are deployed. Any time an Adeptus Arbites squad equipped with riot shields deploys their riot shields, replace the profiles of any boltguns or Arbites combat shotguns in the squad with the following:

Arbites combat shotgun (Executioner round): 18", S4, AP5, Salvo 1/3

Arbites combat shotgun (shell): 12", S3, AP-, Salvo 2/4

Boltgun: 24", S4, AP5, Salvo 2/4

Additionally, an Adeptus Arbites squad with riot shields deployed hits on a 5+ when firing Overwatch instead of the normal 6+.

### **Rabble**

A Frateris Militia Warband is Fearless, but it cannot voluntarily fail any Morale test and may not end its move further from the enemy than when it started. In addition, all models in the unit have the Faithful (Priest) and Shield of Faith rules if the unit is led by a Priest.

### **Narcotic Injections**

Arco-Flagellants are Fearless. In addition, you may choose to overcharge their injectors at the beginning of any turn; if you do so, the unit moves 3d6" and charges 3d6" in that turn, but if you roll any double on either movement roll, you must remove d3 Arco-Flagellants as their bodies are destroyed by the overdose.

### **Forward to the Slaughter**

Arco-Flagellants have the Furious Charge and Hatred (Everyone) rules. Their Attacks characteristic is random, roll a number of d6s equal to the number of Arco-Flagellants engaged in combat at the beginning of each Fight sub-phase and make that many Attacks; this is not modified by things that normally affect the number of Attacks a unit gets, but you may reroll any of the dice on a turn in which the Arco-Flagellants charge. The Handler attacks normally.

### **Keep Them in Check**

While the Handler is alive, Arco-Flagellants act normally, but if the Handler is ever killed the unit goes completely out of control. An Arco-Flagellant unit with a dead Handler and no attached Independent Character always has Narcotic Injection active and must move towards the closest enemy unit and assault if possible.

### **Mad, Bad, and Dangerous to Know**

An Arco-Flagellant unit may not be joined by any Independent Character except for a Confessor.

### **Only In Death Does Duty End**

Sisters Repentia are Sisters of Battle who have committed sins so terrible that their only redemption can be found in death, towards which they throw themselves heedlessly. If a Repentia unit fails a Morale test due to

casualties taken in the Shooting phase, they move 2d6” towards the nearest enemy unit instead of falling back; in close combat, they are Fearless. Additionally, if a Sisters Repentia unit survives a game without taking casualties, the Ordo Hereticus player loses one Victory Point; in games that use the old victory points system an unscathed Repentia unit is worth negative points equal to its initial cost. No Independent Characters may join a Sisters Repentia unit.

### **Assassin**

Operatives of the Officio Assassinorium are subject to the Fearless, Move Through Cover, and Fleet universal special rules, and have a 4+ Invulnerable save.

### **Bio-Meltdown**

Eversor Assassins explode violently on death. Place a small blast template over the Eversor before removing it, any models under the template take a S4 hit at AP2.

### **Deadeye**

All hits inflicted by a model with this rule are Precision Shots.

### **Amphibious**

A Chimera ignores the effects of any water terrain.

### **Air Cavalry**

Models firing from a Valkyrie or a Vendetta’s door fire points may fire if the Flyer Zoomed, but they may only fire at ground targets, and the Flyer may not move Flat Out in that turn. The unit may not fire Mortars in this way, and if they fire Javelin missile launchers they may target Flyers.

### **Rapid Deployment**

Models may disembark from a Valkyrie or a Vendetta using grav-chutes in addition to the doors. Nominate any point the vehicle moved over during its Movement phase, and place the unit as if by Deep Strike on that point, rolling for scatter as normal. If any part of the unit lands in Difficult Terrain, the entire unit must take a Dangerous Terrain test.

### **Hypersonic**

A Flyer with Hypersonic may move up to 36” when moving Flat Out.

### **Descent of Angels**

A Seraphim unit may choose to use the Descent of Angels rule when they arrive by Deep Strike; if they do so, they may not act during the Shooting phase when they arrive but they may charge during the Assault phase.

### **Agile**

A Flyer with this special rule increases any Jink saves by +1

### **Rampage**

Penitent Engines fire both their flamers together, functioning as a heavy flamer. If they suffer a Weapon Destroyed result, this is downgraded to a normal flamer. They must always move towards the nearest visible enemy unit, fire their weapons if there is an enemy in range, and charge if possible. Penitent Engines are not affected by Crew Shaken or Crew Stunned.

## **Armory**

### **Weapons**

The rules for the following weapons can be found in the core rulebook: autocannon, bolt pistol, boltgun, storm bolter, heavy bolter, combi-weapon, hand flamer, flamer, heavy flamer, lascannon, hot-shot laspistol, hot-shot lasgun, multi-laser, inferno pistol, missile launcher, meltagun, multi-melta, plasma pistol, plasma gun, shotgun, chainsword, eviscerator, force weapon, lightning claw, power fist, thunderhammer, power weapon, frag grenade, krak grenade, meltabomb.

### **New Ranged Weapons**

**Animus Speculum:** 12”, S5, AP1, Assault 2. The Animus Speculum may fire one additional shot per psyker within 12”.

**Arbites Combat Shotgun:** This weapon may fire with one of two different profiles, as follows:

Shot: 12”, S3, AP-, Assault 2

Executioner Shell: 18", S4, AP4, Assault 1

**Condemnor Boltgun:** This weapon functions as a combi-weapon as per the rules in the core book, except that its non-bolter profile is as follows: 24", S3, AP5, Assault 2. Against psykers, the non-bolter profile is treated as AP2 and Poisoned (2+).

**Exitus Pistol:** 12", SX, AP1, Pistol, Sniper. This weapon fires the same specialized ammunition as the Exitus Rifle, see below.

**Exitus Rifle:** 36", SX, AP1, Heavy 1, Sniper. This weapon fires three different types of ammunition that provide different bonuses to the shot:

**Hellfire Round:** The shot wounds on 2+ instead of the normal 4+

**Shield Breaker:** This shot ignores Invulnerable saves granted by equipment. A model hit by a Shield Breaker round immediately loses all Invulnerable saves granted by items of equipment, though Invulnerable saves from special rules such as the Daemon special rule still apply.

**Turbo-Penetrator:** This shot inflicts 2 Wounds rather than 1. If fired against a vehicle, it has an armor penetration value of 2d6+6.

**Grenade Launcher:** This weapon may fire with one of three different profiles, as follows:

**Krak:** 24", S6, AP4, Assault 1

**Frag:** 24", S3, AP5, Assault 1, Small Blast

**Smoke:** 24", S3, AP-, Assault 1, Small Blast, Blind

**Heavy Sniper Rifle:** 36", S3, AP5, Heavy 1, Sniper

**Hellpistol:** 12", S3, AP5, Pistol

**Hellgun:** 24", S3, AP5, Rapid Fire

**Javelin missile launcher:** 36", S7, AP4, Heavy 1, Skyfire, Interceptor, Heat-Seeking (Heat-Seeking: This weapon may reroll missed to-hit rolls against Flyers or Fast Skimmers)

**Mortar:** This weapon may fire with one of five different profiles, as follows:

**Frag Rounds:** 48", S4, AP6, Heavy 2, Small Blast, Barrage

**Flares:** 48", S\*, AP\*, Heavy 1, Blast, Barrage, Flare (Fire this as if it were a Barrage weapon. Once the final position of the blast marker is determined, place a flare marker no larger than one standard 28mm infantry base on the center of the marker, or as near to it as possible if the target location is over a model. Until your next Shooting phase, models firing at targets wholly or partially within 12" of the flare marker may ignore the effects of the Night Fighting rule)

**Phosphorus Rounds:** 48", S3, AP5, Heavy 1, Small Blast, Barrage, Blind, Marker (Once the final position of the blast marker has been determined, place a smoke marker no larger than one standard 28mm infantry base on the center of the marker, or as near to it as possible if the target location is over a model. Until your next Shooting phase, friendly Barrage weapons targeted within 12" of the smoke marker or friendly Stormtroopers attempting to Deep Strike within 12" of the smoke marker may reroll their scatter dice)

**Krak Rounds:** 48", S4, AP5, Heavy 1, Small Blast, Barrage, Anti-Armor (If the center of the marker is placed over a vehicle, the shot has the Armorbane rule when dealing with that vehicle)

**Chemical Warfare Rounds:** 48", S1, AP3, Heavy 1, Small Blast, Barrage, Poisoned (2+)

**Needle Pistol:** 12", SX, AP4, Pistol, Poisoned (2+)

**Neural Shredder:** Template, S8, AP1, Pistol. The Neural Shredder's hits are resolved using the target's Ld value instead of their Toughness value. A Neural Shredder cannot damage vehicles.

