

ORDO HERETICUS INQUISITION ARMY LIST

Forces

The Ordo Hereticus Inquisition Army List uses the datasheets from the Ordo Hereticus Forces section, the Imperial Navy Forces section, and the Titan Legion Forces section.

Using The Army List

The following army list allows you to field an army based on the Ordo Hereticus of the Inquisition.

Ordo Hereticus formations come in three types: *missions*, *support formations* and *inducted Imperial Guard and Inquisitorial formations*.

Each mission you include in the army allows you to field any one support formation and any one inducted Imperial Guard or Inquisitorial formation. Although you can only take the later two formations if you first take a mission, they are treated as separate independent formations during a battle and do not have to move around together.

In addition, formations may be given upgrades. Each type of upgrade can only be taken once by a formation. Upgrades are added to the formation and are not a separate formation. Each upgrade that is taken adds to the cost of the formation, as shown on the upgrade chart.

Ordo Hereticus armies may be supported by Imperial Navy aircraft or War Engine formations. A maximum of up to a third of the points available to the army may be spent on these formations.

SPECIAL RULE

Adepta Sororitas Transports

The Adepta Sororitas are a highly mobile army. Because of this, the points cost of certain formations includes enough Rhino transport vehicles to transport it and any upgrades that have been taken. Determine the number of Rhinos needed after all upgrades have been purchased. The number of Rhinos will always be the minimum needed to carry the formation, you can't take extras along to cover the loss of other transports.

Note that many formations don't receive Rhinos, usually because they can't fit into them. Formations that come with Rhinos will be noted as having "plus transport" in the units section of the army list opposite. Also note that with the exception of Dominion formations you don't have to take Rhinos if you don't want to, Dominion formations must always be transported in Immolators, Repressors or Rhinos. If you'd rather field the formation on foot instead, so it can act as a garrison for example, then you may do so.

SPECIAL RULE

Acts of Faith

All missions and Dominion formations are faithful. When declaring the action a faithful formation will carry out a player may choose to perform one of the acts of faith below. There is a -1 modifier to the action test if the formation is performing an act of faith.

Hand of the Emperor: All infantry units in the formation gain *macro-weapon* on their close combat attack until the end of their formation's activation. Extra attacks from characters are unaffected.

Divine Guidance: All infantry units in the formation count their firefight value as one better (e.g. 4+ goes to 3+) until the end of their formation's activation.

The Passion: All infantry units in the formation gain *first strike* on their close combat attack until the end of their formation's activation. Extra attacks from characters are unaffected.

Light of the Emperor: All infantry units in the formation gain *fearless* and *invulnerable save* until the end of the end phase.

Spirit of the Martyr: All infantry units in the formation gain *reinforced armour* and *thick rear armour* until the end of the end phase.

ORDO HERETICUS INQUISITION ARMY LIST

Ordo Hereticus armies have a strategy rating of 3. War Engine formations have an initiative rating of 1+. All other formations have an initiative rating of 2+ but may receive a modifier to their Action tests (see *Acts of Faith*).

MISSIONS			
FORMATION	UNITS	UPGRADES	COST
Battle Sister	Eight Battle Sister units plus transport	All except Commissar, Hydra, Inquisitor Lord, Penitent Engines, Repentia and Seraphim	275 points
Retributor	Six Retributor units plus transport	Celestians, Exorcists, Fireblade, Hunter, Living Saint, Retributors, Superior, Transport	250 points
Seraphim	Six Seraphim units	Living Saint, Seraphim, Superior	225 points

SUPPORT FORMATIONS			
<i>(Any one support formation may be fielded per each mission.)</i>			
FORMATION	UNITS	UPGRADES	COST
Arco-flagellant	Six Arco-flagellant units	Penitent Engines	250 points
Dominion	Four Dominion units plus transport	Celestians, Dominions, Priest, Superior, Transport	200 points
Exorcist	Four Exorcists	Exorcists, Hunter, Superior	175 points
Penitent Engine	Four Penitent Engines	Penitent Engines	175 points
0–1 Repentia per 2,000 points	Six Repentia units, one with a Mistress character	Penitent Engines, Priest, Repentia	200 points

