

Ordo Malleus

“Innocence does not preclude guilt!”

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What are the Inquisition? The Inquisition is the single most feared organization in the Imperium of Man. They *might* report to a High Lord of Terra, but frequently do not. They enforce the law of the Emperor, seeking out Heretics, Mutants, and the Witch no matter where they lie. Using brutal tactics they apply extreme capital punishment without a second thought. Even if they are wrong, the message is so clear that many do not dare oppose the agents of the Imperium ever again!

Army Difficulty 1-5: 3. The Inquisition uses a variety of forces from the Imperium. While they are all excellent soldiers with large amounts of Wargear to prepare for any kind of operation, they lack the typical synergy they would normally have for support from their native Codexes. They also bring highly specialized operatives that are immensely powerful at their particular task, but struggle to operate out of their roles and can quickly become bogged down in numbers.

Strengths: All units fielded by the Inquisition bring mass amounts of Wargear to the field. Each represent the best of the best that their military branch can offer. Each is a hardened soldier that has seen far worse than most mortals have and only had their resolved hardened for it. Legendary Assassins bring a terrifying variety of ways to remove high value targets from the field. Fear will keep the enemy in line. Fear of the Inquisition!

Weaknesses: This army consists of almost exclusively specialists of all types. This means that the closest this Codex gets to general purpose units are still expensive and not as expendable as other Codexes. Numbers will always be a threat to your operatives, and measures to deal with them or bypass them will be essential.

Army Abilities: The Inquisition have a series of special rules that set them apart from the rest of the Codexes in the 40k settings. You will find them listed here to save on repetitive sections. Reference this section when consulting their rules.

Adjusted Tactics – During Deployment, after you have seen the Army Roster your opponent is bringing, this model may swap its current weapon(s) for legal weapon options equal to or less than the current point costs. For example, a Tactical Marine may swap its Plasma Gun for a Flamer because it costs less points.

Authority of the Inquisition – 6” Aura, this model and target unit automatically pass Ld Tests.

By Order of the Inquisition – This model may be taken as an Lord of War Choice in any Adeptus Mechanicus, Custode, Grey Knights, Imperial Guard, Imperial Knights, Sisters of Battle, Space Marines, or Squat Army.

Bolter Discipline – This model always counts as being in half range when firing Rapid Fire weapons that have Bolter as long as it did not Move or does not count as Moving during your Movement Phase.

Condemnor – This weapon gains Sniper (3+), but only if it targets a Psychic Mastery Level # model.

Faith # – A unit with one or more Faith # may reroll 1 die per phase (both friend and foe). These dice can be spent on the unit as a whole, or an individual model that is part of the unit as you see fit. We recommend tracking this with tokens. The following instances can be used for the reroll, but remember that no matter what, a reroll of any kind CANNOT be rerolled again:

- Saves
- Feel No Pains
- To Hit
- To Wound or Penetrate
- Ld Tests

Grey Knight Spells – Due to redundancy, this list is placed here to avoid wasting large amounts of space.

Spell +10 points	Purge Soul Cast 5+	12	-	-	This unit or model rolls 1d6+Ld, and target enemy unit rolls 1d6+Ld. For each point higher this unit or model scored, the target suffers an Autowound with no Cover Saves.
Spell +15 points	Astral Aim Cast 5+	18	-	-	Attacks from target unit Ignore Cover until your next Psychic Phase.
Spell +15 points	Gate of Infinity Cast 6+	12	-	-	Target friendly unit is removed from the table and immediately performs a Deepstrike.
Spell +18 points	Vortex of Doom Cast 8+	12	8	4+	Assault 1, 5" Blast, Monsterbane.
Spell +20 points	Sanctuary Cast 6+	12	-	-	Target unit gains a 5+ Invulnerability or a +1 to an existing Invulnerability (Maximum of 4+) until your next Psychic Phase.
Spell +30 points	Hammerhand Cast 6+	12	-	-	Target unit gains +1 To Wound in Melee until your next Psychic Phase.

Inquisitor Spell List – Due to redundancy, this list is placed here to avoid wasting large amounts of space.

Spell +5 points	Terrify Cast 5+	18	-	-	Target unit must take a Fear Test.
Spell +5 points	Psychic Pursuit Cast 6+	18	-	-	Target model cannot benefit from Bodyguard or other ability for it to divert Wounds until your next Psychic Phase.
Spell +10 points	Mental Interrogation	18	-	-	Target non-Titanic unit suffers -1 To Hit until your next Psychic Phase.
Spell +10 points	Psychic Fortitude Cast 6+	18	-	-	Target unit automatically passes Ld Tests until your next Psychic Phase.
Spell +10 points	Warding Incantation Cast 6+	18	-	-	Target unit gains a 5+ Invulnerability Save until your next Psychic Phase.
Spell +15 points	Domination Cast W+	18	-	-	The Cast Value is the target non-Titanic model's remaining Wounds. This model immediately performs its Melee or Ranged attacks against one of its friendly units, but not itself.

Know No Fear - This unit automatically passes Pinning Tests, Rally Tests, and Fear Tests. They still will fall back if they lose Combat Resolution.

Lone Operative – This model cannot be targeted by weapons further than 12” away. This model cannot be targeted with Auras or True Auras. This model cannot join any unit. This model has a 3+ Invulnerability Save.

Martyrdom # – If this model is slain, a target friendly unit within 6” gains # Martyrdom Tokens, which act like Faith Tokens. This Token does not replenish like those granted from Faith. Remember that all declared attacks from a unit are simultaneous (or all attacks in Melee at the same Initiative), so these Martyrdom Dice cannot be used until after those attacks are resolved. This friendly unit does not have to be part of your army.