**Orbital Strike Beacon:** This is a very powerful vox-link that can reach ships in orbit and be used to relay targeting data for precision orbital strikes; it counts as a ranged weapon that may only be fired if the unit remains stationary, regardless of whether the unit has the Relentless rule; the firing model also may not charge. The types of orbital strikes are as follows:

**Plasma Battery:** Unlimited range, S6, AP4, Ordnance d3, Barrage, Large Blast, Ignores Cover

**Lance Strike:** Unlimited range, S10, AP1, Heavy 1, Blast, Barrage, Lance

## Melee Weapons

**Ascalion Lance:** This weapon has two profiles, depending on whether the wielder charged this turn:

Charged: Melee, S +2, AP 2, Master-Crafted

Ongoing Combat: Melee, S +1, AP 4, Master-Crafted

**Blessed Weapon:** Melee, S +2, AP 2, Master-Crafted, Two-Handed

**Brazier of Holy Fire:** Melee, S User, AP 3. In addition, this weapon may be fired as a flamer in the Shooting phase.

**Null Rod:** Melee, S User, AP 2, Master-Crafted. The Null Rod is a powerful anti-psyhic device; any psychic power that affects the wielder or his unit, or even includes them in its area of effect, is completely nullified and has no effect. This includes friendly powers.

**Phase Blade:** Melee, S User, AP 2. Hits from a Phase Blade automatically inflict Instant Death, regardless of the target's Toughness.

**Servo-Arm:** This model may attack as if it were equipped with a power fist. Additionally, the model adds +1 to any Hymn of Reforging roll made by a model in its unit.

**Shock Maul:** Melee, S +1, AP 5, Concussive

## Vehicle Weapons

**Avenger Bolt Cannon:** 36", S7, AP3, Heavy 7

**Exorcist Missile Launcher:** 48", S8, AP3, Heavy d6 (Roll before firing every turn)

**Hellfury Missile:** 72", S4, AP5, Heavy 1, Large Blast, Ignores Cover, One-Shot, Missile

**Hellstrike Missile:** 72", S8, AP3, Ordnance 1, One-Shot, Missile

**Hunter-Killer Missile:** 72", S8, AP3, Heavy 1, One-Shot, Missile

**Multiple Rocket Pod:** 24", S4, AP6, Heavy 1, Large Blast

**Punisher Cannon:** 24", S5, AP -, Heavy 20

**Skystrike Missile:** 72", S7, AP4, Heavy 1, Skyfire, Heat-Seeking, One-Shot, Missile

**Tactical Bombs:** Bomb, S6, AP4, Heavy 1, Small Blast, Barrage, Bomb, One-Shot

**Tauros Grenade Launcher:** This weapon may fire with one of three different profiles, as follows:

**Krak:** 24", S6, AP4, Assault 2

**Frag:** 24", S3, AP5, Assault 2, Small Blast

**Smoke:** 24", S3, AP-, Assault 2, Small Blast, Blind

## Wargear

**Adepta Sororitas Bike:** Change the rider's unit type to Bike, and add +1 to the rider's Toughness. The bike comes with a mounted twin-linked boltgun.

**Arbites Riot Shield:** A squad that includes any members equipped with Arbites Riot Shields may choose to either have them stowed or deployed at the beginning of the turn. This choice may only be made at the beginning of the Movement phase, and may not be altered after. If the squad has chosen to deploy their riot shields, they are subject to the following changes: the unit moves as if it were moving through difficult terrain in clear terrain and must roll an additional die and select the lowest when moving through difficult terrain, all models equipped with riot shields gain a 3+ Invulnerable save, all models equipped with riot shields may only fire shotguns or one-handed weapons during the Shooting phase, and the unit may not run or charge, though if it is charged or already locked in close combat it may fight as normal, except that models with riot shields may only make a single Attack. If the unit chooses to leave their riot shields stowed, they move and fire as normal.

**Auspex:** A model with an auspex may choose to use it instead of shooting. If he does so, pick a target unit within 12" and line of sight of the auspex-user and reduce its Cover save by 1 for the remainder of the phase. Multiple auspexes do not stack.

**Blessed Banner:** As per Sacred Standard, but all models in the unit containing the Banner gain +1A.

**Blessed Bolts:** A model using Blessed Bolts and a boltgun, bolt pistol, storm bolter, or heavy bolter treats her bolt weapon as having the Ignores Cover rule.

**Boosted Vox-Bead:** Any squad including a model with a boosted vox-bead is considered to be in vox-contact with all other squads that have a boosted vox-bead, which some special rules will reference.

**Camo-Cloaks:** Models equipped with camo-cloaks have the Stealth rule.

**Etherium:** Enemies attempting to shoot at a Culexis Assassin must pass an unmodified Ld test on 3d6; vehicles count as Ld 10 for purposes of this test. If they fail, they may not shoot the Assassin, but they may shoot at other targets.

**Frenzon:** A very dangerous but very powerful narcotic. A model on Frenzon gets d6 bonus Attacks for charging instead of 1.

**Homing Beacon:** Models attempting to aim barrage weapons or Deep Strike within 12" of a model with a Homing Beacon may reroll their scatter dice.

**Jump Pack:** Change the wearer's type to Jump Infantry.

**Medi-Pack:** A unit containing a medi-pack and any characters that join the unit are subject to the Feel No Pain rule.

**Polymorphine:** When a Callidus Assassin arrives from Reserves, pick an enemy unit. The target unit immediately takes d6 S4 AP2 hits, and the Callidus Assassin is placed within 3" of that unit. She may move, shoot, and assault as normal that turn.

**Praesidium Protectiva:** This is a one-handed item that grants the wielder a 3+ Invulnerable save. It may not be combined with a two-handed weapon or with two one-handed weapons.

**Refractor Field:** The model wearing this item gains a 5+ Invulnerable save.

**Rosarius:** The model wearing this item gains a 4+ Invulnerable save.

**Sacred Standard:** Friendly units within 12" of a unit containing a Sacred Standard may reroll failed Morale and Pinning tests. In addition, the Standard functions as a Simulacrum Imperialis.

**Signum:** A model with a Signum may grant a friendly model in the same squad BS5 for the duration of one Shooting phase in lieu of shooting during that phase.

**Simulacrum Imperialis:** A Faithful unit that includes a Simulacrum Imperialis may reroll its roll to generate a Faith Point at the beginning of the turn. This bonus applies to any Faithful Independent Characters who have joined the unit.

**Spotting Gear:** A model with Spotting Gear may forego shooting to relay targeting data to one friendly squad within 12" or vox contact. So long as the friendly squad is firing at a target within line of sight of the model with Spotting Gear, they may reroll all rolls to hit and all scatter dice if using blast weapons.

**Synskin:** A model wearing synskin has the Feel No Pain (4+) rule.

### Vehicle Wargear

**Armored Cockpit:** If the Flyer suffers a Crew Shaken or a Crew Stunned damage result, roll a die. On a 4+, ignore the result.

**Dozer Blade:** A model with a dozer blade may reroll all Difficult and Dangerous Terrain tests.

**Extra Armor:** A model with Extra Armor treats Crew Stunned damage results as Crew Shaken.

**Flares:** Place a flare counter at any point the Flyer moved over during its turn. All models firing at targets within 12" of the flare counter may ignore the Night Fighting rules.

**Holy Promethium:** A unit that takes any casualties at all from a flamer or heavy flamer using Holy Promethium must immediately take a Morale test as if they took 50% casualties.

**Infrared Targeting:** A Flyer with Infrared Targeting has the Night Vision special rule.

**Laud Hailers:** Enemy units within 12" of one or more units equipped with Laud Hailers take a -1 penalty to their Leadership.

**Missile Countermeasures:** If an enemy fires at the Flyer with a weapon that has the Missile rule, you may ignore any hits on a roll of 4+.

# Army List

## HQ

### Adepta Sororitas Heroine

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Canoness	5	5	3	3	3	4	3	10	3+	55pts
Palatine	4	5	3	3	2	4	2	9	3+	45pts

Unit Type: Infantry (Independent Character)

Unit Composition: 1 Canoness OR 1 Palatine

#### Equipment

- Power armor
- Bolt pistol
- Chainsword
- Refractor Field
- Frag and Krak Grenades

#### Special Rules

- Shield of Faith
- Faithful (Hero)
- Guiding Light
- Stubborn

#### Options

- A Heroine may replace her bolt pistol and/or her chainsword with any of the following:
  - A Boltgun for free
  - Any Combi-Weapon or a Condemnor bolter for +5pts
  - A hand flamer for +5pts
  - A Praesidium Protectiva for +10pts
  - Any power weapon for +10pts
  - A plasma pistol or an Inferno pistol for +15pts
  - A Brazier of Holy Fire or an Ascalion Lance for +15pts
- A Heroine may take Blessed Bolts for +5pts
- A Canoness may replace her refractor field with a rosarius for +10pts
- A Canoness may replace her bolt pistol and her chainsword with a Blessed Weapon for +20pts
- A Heroine may take a jump pack for +15pts or an Adepta Sororitas bike for +20pts

#### Retinue

- A Heroine may be accompanied by a Celestian Honor Guard squad, chosen from the HQ section of the list. The squad does not take up a Force Organization Chart slot, but otherwise counts as a separate HQ choice. The Honor Guard squad may only upgrade to Seraphim if the Heroine has a jump pack, and may only upgrade to Ophanim if the Heroine has a bike.