INDUCTED IMPERIAL GUARD AND INQUISITORIAL FORMATIONS			
<i>(Any one Inducted Imperial Guard or Inquisitorial formation may be fielded per each mission.)</i>			
FORMATION	UNITS	UPGRADES	COST
Infantry	One Inquisitor and twelve Infantry units (add seven Chimera)	Commissar, Hydra, Inquisitor Lord	250 points (+150 points)
Rough Rider	Six Rough Riders	Commissar	150 points
Sentinel	Four Sentinels	Commissar	100 points
Storm Trooper	One Inquisitor, seven Inquisitorial Storm Troopers and four Rhinos (replace four Rhinos with four Chimera or Valkyries)	Commissar, Inquisitor Lord	200 points (+100 or +150 points)
Leman Russ	Six Leman Russ	Commissar, Hydra	400 points

ORDO HERETICUS UPGRADES		
<i>(Each upgrade may be taken once per formation.)</i>		
UPGRADE	UNITS	COST
Battle Sisters	Add two or four Battle Sister units	+50 or +100 points
Celestians	Replace two Battle Sister units with two Celestian units or add two Celestian units	+25 or +75 points
Commissar	Add one Commissar character to any unit in the formation	+25 points
Dominions	Replace two Battle Sister units with two Dominion units or add two Dominion units	+25 or +75 points
Exorcists	Add one, two or three Exorcists	+35, +75 or +100 points
Fireblade	Add one Fireblade	+175 points each
Hunter	Add one Hunter	+75 points
Hydra	Add one Hydra	+50 points
0–1 Inquisitor Lord	Add one Inquisitor Lord character per army to an Inquisitor unit	+50 points
0–1 Living Saint	Add one Living Saint character per army to a unit with a Palatine or Canoness character	+50 points
Penitent Engines	Add one, two or Penitent Engines	+35, +75 or +100 points
Priest	Add one Priest character to an infantry unit in the formation	+25 points
Repentia	Add two Repentia units	+50 points
Retributors	Replace two Battle Sister units with two Retributor units or add two Retributor units	+25 or +75 points
Seraphim	Add two Seraphim units	+50 points
Superior	Add one Palatine character or 0–1 Canoness character per army to any unit in the formation	+25 or +75 points
Transport	Add any number of Immolators or Repressors, up to the number required to transport the formation	+25 points each

IMPERIAL ALLY FORMATIONS		
<i>(Up to a third of the points available may be spent on these formations.)</i>		
IMPERIAL NAVY ASSETS		
FORMATION	UNITS	COST
Lightnings	Two Lightning Fighters	200 points
Lightning Strikes	Two Lightning Strike Fighters	150 points
Marauders	Two Marauder Heavy Bombers	250 points
0–1 Orbital Support	Lunar Class Cruiser or Emperor Class Battleship	150 points
WAR ENGINE FORMATIONS		
FORMATION	UNITS	COST
Cathedral	One Cathedral of Purification	600 points
Reaver	One Reaver Class Titan	650 points
Warhound	One Warhound Class Titan	275 points
Warhound Pack	Two Warhound Class Titans	500 points
Warlord	One Warlord Class Titan	825 points