Quarry – During Deployment choose one enemy model. This model may reroll all failed To Hit and To Wound rolls against this model.

Requisition Approved – This model may be taken as an HQ Choice in any Adeptus Mechanicus, Custode, Grey Knights, Imperial Guard, Imperial Knights, Sisters of Battle, Space Marines, or Squat Army.

Tactical Squads - Each unit with this rule may declare they are forming their own units during your Command Phase. They may split up as low as two models per unit. Units must be placed within Unit Coherency during Deployment.

They may instead merge back into bigger units but may not exceed maximum unit size or merge with units other than their own unit name. If they do so, all suffered Wounds stack onto the most wounded models in the form of Mortal Wounds. If there are more to stack than remaining Wounds on a model, nominate another model to suffer these remaining Mortal Wounds. Independent Characters can never pass on Wounds or take on Wounds for a unit in this fashion.

Wrist Mount – This weapon can be fired in Melee as if this model was a Monstrous Infantry and this model may still Declare Charges after firing it as if they had fired Assault Weapons.

Common Wargear

In order to reduce redundancy throughout the Codex, common Wargear upgrades for units and models will be included here for your quick reference.

- Augar Array - 6" Aura, target unit does not scatter when Deepstriking. This Aura is cast when the first model is placed prior to scattering.
- Camo Netting – This model gains Shroud.
- Chaff Launchers – This model has a 5+ Invulnerability Save against Ranged Attacks.
- Dozerblade - Reroll Dangerous Terrain Tests and failed Move through Cover.
- Extra Armour - You may treat all Crew Stun Results as Weapon Disabled.
- Forcefield – This model has a 4+ Invulnerability Save.
- Laud Hailer - 6" Aura, this model and target unit gain Ld+1.
- Recovery Gear – Once per Round, Roll d6. On 5+ repair Immobilized or Crew Stun result.
- Searchlight - This unit and target unit are no longer affected by Night rules.
- Smoke Launchers - 6" range, put 5" Smoke Cloud that causes -1 to Hit and scatters to move an extra +1" until your Command Phase. One Use Only. Use in your Shooting Phase Only.
- Vox Caster – This model and its unit gains Objective Secured.

Ordos

The Inquisition consists of many focuses and studies. Some specialize in extermination of the xenos filth that plague humanity. Others are binding Daemons. Many others exist as well, but most will fall under one of the following. If you wish to use units as presented exactly in the Codex, use the Minor Ordo to create your army. All models in your army MUST be from the same Ordo.

Ordo Malleus:

- Daemonic Hunters: All successful Invulnerability Saves of a 6+ made against attacks your models made must be rerolled.

HQ Slots 1-2 Slots

Lord Inquisitor Coteaz Coteaz	M WS BS S T W I A Ld Sv 4 2+ 2+ 3 3 7 3 5 10 3+	Points: 447 Composition: 1 Inquisitor
Wargear Inquisitor: Bolt Pistol Nemesis Daemon Hammer Psyber Eagle Orbital Strike Force Field	Options May swap one Chainsword for S, P, or M May swap one Chainsword for M May swap Krak Grenades for G May take one A May take one B May take up to one Inquisitor Spell for each Psychic Mastery Level	Rules Inquisitor: Independent Character Monstrous Infantry Lord Inquisitor Unique Ordo Malleus Authority of the Inquisition Quarry Requisition Approved Deepstrike Psychic Mastery Level 2 Steady Stubborn Very Bulky Spy Network – During the Initiative Roll for the game, you may reroll your Initiative Roll or force your Opponent to reroll theirs. Terrifying Presence – 6” Aura, target unit must take a Fear Test. The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the barrage strikes! Scatter like normal, following the 15” Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1. If the weapon is marked on the field and the carrier is destroyed, the Orbital Strike still hits in your Command Phase.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
P	Bolt Pistol	12	4	5+	Pistol 1

M	Nemesis Daemon Hammer	Melee	10	1+	Slow, Armourbane, Monsterbane, Psychicbane
P	Psyber Eagle	12	4	-	Pistol 2, Rending
O	Orbital Strike	12-240	D/10 /8	1+/1+ /1+	Heavy 1, 15" Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, The Hour is Nigh , T Minus 5 , One Use Only

Lord Inquisitor Hector Rex Hector	M WS BS S T W I A Ld Sv 4 2+ 2+ 3 3 7 3 5 10 3+	Points: 456 Composition: 1 Hector
Wargear Hector: Psibolt Pistol Arias Santic Shield Orbital Strike	Options May take up to one Inquisitor Spell for each Psychic Mastery Level	Rules Hector: Independent Character Monstrous Infantry Lord Inquisitor Unique Ordo Malleus Authority of the Inquisition Quarry Requisition Approved Deepstrike Psychic Mastery Level 2 Steady Stubborn Very Bulky Astropath – Token. Hector may reroll 1 Die to Cast or To Deny the Witch once per Phase. Exorcist – Token. This model deals +1 Wound to each Wound it causes to models with Psychic Mastery Level #. Sword Bearer – Token. This model may reroll 1 failed Save roll per Turn. The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the barrage strikes! Scatter like normal, following the 15" Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1. If the

		weapon is marked on the field and the carrier is destroyed, the Orbital Strike still hits in your Command Phase.
Special Wargear: Santic Shield – Sv-1 (Improves by 1), 4+ Invulnerability Save, 5+ Feel No Pain.	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
P	Psibolt Pistol	12	5	3+	Pistol 1
M	Arias	Melee	+3	2+	Psychicbane
O	Orbital Strike	12-240	D/10 /8	1+/1+ /1+	Heavy 1, 15" Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, The Hour is Nigh, T Minus 5, One Use Only