## Living Saint

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Saint	7	7	3	3	4	5	4	10	2+	105pts

Unit Type: Infantry (Independent Character)

Unit Composition: 1 Saint

### Equipment

- Artificer Armor
- Chainsword
- Bolt pistol
- Rosarius
- Blessed Bolts
- Frag and Krak grenades

### Special Rules

- Shield of Faith
- Faithful (Hero)
- Guiding Light
- Seraphim Pistols
- Fearless

### Options

- A Living Saint may swap her chainsword and/or her bolt pistol for any of the following:
  - A boltgun or a pair of bolt pistols for free
  - Any Combi-Weapon or a Condemnor bolter for +5pts
  - A hand flamer for +5pts
  - Two hand flamers for +10pts
  - A Praesidium Protectiva for +10pts
  - Any power weapon for +10pts
  - A plasma pistol or an Inferno pistol for +15pts
  - A Brazier of Holy Fire or an Ascalion Lance for +15pts
  - A Blessed Weapon for +20pts
  - Two plasma pistols or two Inferno pistols for +25pts
- A Living Saint may take a jump pack for +15pts or an Adepta Sororitas bike for +20pts.
- A Living Saint who does not select either a jump pack or a bike may instead trade both her weapons for one of the following:
  - A heavy bolter for +10pts
  - A heavy flamer for +10pts
  - A multi-melta for +20pts
- A Living Saint may take up to two of the following special rules:
  - Aura of Purity for +10pts
  - Speed Is Life for +10pts
  - Light of Faith for +15pts
  - Divine Fire for +20pts
  - The Fires of Wrath for +25pts
  - Blessed Renewal for +30pts

## Celestian Honor Guard

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Celestian Veteran	4	4	3	3	1	4	2	9	3+	18pts

Unit Type: Infantry

Unit Composition: 5 Celestian Veterans

### Equipment

- Boltguns
- Bolt pistols
- Power armor
- Frag and Krak grenades

### Special Rules

- Shield of Faith
- Faithful (Celestians)
- Stubborn

### Options

- One Celestian may be upgraded to a Sister Hospitallier with a medi-pack for +10pts
- One Celestian may trade her boltgun for one of the following:
  - Simulacrum Imperialis for +5pts
  - Sacred Standard for +15pts
  - Blessed Banner for +30pts
- Any Celestian may replace her boltgun with a storm bolter or a combi-weapon for +5pts.
- Any Celestian may take meltabombs for +5pts.
- Up to two Celestians may replace their boltguns with one of the following:
  - Flamer for +5pts
  - Meltagun, heavy flamer, or heavy bolter for +10pts
  - Plasma gun or multi-melta for +15pts
- The entire squad may take Blessed Bolts for +20pts
- The entire squad may be upgraded to an Ophanim Honor Guard, replacing their weapons with bikes, Ascalion Lances, and Praesidiae Protectiva for +100pts, and replacing the Faithful (Celestians) rule with the Faithful (Seraphim) rule. If they do so, they may only select a standard bearer and a Sister Hospitallier, they may take no other upgrades.
- The entire squad may be upgraded to a Seraphim Honor Guard, replacing their weapons with Jump packs and twin bolt pistols, replacing the Faithful (Celestians) rule with the Faithful (Seraphim) rule, and gaining the Seraphim Pistols rule. If they do so, they may only take a Standard Bearer and a Sister Hospitallier from the above upgrades, but they may take the following upgrades instead:
  - Up to two Veterans may replace their bolt pistols with one of the following:
    - Two hand flamer for +5pts
    - Two Inferno pistols for +20pts
    - Two plasma pistols for +20pts
  - Any Veteran may replace one or both bolt pistols with one of the following:
    - A power weapon for +10pts
    - A Praesidium Protectiva for +10pts
    - An Ascalion Lance for +15pts

### Transport

- A Celestian Honor Guard that is not upgraded to Seraphim or Ophanim may take a Repressor, an Immolator, or an Aquila Lander as a Dedicated Transport.

## Inquisitor

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Inquisitor	4	4	3	3	3	4	3	9	4+	45pts
Inquisitor Lord	5	5	3	3	4	5	4	10	4+	75pts

Unit Type: Infantry (Character)

Unit Composition: 1 Inquisitor OR 1 Inquisitor Lord. Note that you may only include one Inquisitor Lord per detachment.

### Equipment

- Carapace armor
- Bolt pistol
- Chainsword
- Boosted vox-bead
- Frag and krak grenades

### Special Rules

- Indomitable Will
- Alignment
- Conclave
- Independent Allies (Inquisitor Lord only)

### Options

- An Inquisitor may replace his bolt pistol and/or chainsword with any of the following:
  - A bolter for free
  - A storm bolter or combi-bolter for +5pts
  - A power weapon or a single lightning claw for +10pts
  - A plasma pistol or an Inferno pistol for +15pts
  - A storm shield for +15pts
  - A power fist or two lightning claws for +15pts
  - A thunderhammer for +25pts
- An Inquisitor may replace his carapace armor with power armor for +10pts or artificer armor for +15pts.
- An Inquisitor may take any of the following:
  - Blessed Bolts for +5pts
  - An Auspex for +5pts
  - A Rosarius for +15pts
- If Puritan, an Inquisitor may purchase the Shield of Faith and the Faithful (Priest) rules for +10pts. If he does so, he may swap his chainsword for a Brazier of Holy Fire or an Ascalion Lance for +15pts.
- A Puritan Inquisitor Lord may swap his chainsword for a Null Rod for +20pts.
- If Radical, an Inquisitor may purchase one or two psychic Mastery Levels at +20pts each. He may choose to use powers from any of the disciplines in the core rulebook, or he may select one power per Mastery level from the psychic powers section of this Codex. If he does so, he may also swap his chainsword for a force weapon for +15pts, and he may take a psychic hood for +10pts.

### Retinue

- An Inquisitor may select one Henchmen Warband that does not take up a slot in the list, but is otherwise treated as a separate HQ choice.

## Henchmen Warband

An Inquisitorial Henchmen Warband is composed of 3-12 models selected from the following assortment, with restrictions on the number of models of a specific type. They are all Infantry, except for the Interrogator, who is Infantry (Character); the unit may be mounted in any Transport from the Dedicated Transports section if the entire unit plus the Inquisitor fits in the transport. If the Henchmen Warband was chosen as part of an army including a Puritan Inquisitor, they may be upgraded with Faithful (Priest) and the Shield of Faith for +20pts. The number given in parentheses after the unit's name is the restriction on how many of a given model may be employed in a Henchmen Warband taken as Troops.

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
0-1 Interrogator (1)	4	4	3	3	2	4	2	9	4+	35pts

### Equipment

- Carapace armor
- Bolt pistol
- Chainsword
- Frag and krak grenades
- Boosted Vox-Bead

### Options

- An Interrogator may replace his bolt pistol and/or chainsword with one of the following:
  - Boltgun for free
  - Storm bolter or combi-bolter for +5pts
  - Hand flamer for +5pts
  - Power weapon for +10pts
  - Plasma pistol or Inferno pistol for +15pts
  - Power fist for +15pts
- An Interrogator may take a refractor field for +10pts
- An Interrogator may take Blessed Bolts for +2pts
- An Interrogator may replace his carapace armor with power armor for +10pts
- An Interrogator in an army led by a Radical Inquisitor may take one psychic Mastery Level at +20pts. If he does so, he may take a force weapon for +15pts, and he may take a psychic hood for +10pts. He may choose to roll for a power from the core rulebook or select one from the Psychic Powers section of this book.

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Warrior (3+)	3	4	3	3	1	3	1	8	4+	10pts

### Equipment

- Carapace armor
- Hellgun
- Hellpistol
- Frag and krak grenades

### Options

- Any Warrior may swap his hellgun for a shotgun for free or an Arbites combat shotgun for +2pts
- Any Warrior may swap his hellgun and hellpistol for a boltgun and bolt pistol for +2pts. If he does so, he may take Blessed Bolts for a further +2pts.
- A Warrior may swap his hellgun and hellpistol for a hot-shot lasgun and a hot-shot laspistol for +5pts
- Up to three Warriors may trade their hellguns for one of the following upgrade weapons:
  - Flamer or heavy sniper rifle for +5pts
  - Meltagun for +10pts
  - Plasma gun for +15pts
- Any Warrior may trade one weapon for an Arbites combat shield for +5pts

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
0-3 Crusader (0-2)	4	3	3	3	1	3	1	8	4+	15pts

#### Equipment

- Power weapon
- Storm shield
- Carapace armor
- Frag and krak grenades

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
0-3 Assassins (0)	5	3	3	3	1	5	2	8	5+	15pts

#### Equipment

- Two power weapons

#### Special Rules

- Agility

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
0-1 Techpriest (0-1)	3	3	3	3	1	3	2	9	3+	35pts
0-3 Combat Servitor (0-1)	4	3	3	3	1	2	1	7	4+	15pts
0-3 Gun Servitor (0-1)	3	4	3	3	1	2	1	7	4+	20pts

You may only include Servitors in a Henchmen Warband that includes a Techpriest

#### Equipment

- Techpriest: Power armor, servo-arm, chainsword, bolt pistol, frag and krak grenades
- Combat Servitor: Carapace armor, servo-arm
- Gun Servitor: Carapace armor, heavy bolter

#### Special Rules

- Hymn of Reforging (Techpriest only)
- Mindlock (Servitors only)

#### Options

- Any Gun Servitor may replace his heavy bolter with a multi-melta for +10pts or a plasma cannon for +15pts
- The Techpriest may purchase the Archaeotech rule for +20pts

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
0-1 Untouchable (0)	3	3	3	3	1	3	1	10	4+	50pts

#### Equipment

- Carapace armor
- Chainsword
- Hellpistol

#### Special Rules

- Null Aura
- Fear

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
0-1 Fighter Command Liason (0)	3	3	3	3	1	3	1	9	4+	45pts

Equipment

- Carapace armor
- Laspistol

Special Rules

- Intercept Reserves

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
0-1 Bomber Command Liason (0)	3	3	3	3	1	3	1	9	4+	50pts

Equipment

- Carapace armor
- Laspistol

Special Rules

- Bomber Strike

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
0-1 Astopath (0)	3	3	3	3	1	3	1	9	4+	45pts

Equipment

- Carapace armor
- Laspistol
- Close combat weapon

Special Rules

- Astopathic Beacon

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
0-3 Psykers (0-1)	3	3	3	3	1	3	1	9	4+	30pts

A Henchmen Warband may only include psykers if the army includes a Radical Inquisitor

Equipment

- Carapace armor
- Laspistol
- Close combat weapon

Special Rules

- Psyker (Mastery 1). A Psyker rolls for his power off the tables in the core rulebook, but may reroll any result that requires 2 Warp Charge.

Options

- A Psyker may take a Psychic Hood for +10pts

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
0-1 Chirurgon (0)	3	3	3	3	1	4	1	9	4+	40pts

#### Equipment

- Medi-pack
- Laspistol
- Close combat weapon
- Carapace armor

#### Options

- A Chirurgon may replace her laspistol with a needle pistol for +10pts
- A Chirurgon may give her close combat weapon the Poisoned (4+) rule for +5pts.

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
0-3 Penitents (0-1)	2	2	3	3	1	3	1	7	-	10pts

#### Equipment

- None

#### Special Rules

- Psychic Shield

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
0-3 Celestians (0-1)	4	4	3	3	1	4	2	9	3+	16pts

Celestians may only be taken if the unit has purchased the Faithful (Priest) rule; if the unit includes one or more Celestians, the entire unit may swap Faithful (Priest) for Faithful (Sisters) for a further +10pts

#### Equipment

- Power armor
- Boltgun
- Bolt pistol
- Frag and Krak grenades

#### Special Rules

- Shield of Faith
- Faithful (Priest)

#### Options

- A Sister of Battle may swap her boltgun for any of the following:
  - A close combat weapon for free
  - A storm bolter for +3pts
  - A combi-weapon or flamer for +5pts
  - A meltagun for +10pts
  - A power weapon for +10pts
  - A plasma gun for +15pts

## Stormtrooper Command Section

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Stormtrooper Lieutenant	5	5	3	3	3	4	3	10	4+	40pts
Stormtrooper Veteran	4	4	3	3	1	4	2	9	4+	15pts

Unit Type: Infantry. The Lieutenant is Infantry (Character)

Unit Composition: 1 Lieutenant and 4 Veterans. The squad may additionally purchase 0-1 Astropath, 0-1 Fighter Command Liason, and 0-1 Bomber Command Liason from the Inquisitorial Henchmen Warband section, above; the Advisors are subject to the squad's special rules but may not take any of the upgrade weapons.

### Equipment

- Hellguns
- Hellpistols
- Carapace armor
- Frag and Krak grenades
- Boosted Vox-bead (Lieutenant only)
- Refractor Field (Lieutenant only)

### Special Rules

- Special Operations (A Stormtrooper Command Section may choose any Special Operation rule)
- Deep Strike
- Stubborn
- Orders (Lieutenant only)

### Options

- Any model may swap his hellgun for a shotgun or a close combat weapon for free
- Any model may swap his hellgun and hellpistol for a boltgun and bolt pistol for +2pts. If any models in the squad do this, the entire squad may take Blessed Bolts for +10pts
- Any model may swap his hellgun and hellpistol for a hot-shot lasgun and a hot-shot laspistol for +5pts
- The Lieutenant may swap his hellgun and/or hellpistol for one of the following:
  - A combi-weapon or a hand flamer for +5pts
  - A power weapon for +10pts
  - A plasma pistol or an Inferno pistol for +15pts
  - A power fist for +15pts
- The Lieutenant may take any of the following:
  - Meltabombs, an Auspex, or a Signum for +5pts
  - A homing beacon for +15pts
  - Spotting gear for +20pts
- One Veteran may be upgraded to a Medic with a medi-pack for +20pts
- Up to two Veterans may replace their hellguns with one of the following weapons:
  - Flamer, grenade launcher, or heavy sniper rifle for +5pts
  - Meltagun or Javelin missile launcher for +10pts
  - Mortar with frag, phosphorus, and flare rounds for +10pts. A Veteran with a mortar may also purchase krak rounds for +5pts or chemical warfare rounds for +10pts.
  - Heavy flamer or plasma gun for +15pts
- Any model may take a riot shield for +5pts
- The entire squad may take camo-cloaks for +15pts

### Transport

- The squad may select a Chimera, a Valkyrie, an Aquila, or a Vendetta as a Dedicated Transport, providing all models in the squad fit into the transport vehicle.

## Confessor

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Confessor	5	5	3	3	3	4	3	10	5+	75pts

Unit Type: Infantry (Independent Character)

Unit Composition: 1 Confessor

### Equipment

- Flak armor
- Close combat weapon
- Hellpistol
- Rosarius

### Special Rules

- Zealot
- Faithful (Priest)

### Options

- A Confessor may replace his hellpistol and/or his close combat weapon with one of the following:
  - A hellgun or a shotgun for free
  - A bolter or bolt pistol for +2pts
  - A combi-weapon for +5pts
  - A power weapon for +10pts
  - A plasma pistol or an Inferno pistol for +15pts
  - A power fist for +15pts
  - A thunderhammer for +20pts

## Techpriest

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Techpriest	3	3	3	3	1	3	2	8	3+	50pts
Tech-Magos	4	4	3	3	2	4	2	9	3+	70pts

An Ordo Hereticus army may include 0-3 Techpriests. They do not take up space on the Force Organization Chart, but they otherwise count as independent HQ choices. You may not have more Tech-Magi than Techpriests.

Unit Type: Infantry (Independent Character)

Unit Composition: 1 Techpriest OR 1 Tech-Magos

### Equipment

- Power armor
- Bolt pistol
- Close combat weapon
- Servo-arm
- Frag and Krak grenades

### Special Rules

- Hymn of Reforging
- Blessed by the Machine (Tech-Magos only)

### Options

- A Techpriest may replace his bolt pistol or close combat weapon with any of the following:
  - Bolter for free
  - Combi-weapon, hand flamer, or flamer for +5pts
  - Power weapon or meltagun for +10pts
  - Inferno pistol, plasma pistol, or plasma gun for +15pts

# Troops

## Sisters of Battle

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Battle Sister	3	4	3	3	1	3	1	8	3+	10pts
Sister Superior	3	4	3	3	1	4	2	9	3+	15pts

Unit Type: Infantry, Sister Superior is Infantry (Character)

Unit Composition: Sister Superior and 4-19 Battle Sisters

### Equipment

- Boltgun
- Bolt Pistol
- Power armor
- Frag and Krak grenades

### Special Rules

- Shield of Faith
- Faithful (Sisters)
- Guiding Light (Sister Superior only)

### Options

- The Sister Superior may swap her boltgun and/or bolt pistol for any of the following:
  - A close combat weapon for free
  - A storm bolter for +3pts
  - A combi-weapon for +5pts
  - A power weapon for +10pts
- The Sister Superior may have meltabombs for +5pts
- One Battle Sister may swap her boltgun for one of the following. If the squad numbers ten or more models, a second Battle Sister may do so as well:
  - A flamer for +5pts
  - A meltagun, a heavy flamer, or a heavy bolter for +10pts
  - A multi-melta for +15pts
- One Battle Sister may be upgraded to Imagifier, replacing her bolter with a Simulacrum Imperialis for +10pts
- The entire squad may take Blessed Bolts for +20pts

### Transport

- The squad may select an Immolator or a Repressor as a Dedicated Transport if they would be able to fit in it

## Stormtrooper Squad

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Stormtrooper	3	4	3	3	1	3	1	8	4+	10pts
Stormtrooper Sergeant	4	4	3	3	1	3	2	9	4+	15pts

Unit Type: Infantry, the Sergeant is Infantry (Character)

Unit Composition: Sergeant and 4-9 Stormtroopers

### Equipment

- Hellguns
- Hellpistols
- Carapace armor
- Frag and Krak grenades
- Boosted Vox-bead (Sergeant only)

### Special Rules

- Deep Strike
- Special Operations (A Stormtrooper squad may select the Reconnaissance, Airborne Assault, Shock Troops, or Behind Enemy Lines Special Operations)

### Options

- Any model may replace his hellgun with a shotgun for free
- Any model may replace his hellgun and hellpistol with a boltgun and bolt pistol for +2pts
- Any model may replace his hellgun and hellpistol with a hot-shot lasgun and a hot-shot laspistol for +5pts
- The Sergeant may replace his hellgun and/or his hellpistol with any of the following:
  - A combi-weapon or a hand flamer for +5pts
  - A power weapon for +10pts
  - A plasma pistol or an Inferno pistol for +15pts
  - A power fist for +15pts
- The Sergeant may take meltabombs for +5pts
- The Sergeant may take an auspex for +5pts
- One Stormtrooper may replace his hellgun with one of the following. If the squad numbers ten models, a second Stormtrooper may also do so:
  - A flamer, heavy sniper rifle, or grenade launcher for +5pts
  - A meltagun or a Javelin missile launcher for +10pts
  - A mortar with frag, flare, and phosphorus rounds for +10pts
  - A heavy flamer or a plasma gun for +15pts
- If the squad has selected the Reconnaissance Special Operation, the entire squad may be equipped with camo-cloaks for +3pts/model
- If the squad has selected the Shock Troops Special Operation, any model may take a riot shield for +5pts

### Transport

- The squad may select a Chimera, a Valkyrie, or a Vendetta as a Dedicated Transport if they would fit inside the transport.

## Adeptus Arbites Squad

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Arbitrator	3	4	3	3	1	3	1	8	4+	10pts
Arbitor Senioris	3	4	3	3	1	4	2	9	4+	15pts

Unit Type: Infantry, the Arbitor Senioris is Infantry (Character)

Unit Composition:

### Equipment

- Arbites combat shotguns
- Carapace armor
- Frag and Krak grenades

### Special Rules

- Fire Discipline

### Options

- Any Arbitor may swap his combat shotgun for a boltgun for +2pts
- Any Arbitor may take a riot shield for +5pts
- Any Arbitor may swap his combat shotgun for a shock maul for +3pts
- The Arbitor Senioris may swap his combat shotgun for a power maul for +5pts
- Up to two Arbitrators may take heavy sniper rifles for +5pts each.

### Transport

- An Adeptus Arbites squad may be mounted in a Rhino or a Valkyrie

## Frateris Militia Warband

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Militiaman	2	2	3	3	1	3	1	5	6+	3pts
Priest	4	3	3	3	1	3	2	8	5+	45pts
Psyker	3	3	3	3	1	3	1	9	5+	30pts

A Frateris Militia Warband may include a psyker instead of a priest if the army includes a Radical Inquisitor. If the army does not include a Confessor, Frateris Militia Warbands are 0-1.

Unit Type: Infantry. The priest or the psyker is Infantry (Character)

Unit Composition: 20-50 Militiamen, 0-1 Priest OR 0-1 Psyker

### Equipment

- Improvised armor (Militiamen)
- Laspistols
- Close combat weapons
- Flak armor (Priest or Psyker)
- Frag and Krak grenades

### Special Rules

- Zealot (Priest only)
- Rabble
- Psyker (Mastery 1) (Psyker only). The psyker may roll for powers from any discipline in the core rulebook, rerolling any result that requires two Warp Charge.

### Options

- Up to one Militiaman per ten models in the squad may swap his weapons for a flamer for +5pts
- The Priest may swap his close combat weapon for a power weapon for +10pts
- The Psyker may swap his close combat weapon for a force weapon for +20pts
- The Psyker may take a Psychic Hood for +10pts

## Elites

### Celestians

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Celestian	4	4	3	3	1	4	2	8	3+	15pts
Celestian Superior	4	4	3	3	1	4	3	9	3+	20pts

Unit Type: Infantry. The Celestian Superior is Infantry (Character)

Unit Composition: 1 Celestian Superior and 4-9 Celestians

#### Equipment

- Boltguns
- Bolt pistols
- Power armor
- Frag and krak grenades

#### Special Rules

- Faithful (Celestians)
- Shield of Faith
- Guiding Light (Superior only)

#### Options

- Any model may trade her boltgun for a close combat weapon for free
- Any model may trade her boltgun for a storm bolter for +3pts or a combi-weapon for +5pts
- The Celestian Superior may trade her boltgun and/or her bolt pistol for any of the following:
  - A hand flamer for +5pts
  - A power weapon for +10pts
  - An Inferno pistol or a plasma pistol for +15pts
  - A Brazier of Holy Fire for +15pts
- The Celestian Superior may take meltabombs for +5pts
- Up to two Celestians may replace their boltguns with any of the following. If the squad numbers ten models, two more may do so:
  - A flamer for +5pts
  - A meltagun, heavy flamer, or heavy bolter for +10pts
  - A multi-melta for +15pts
- One Celestian may be upgraded to Imagifier, replacing her boltgun with a Simulacrum Imperialis for +10pts
- The entire squad may take Blessed Bolts for +20pts

#### Transport

- A Celestian squad may be mounted in an Immolator or a Repressor, providing the entire squad fits.

## Stormtrooper Veterans

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Stormtrooper Veteran	4	4	3	3	1	4	2	9	4+	15pts
Stormtrooper Vet. Sergeant	4	4	3	3	1	4	3	9	4+	20pts

Unit Type: Infantry. The Veteran Sergeant is Infantry (Character)

Unit Composition: 1 Sergeant and 4-9 Veterans

### Equipment

- Hellguns
- Hellpistols
- Carapace armor
- Frag and Krak grenades

### Special Rules

- Deep Strike
- Special Operations (A Stormtrooper Veteran squad may select any Special Operation)

### Options

- Any model may replace his hellgun with a shotgun for free
- Any model may replace his hellgun and hellpistol with a bolter and a bolt pistol for +2pts
- Any model may replace his hellgun and hellpistol with a hot-shot lasgun and a hot-shot laspistol for +5pts
- Any model may replace his hellgun with a close combat weapon for free
- The Sergeant may replace his hellgun and/or hellpistol with any of the following:
  - A combi-weapon or a hand flamer for +5pts
  - A power weapon or a lightning claw for +10pts
  - A plasma pistol or an Inferno pistol for +15pts
  - A power fist for +15pts
- The Sergeant may take meltabombs for +5pts
- The Sergeant may take an auspex for +5pts
- Up to three Veterans may take meltabombs for +5pts
- Up to two Veterans may swap their hellguns for one of the following upgrade weapons. If the squad numbers ten models, two more Veterans may do so:
  - A flamer, heavy sniper rifle, or grenade launcher for +5pts
  - A meltagun or a Javelin missile launcher for +10pts
  - A mortar with frag, flare, and phosphorus rounds for +10pts. If the squad selects the Fire Support Special Operation, any Veteran with a mortar may take krak rounds for +5pts or chemical warfare rounds for +10pts
- If the squad selects the Reconnaissance Special Operation, the entire squad may take camo-cloaks for +3pts/model
- If the squad selects the Shock Troopers Special Operation, any Veteran may take a riot shield for +5pts

### Transport

- The squad may be mounted in a Chimera, a Valkyrie, or a Vendetta, provided the entire squad fits in the transport.

## Drop Sentinel Squadron

	WS	BS	S	I	A	Front	Side	Rear	Hull	Cost
Drop Sentinel	3	4	5	3	2	11	11	10	2	50pts

Unit Type: Walker, Open-Topped

Unit Composition: 1-3 Drop Sentinels

### Equipment

- Searchlight
- Smoke launchers
- Multi-Laser
- Boosted vox bead

### Special Rules

- Deep Strike

### Options

- Any Drop Sentinel may replace its heavy bolter with one of the following:
  - A heavy flamer or a Javelin missile launcher for free
  - An autocannon or a normal missile launcher for +5pts
  - A multi-melta for +10pts
- Any Drop Sentinel may take a Hunter-Killer Missile for +10pts
- Any Drop Sentinel may take a Homing Beacon for +15pts
- A Drop Sentinel Squadron may be accompanied by a Valkyrie Sky Talon unit large enough to carry the entire squad. The Sky Talons are treated as a Dedicated Transport for the unit.

## Arco-Flagellants

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Flagellant	5	0	5	4	2	5	d6	8	4+	25pts
Flagellant Handler	4	4	3	3	1	4	2	9	4+	20pts

You may only use Arco-Flagellants if the army includes a Confessor

Unit Type: Infantry. The Handler is Infantry (Character)

Unit Composition: Handler and 3-14 Flagellants

### Equipment

- Flails (Counts as close combat weapons) (Flagellants only)
- Carapace armor
- Laspistol (Handler only)
- Close combat weapon (Handler only)

### Special Rules

- Feel No Pain (Flagellants only)
- Forward To The Slaughter (Flagellants only)
- Keep Them In Check (Handler only)
- Narcotic Injection
- Mad, Bad, and Dangerous to Know
- Fleet
- Rendering

## Sisters Repentia

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Repentia	4	4	3	3	1	3	1	8	-	15pts
Mistress	4	4	3	3	1	4	2	9	3+	20pts

Unit Type: Infantry. The Mistress is Infantry (Character)

Unit Composition: 1 Mistress and 4-19 Repentia

### Equipment

- Eviscerator (Repentia only)
- Power armor (Mistress only)
- Two Neural Whips (Mistress only)
- Frag and Krak grenades (Mistress only)

### Special Rules

- Faithful (Repentia)
- Guiding Light (Mistress only)
- Only In Death Does Duty End

### Transport

- A Repentia squad may ride in an Immolator or a Repressor, if they fit.

## Assassins

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Assassin	7	7	4	4	2	8	3	10	4+	Varies

Unit Type: Infantry (Character)

Unit Composition: One Assassin. There are four types with differing costs.

### Callidus Assassin (130pts)

#### Equipment

- Phase Blade
- Neural Shredder
- Polymorphine
- Frag Grenades
- Synskin

#### Rules

- Assassin
- Hit and Run
- Stealth

### Culexis Assassin (150pts)

#### Equipment

- Animus Speculum
- Etherium
- Frag Grenades
- Synskin

#### Rules

- Assassin
- Night Vision
- Null Aura

### Eversor Assassin (100pts)

#### Equipment

- Meltabombs
- Lightning claw
- Frenzon
- Needle pistol
- Synskin

#### Rules

- Assassin
- Furious Charge
- Bio-Meltdown

### Vindicare Assassin (150pts)

#### Equipment

- Exitus Pistol
- Exitus Rifle
- Frag Grenades
- Synskin

#### Rules

- Assassin
- Night Vision
- Deadeye
- Infiltrate
- Shrouded

## Fast Attack

### Seraphim

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Seraphim	4	4	3	3	1	4	2	9	3+	20pts
Seraphim Superior	4	4	3	3	1	4	3	9	3+	25pts

Unit Type: Jump Infantry. The Seraphim Superior is Jump Infantry (Character).

Unit Composition: Seraphim Superior and 4-9 Seraphim

#### Equipment

- Two bolt pistols
- Power armor
- Jump pack
- Frag and Krak grenades

#### Special Rules

- Faithful (Seraphim)
- Seraphim Pistols
- Descent of Angels
- Guiding Light (Superior only)

#### Options

- Any Seraphim may replace one bolt pistol with a power weapon for +10pts or an Ascalion Lance for +15pts
- Any Seraphim may replace one bolt pistol with a Praesidium Protectiva for +5pts
- Any Seraphim may take meltabombs for +5pts
- Up to two Seraphim may trade their bolt pistols for one of the following:
  - Two hand flammers for +10pts
  - Two plasma pistols or two Inferno pistols for +15pts
- The Seraphim Superior may replace one or both of her bolt pistols with any of the following:
  - Two hand flammers for +10pts
  - Two plasma pistols or two Inferno pistols for +15pts
  - A Brazier of Holy Fire for +15pts

### Ophanim

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Ophanim	4	4	3	4	1	4	2	9	3+	45pts
Ophanim Superior	4	4	3	4	1	4	3	9	3+	50pts

Unit Type: Bikes. The Ophanim Superior is Bike (Character)

Unit Composition: Ophanim Superior and 2-9 Ophanim

#### Equipment

- Ascalion Lance
- Praesidium Protectiva
- Adepta Sororitas Bike
- Frag and Krak grenades

#### Special Rules

- Faithful (Seraphim)
- Guiding Light (Superior only)

#### Options

- Up to two Ophanim may replace their Ascalion Lances with a flamer or a meltagun for free

## Stormtrooper Recon Section

Name	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Recon Stormtrooper	4	4	3	3	1	4	2	9	4+	18pts
Recon Sergeant	4	4	3	3	1	4	3	9	4+	25pts

Unit Type: Infantry. The Sergeant is Infantry (Character)

Unit Composition: Sergeant and 4-9 Recon Stormtroopers

### Equipment

- Hellgun
- Hellpistol
- Carapace armor
- Frag and Krak grenades
- Boosted vox-bead (Sergeant only)

### Special Rules

- Special Operations (The Recon Section may take the Behind Enemy Lines, Shock Troopers, or Marksmen Special Operations)
- Scouts
- Night Fighting

### Options

- Any model may replace his hellgun with a shotgun for free
- Any model may replace his hellgun and hellpistol with a bolter and a bolt pistol for +2pts
- Any model may replace his hellgun and hellpistol with a hot-shot lasgun and a hot-shot laspistol for +5pts
- The Sergeant may replace his hellgun and/or hellpistol with any of the following:
  - A combi-weapon or a hand flamer for +5pts
  - A power weapon or a lightning claw for +10pts
  - A plasma pistol or an Inferno pistol for +15pts
  - A power fist for +15pts
- The Sergeant may take meltabombs for +5pts
- The Sergeant may take an auspex for +5pts
- The Sergeant may take a homing beacon for +15pts
- The Sergeant may take spotting gear for +20pts
- Up to three Stormtroopers may take meltabombs for +5pts
- Two Stormtroopers may swap their Hellguns for one of the following upgrade weapons.
  - A flamer, heavy sniper rifle, or grenade launcher for +5pts
  - A meltagun or a Javelin missile launcher for +10pts
  - A plasma gun or a heavy flamer for +15pts
- The entire squad may take camo-cloaks for +3pts/model
- If the squad selects the Shock Troopers Special Operation, any Stormtrooper may take a riot shield for +5pts

### Transport

- A Stormtrooper Recon Section may be mounted in a Valkyrie or a Vendetta, providing they fit.

## Vulture Gunship

	BS	Front	Side	Rear	Hull	Cost
Vulture	4	12	11	10	3	125pts

Unit Type: Flyer, Hover

Unit Composition: 1 Vulture

### Equipment

- Forward-mounted heavy bolter
- Wing-mounted twin-linked heavy bolter
- Four wing-mounted Hellstrike missiles

### Special Rules

- Vector Dancer
- Strafing Run

### Options

- A Vulture may add two additional Hellstrike missiles for +10pts or four additional Hellstrike missiles for +20pts.
- A Vulture may trade all of its Hellstrike missiles for Hellfire missiles or Skystrike missiles for free.
- A Vulture may trade its twin-linked heavy bolter for any of the following:
  - A twin-linked autocannon for +5pts
  - A twin-linked Javelin missile launcher for +5pts
  - A twin-linked lascannon for +15pts
  - Two multiple rocket pods for +20pts
- A Vulture may trade both its twin-linked heavy bolter and four of its Hellstrike missiles for a twin-linked Punisher cannon for +40pts
- A Vulture may take any of the following:
  - Flares for +5pts
  - Infrared Targeting for +5pts
  - Missile Countermeasures for +10pts
  - An Armored Cockpit for +15pts

## Tauros Squadron

Name	BS	Front	Side	Rear	Hull	Cost
Tauros	4	10	10	10	2	50pts
Tauros Venator	4	11	11	10	2	65pts

Unit Type: Fast, Open-Topped

Unit Composition: 1-3 Tauroses/Tauros Venators, mixed freely

### Equipment

- Heavy bolter (Tauros only)
- Twin-linked multi-laser (Tauros Venator only)
- Galvanic Motors

### Special Rules

- Deep Strike

### Options

- A Tauros may replace its heavy bolter with one of the following:
  - A heavy flamer for +5pts
  - A Tauros grenade launcher for +5pts
  - A Javelin missile launcher for +5pts
- A Tauros Venator may replace its twin-linked multi-laser with a twin-linked lascannon for +20pts
- Any Tauros may take extra armor for +10pts
- Any Tauros may take a homing beacon for +20pts
- A Tauros squadron may take a Valkyrie Sky Talon squadron that can carry the entire squadron as a Dedicated Transport unit.

# Heavy Support

## Retributors

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Retributor	3	4	3	3	1	3	1	8	3+	10pts
Retributor Superior	3	4	3	3	1	4	2	9	3+	15pts

Unit Type: Infantry. The Retributor Superior is Infantry (Character)

Unit Composition: Retributor Superior and 4-9 Retributors

### Equipment

- Bolters
- Bolt pistols
- Power armor
- Frag and Krak grenades

### Special Rules

- Shield of Faith
- Faithful (Sisters)
- Guiding Light (Superior only)

### Options

- The Sister Superior may swap her boltgun and/or bolt pistol for any of the following:
  - A close combat weapon for free
  - A storm bolter for +3pts
  - A combi-weapon for +5pts
  - A power weapon for +10pts
- The Sister Superior may have meltabombs for +5pts
- Up to four Retributors may swap their boltguns for one of the following weapons:
  - A flamer for +5pts
  - A meltagun, a heavy flamer, or a heavy bolter for +10pts
  - A multi-melta for +15pts
- One Retributor may be upgraded to Imagifier, replacing her bolter with a Simulacrum Imperialis for +10pts
- The entire squad may take Blessed Bolts for +20pts

### Transport

- The squad may be mounted in a Repressor or an Immolator, provided they fit.

## Exorcist

Name	BS	Front	Side	Rear	Hull	Cost
Exorcist	4	13	11	10	3	135pts

Unit Type: Tank

Unit Composition: 1 Exorcist

### Equipment

- Exorcist Missile Launcher
- Smoke Launchers
- Searchlight

### Options

- An Exorcist may take any of the following:
  - A pintle-mounted storm bolter with Blessed Bolts for +5pts
  - A dozer blade for +5pts
  - Loud Hailers for +10pts
  - Extra Armor for +15pts

## Imperial Navy support

Name	BS	Front	Side	Rear	Hull	Cost
Lightning Fighter	4	10	10	10	2	150pts
Avenger Fighter	4	12	10	10	2	175pts
Thunderbolt Fighter	4	11	11	10	3	200pts

Unit Type: Flyer

Unit Composition: 1 Lightning OR 1 Avenger OR 1 Thunderbolt

### Equipment

- A Lightning has an autocannon, a twin-linked lascannon, and an armored cockpit.
- An Avenger has a hull-mounted Avenger bolt cannon, two wing-mounted lascannons, an armored cockpit, and a defensive heavy stubber
- A Thunderbolt has two twin-linked autocannon, a twin-linked lascannon, and an armored cockpit

### Special Rules

- Hypersonic
- Deep Strike
- Strafing Run (Avenger only)
- Agile (Lightning only)
- Auto-Repair (Thunderbolt only)

### Options

- A Lightning may replace its autocannon with four Hellstrike, Hellfury, or Skystrike missiles for free, or with two Tactical Bombs and the Strafing Run rule for free.
- A Lightning may take four additional Hellstrike, Hellfury, or Skystrike missiles for +40pts, or six additional Tactical Bombs for +40pts.
- An Avenger may be fitted with two extra wing-mounted hardpoints that can carry one of the following:
  - Four Hellstrike, Hellfury, or Skystrike missiles for +20pts
  - Two Javelin missile launchers for +30pts
  - Two autocannons for +30pts
  - Two multi-lasers for +30pts
  - Two missile launchers for +40pts
  - Six tactical bombs for +40pts
- A Thunderbolt may carry four Hellstrike, Hellfury, or Skystrike missiles for +40pts, or six Tactical Bombs for +40pts
- Any of the three may be upgraded with any of the following:
  - Flares for +5pts
  - Infrared Targeting for +5pts
  - Missile Countermeasures for +10pts

## Stormtrooper Fire Support Section

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Stormtrooper	3	4	3	3	1	3	1	8	4+	10pts
Stormtrooper Sergeant	4	4	3	3	1	4	2	9	4+	17pts

Unit Type: Infantry (Sergeant is Infantry (Character))

Unit Composition: 1 Stormtrooper Sergeant and 4-9 Stormtroopers

### Equipment

- Hellguns
- Hellpistols
- Carapace armor
- Frag and Krak grenades
- Boosted vox bead (Sergeant only)
- Signum (Sergeant only)

### Special Rules

- Special Operations (A Stormtrooper Fire Support Section may select the Reconnaissance, Fire Support, or Airborne Assault Special Operations)
- Deep Strike

### Options

- Any Stormtrooper may replace his hellgun with a shotgun for free
- Any Stormtrooper may replace his hellgun and hellpistol with a boltgun and bolt pistol for +2pts
- Any Stormtrooper may replace his hellgun and hellpistol with a hot-shot lasgun and a hot-shot laspistol for +5pts
- The Stormtrooper Sergeant may replace his hellpistol and/or his hellgun with one of the following options:
  - A combi-weapon or a hand flamer for +5pts
  - A power weapon or a lightning claw for +10pts
  - A plasma pistol or an Inferno pistol for +15pts
  - A power fist for +15pts
- The Stormtrooper Sergeant may take an auspex for +5pts
- The Stormtrooper Sergeant may take meltabombs for +5pts
- Two Stormtroopers may replace their hellguns with one of the following upgrade weapons. If the squad numbers ten models, two more Stormtroopers may do so:
  - Grenade launcher for +5pts
  - Sniper rifle for +5pts
  - Javelin missile launcher for +10pts
  - Mortar with frag, smoke, and flare rounds for +10pts. If the squad selected the Fire Support Special Operation, a Stormtrooper with a Mortar may purchase Krak rounds for +5pts or chemical warfare rounds for +10pts
- If the squad selected the Reconnaissance Special Operation, the entire squad may purchase camo-cloaks for +3pts/model

### Transport

- A Stormtrooper Fire Support squad may choose a Valkyrie or a Chimera as a Dedicated Transport choice. If the squad numbers six or fewer models, it may select a Vendetta instead.

## Penitent Engine Squadron

Name	WS	BS	S	I	A	Front	Side	Rear	Hull	Cost
Penitent Engine	4	2	5	3	D6	11	11	10	3	85pts

You may not use a Penitent Engine Squadron unless your army includes a Confessor

Unit Type: Walker, Open-Topped

Unit Composition: 1-3 Penitent Engines

Equipment

- Two Dreadnaught close combat weapons with built-in flamers

Special Rules

- Rampage

## Dedicated Transports

### Repressor

	BS	Front	Side	Rear	Hull	Cost
Repressor	4	11	11	10	3	45pts

Unit Type: Tank

Unit Composition: 1 Repressor, Dedicated Transport

Equipment

- Smoke launchers
- Searchlight
- Pintle-mounted heavy flamer

Transport Capacity

- A Repressor may carry ten models, which may not be Bulky; it has access points at the side and the rear, and two models may fire from the top hatch.

Options

- A Repressor may take any of the following upgrades:
  - A pintle-mounted storm bolter with Blessed Bolts for +5pts
  - A dozer blade for +5pts
  - Holy Promethium for +10pts
  - Laud Hailers for +10pts
  - Extra armor for +15pts

## Immolator

	BS	Front	Side	Rear	Hull	Cost
Immolator	4	11	11	10	3	55pts

Unit Type: Tank

Unit Composition: 1 Immolator, Dedicated Transport

### Equipment

- Twin-linked Heavy Flamer
- Smoke launchers
- Searchlight

### Transport Capacity

- An Immolator may carry six models, which may not be Bulky; it has access points at the side and the rear, and two models may fire from the top hatch.

### Options

- An Immolator may trade its twin-linked heavy flamer for either of the following:
  - A twin-linked heavy bolter with Blessed Bolts for +5pts
  - A twin-linked multi-melta for +10pts
- An Immolator may take any of the following:
  - A pintle-mounted storm bolter with Blessed Bolts for +5pts
  - A dozer blade for +5pts
  - Holy Promethium for +10pts
  - Laud Hailers for +10pts
  - Extra armor for +15pts

## Rhino

	BS	Front	Side	Rear	Hull	Cost
Rhino	4	11	11	10	3	35pts

Unit Type: Tank

Unit Composition: 1 Rhino, Dedicated Transport

### Equipment

- Smoke launchers
- Searchlight

### Transport Capacity

- A Rhino may carry ten models, which may not be Bulky; it has access points at the side and the rear, and two models may fire from the top hatch.

### Options

- A Rhino may take any of the following:
  - A pintle-mounted storm bolter with Blessed Bolts for +5pts
  - A dozer blade for +5pts
  - Laud Hailers for +10pts
  - Extra armor for +15pts

### Special Rules

- Auto-Repair

## Chimera

	BS	Front	Side	Rear	Hull	Cost
Chimera	4	12	11	10	3	60pts

Unit Type: Tank

Unit Composition: 1 Chimera, Dedicated Transport

### Equipment

- Turret-mounted multi-laser
- Hull-mounted heavy bolter
- Smoke launchers
- Searchlight

### Transport Capacity

- A Chimera may carry twelve models, which may not be Bulky; it has access points at the side and the rear, and five models may fire from the top hatch.

### Special Rules

- Amphibious

### Options

- A Chimera may swap its multi-laser for a heavy bolter or a heavy flamer for free
- A Chimera may swap its hull-mounted heavy bolter for a heavy flamer for free
- A Chimera may take any of the following:
  - A pintle-mounted storm bolter for +5pts
  - A dozer blade for +5pts
  - Blessed Bolts for +10pts
  - Holy Promethium for +10pts
  - Extra armor for +15pts

## Valkyrie

	BS	Front	Side	Rear	Hull	Cost
Valkyrie	4	11	11	10	3	110pts

Unit Type: Flyer, Hover

Unit Composition: 1 Valkyrie, Dedicated Transport

### Equipment

- Forward-mounted multi-laser
- Four wing-mounted Hellstrike missiles
- Searchlight

### Transport Capacity

- A Valkyrie may carry twelve models, which may not be Bulky; it has access points at the sides and rear, and two models may fire from each of its side hatches.

### Special Rules

- Air Cavalry
- Rapid Deployment
- Vector Dancer

### Options

- A Valkyrie may replace its Hellstrike missiles with two multiple rocket pods for +20pts
- A Valkyrie may take two side-mounted heavy bolters for +15pts
- A Valkyrie may replace its multi-laser with an autocannon for +5pts or a lascannon for +10pts
- A Valkyrie may trade any of its Hellstrike missiles for Skystrike missiles or Hellfire missiles for free
- A Valkyrie may take any of the following:
  - Flares for +5pts
  - Infrared Targeting for +5pts
  - Missile Countermeasures for +10pts
  - An Armored Cockpit for +15pts

## Vendetta

	BS	Front	Side	Rear	Hull	Cost
Vendetta	4	12	11	10	3	130pts

Unit Type: Flyer, Hover

Unit Composition: 1 Vendetta, Dedicated Transport

### Equipment

- Chin-mounted heavy bolter
- Forward-mounted multi-laser
- Four wing-mounted Hellstrike missiles
- Searchlight

### Transport Capacity

- A Vendetta may carry six models, which may not be Bulky; it has access points at the sides and rear, and two models may fire from each of its side hatches.

### Special Rules

- Air Cavalry
- Rapid Deployment
- Vector Dancer

### Options

- A Vendetta may replace four of its Hellstrike missiles with any of the following:
  - A twin-linked autocannon for +5pts
  - A twin-linked Javelin missile launcher for +5pts
  - A twin-linked lascannon for +15pts
  - Two multiple rocket pods for +20pts
- A Vendetta may take two side-mounted heavy bolters for +15pts
- A Vendetta may add four additional Hellstrike missiles to its arsenal at +5pts per missile
- A Vendetta may trade any of its Hellstrike missiles for Skystrike missiles or Hellfire missiles for free
- A Vendetta may replace its multi-laser with an autocannon for +5pts or a lascannon for +10pts
- A Vendetta may take any of the following:
  - Flares for +5pts
  - Infrared Targeting for +5pts
  - Missile Countermeasures for +10pts
  - An Armored Cockpit for +15pts

## Aquila Lander

	BS	Front	Side	Rear	Hull	Cost
Aquila	4	11	11	10	3	75pts

Unit Type: Flyer, Hover

Unit Composition: 1 Aquila, Dedicated Transport

### Equipment

- Chin-mounted heavy bolter
- Searchlight

### Transport Capacity

- An Aquila may carry twelve models, which may not be Bulky; it has one access point at the rear

### Special Rules

- Hypersonic

### Options

- An Aquila may replace its heavy bolter with an autocannon for +5pts
- An Aquila may take any of the following:
  - Flares for +5pts
  - Infrared Targeting for +5pts
  - Missile Countermeasures for +10pts
  - An Armored Cockpit for +15pts

## Valkyrie Sky Talon

	BS	Front	Side	Rear	Hull	Cost
Valkyrie Sky Talon	4	11	11	10	3	75pts

Unit Type: Flyer, Hover

Unit Composition: 1-3 Sky Talons, Dedicated Transport

### Equipment

- Forward-mounted multi-laser
- Four wing-mounted Hellstrike missiles
- Searchlight

### Transport Capacity

- A Sky Talon may carry up to one Tauros or Tauros Venator, or up to two Drop Sentinels, which may be deployed by Rapid Deployment normally or may disembark from the Sky Talon as if it was an open-topped vehicle otherwise.

### Special Rules

- Rapid Deployment

### Options

- A Sky Talon may replace its Hellstrike missiles with two multiple rocket pods for +20pts
- A Sky Talon may replace its multi-laser with an autocannon for +5pts or a lascannon for +10pts
- A Sky Talon may take any of the following:
  - Flares for +5pts
  - Infrared Targeting for +5pts
  - Missile Countermeasures for +10pts
  - An Armored Cockpit for +15pts

## Special Characters

### Saint Celestine

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Celestine	7	7	3	3	4	5	4	10	2+	175pts

Unit Type: Jump Infantry (Independent Character)

Unit Composition: 1 Celestine

### Equipment

- The Armor of St. Katharine (This provides a 2+ armor save and a 4+ Invulnerable save)
- The Ardent Blade (As per Blessed Weapon, but she may fire it in the Shooting phase as a heavy flamer)
- Frag and Krak Grenades

### Special Rules

- Eternal Crusade (As per Blessed Renewal, but Saint Celestine may continue trying to resurrect on subsequent turns if she fails the Ld test)
- Shield of Faith
- Faithful (Hero)
- Guiding Light
- Fearless

## Inquisitor Karamazov

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Karamazov and Friends	4	4	5	5	4	4	3	10	2+	225pts

Unit Type: Infantry (Independent Character)

Unit Composition: Inquisitor Fyodor Karamazov and his retinue mounted on the Throne of Judgement, counted as one model

### Equipment

- The Throne of Judgement (This alters Karamazov's stats; he cannot embark on transports)
- Master-crafted multi-melta
- Master-crafted power sword
- Orbital Strike Relay
- Boosted vox bead
- Frag and Krak grenades

### Special Rules

- Puritan Alignment
- Relentless
- Conclave (Karamazov counts as an Ordo Hereticus Inquisitor Lord for purposes of the Conclave rule)
- Independent Allies (Karamazov may not take a Henchmen warband as a retinue, but he may take Henchmen as Troops as per the Independent Allies rule)
- Dread Reputation (Karamazov may choose to pass or fail any Morale test he makes; in addition, all friendly units within 12" or vox contact may reroll failed Morale and Pinning tests)
- By Any Means Necessary (Karamazov may target his Orbital Strike beacon's shots on any friendly unit equipped with a boosted vox-bead besides himself; even if the target is in close combat. The shot does not scatter if he does so, and all models under the template are hit as normal)

## Inquisitor Bastian

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

Unit Type: Infantry (Independent Character)

Unit Composition: Inquisitor Diran Bastian

### Equipment

- The Blade of the Flame (This is a master-crafted force sword that never requires worse than 4+ to wound any target. In addition, it rerolls to wound in challenges.)
- Throwing Knives (Inquisitor Bastian may make a ranged attack with the following profile: 12", S3, AP3, Assault 2. In addition, he counts as equipped with an extra close combat weapon)
- Carapace armor
- Boosted vox bead

### Special Rules

- Radical Alignment
- Indomitable Will
- Psyker (Mastery 2): Inquisitor Bastian always knows the Iron Arm and Endurance powers from the Biomancy discipline.
- Force for Vengeance (Inquisitor Bastian and any unit he joins have the Preferred Enemy rule against all models from Codex: Chaos Space Marines and Codex: Chaos Daemons)

### Options

- Inquisitor Bastian may be accompanied by a retinue as normal for an Inquisitor.

## Confessor Kyrinov

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Kyrinov	5	5	3	3	3	4	3	10	5+	100pts

Kyrinov allows the use of Flagellants, Penitent Engines, and additional Militia Warbands as if he were a normal Confessor.

Unit Type: Infantry (Independent Character)

Unit Composition: Arch-Confessor Kyrinov

### Equipment

- Mace of Valaan (Melee, S +1, AP2, Concussive, Master-crafted)
- Icon of Chiros (Friendly units within 6" of Kyrinov are Fearless)
- Bolt pistol
- Flak armor
- Rosarius
- Frag and Krak grenades

### Special Rules

- Heightened Fervor (Kyrinov counts as equipped with a Laud Hailer and a Simulacrum Imperialis)
- Shield of Faith
- Faithful (Priest)
- Zealot

## Uriah Jacobus

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Jacobus	5	5	3	3	3	4	3	10	5+	120pts

Jacobus allows the use of Flagellants, Penitent Engines, and additional Militia Warbands as if here were a Confessor.

Unit Type: Infantry (Independent Character)

Unit Composition: Uriah Jacobus, Protector of the Faith

### Equipment

- Banner of Sanctity (This is a Blessed Banner, and it grants the bearer and any unit he joins Feel No Pain)
- The Redeemer (24", S4, AP4, Assault 2)
- Chainsword
- Bolt pistol
- Flak armor
- Rosarius
- Frag and Krak grenades

### Special Rules

- Protector of the Faith (All friendly units within 12" of Jacobus roll 2d6 and choose the highest when generating Acts of Faith; a Simulacrum Imperialis allows you to reroll both)
- Shield of Faith
- Faithful (Priest)
- Zealot

## Canoness Kalanthos

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Canoness Kalanthos	5	5	3	4	3	4	3	10	3+	120pts

Unit Type: Infantry (Independent Character)

Unit Composition: Canoness Aurelia Kalanthos

### Equipment

- Stormbringer (This is a master-crafted heavy bolter with Blessed Bolts)
- Bolt pistol with Blessed Bolts
- Power armor
- Rosarius
- Frag and Krak grenades

### Special Rules

- Blinding Light (Canoness Kalanthos and any unit she joins benefit from the Shrouded rule)
- Shield of Faith
- Faithful (Hero)
- Guiding Light

### Options

- Canoness Kalanthos may take a Celestian Command Squad as normal, but they may not be upgraded to Ophanim or Seraphim.

## Inquisition Psychic Powers

### Divine Pronouncement

This is a Witchfire power that automatically hits one unengaged enemy unit within 18". Any unit hit by Divine Pronouncement must immediately make a Morale test as if it took 25% casualties in the Shooting phase.

Fearless units and units that do not take Morale tests are unaffected by Divine Pronouncement.

### Force Shield

This is a Blessing power that targets one friendly unit within 12". While it is in effect, the unit improves any Invulnerable save it has by one, or gains a 6+ Invulnerable save if it did not have one already. This power may not be used to improve the effects of the Shield of Faith.

### Purge

This is a Focused Witchfire power that must be used to target a psyker. The psyker immediately suffers a Perils of the Warp attack.

### Castigate

Target one enemy unit within 24" during the Shooting phase. That unit and the Inquisitor both roll a d6 and add their Leadership value. If the Inquisitor's result is higher, the target unit takes a permanent -3 penalty to its Leadership score for the remainder of the game. This power cannot affect the same unit twice.

### Invigorate

This is a Blessing power that grants a friendly unit within 12" the Fleet and Furious Charge rules.

### Scour

This is a Witchfire power with the following profile: 18", S5, AP4, Assault 3. Successful Invulnerable saves taken against hits from Scour must be rerolled.

### Word of the Emperor

Use at the beginning of the Fight sub-phase, this power affects all models in base contact with the Inquisitor. Each model and the Inquisitor rolls a d6 and adds its Leadership score, any model that rolls lower than the Inquisitor may not attack in that Assault phase.