ORDO HERETICUS FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Canoness	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	<i>Invulnerable Save, Supreme Commander.</i>
Commissar	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	<i>Fearless, Inspiring, Leader.</i>
Inquisitor Lord	CH	n/a	n/a	n/a	n/a	Smite	(15cm)	Small Arms, EA(+1), MW	<i>Fearless, Invulnerable Save, Reinforced Armour, Sniper.</i>
						Power Weapon	(bc)	Assault Weapons, EA(+1), MW	
Living Saint	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	<i>Fearless, Inspiring, Reinforced Armour, Thick Rear Armour.</i>
Mistress	CH	n/a	n/a	n/a	n/a	-			<i>Leader.</i>
Palatine	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	<i>Commander, Invulnerable Save, Leader.</i>
Priest	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	<i>Fearless, Inspiring.</i>
Arco-flagellant	INF	15cm	5+	4+	-	Electro-flails	(bc)	Assault Weapons, EA(+1)	<i>Fearless, Infiltrator, Invulnerable Save.</i>
Battle Sister	INF	15cm	4+	6+	4+	Heavy Flamer	15cm	AP4+, IC	
							and (15cm)	Small Arms, IC	
Celestian	INF	15cm	4+	5+	4+	Multi-melta	15cm	MW5+	
							and (15cm)	Small Arms, MW	
Dominion	INF	15cm	4+	6+	4+	Meltaguns	(15cm)	Small Arms, MW	<i>Scout.</i>
Infantry	INF	15cm	-	6+	5+	Autocannon	45cm	AP5+/AT6+	<i>One unit in every two has an Autocannon.</i>
						Lasguns	(15cm)	Small Arms	
Inquisitor	INF	15cm	5+	4+	4+	Missile Launcher	45cm	AP5+/AT6+	<i>Commander.</i>
Inquisitorial Storm Troopers	INF	15cm	5+	5+	4+	Plasma Guns	15cm	AP5+/AT5+	
Repentia	INF	15cm	5+	4+	-	Eviscerators	(bc)	Assault Weapons, MW	<i>Infiltrator.</i>
Retributor	INF	15cm	4+	6+	3+	Heavy Bolter	30cm	AP5+	
						Heavy Flamer	15cm	AP4+, IC	
							and (15cm)	Small Arms, IC	
Rough Riders	INF	20cm	6+	4+	6+	Las pistols	(15cm)	Small Arms	<i>Infiltrator, Mounted, Scout.</i>
						Power Lances	(bc)	Assault Weapons, EA(+1), FS	
Seraphim	INF	30cm	4+	4+	4+	Bolt Pistols	(15cm)	Small Arms	<i>Jump Packs, Teleport.</i>
Penitent Engine	LV	15cm	5+	4+	5+	Heavy Flamer	15cm	AP4+, IC	<i>Fearless, Infiltrator, Invulnerable Save, Walker.</i>
							and (15cm)	Small Arms, IC	
						Power Fists	(bc)	Assault Weapons, EA(+1), MW	
Sentinel	LV	20cm	6+	6+	5+	Multilaser	30cm	AP5+/AT6+	<i>Scout, Walker.</i>
Chimera	AV	30cm	5+	6+	5+	Multilaser	30cm	AP5+/AT6+	<i>Transport. May transport two infantry units without Jump Packs or Mounted.</i>
						Heavy Bolter	30cm	AP5+	
Exorcist	AV	30cm	4+	6+	5+	Exorcist Launcher	45cm	2× AP5+/AT5+	
Hunter	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+/AA4+	
Hydra	AV	30cm	6+	6+	5+	2× Twin Hydra Autocannon	45cm	AP4+/AT5+/AA5+	
						Heavy Bolter	30cm	AP5+	
Immolator	AV	30cm	5+	6+	5+	0–1× Twin Multi-melta	15cm	MW4+	<i>Transport. May transport one infantry unit without Jump Packs or Mounted. Armed with either a Twin Heavy Flamer or a Twin Multi-melta. Immolators armed with a Twin Heavy Flamer have their</i>
					(4+)		and (15cm)	Small Arms, MW	<i>firefight value increased to 4+.</i>
						0–1× Twin Heavy Flamer	15cm	AP3+, IC	
							and (15cm)	Small Arms, IC	

Leman Russ	AV	20cm	4+	6+	4+	Battle Cannon Lascannon 2× Heavy Bolter	75cm 45cm 30cm	AP4+/AT4+ AT5+ AP5+	Reinforced Armour.
Repressor	AV	25cm	5+	6+	5+	Heavy Flamer	15cm (15cm)	AP4+, IC Small Arms, IC	Transport, Walker. May transport two infantry units without Jump Packs or Mounted.
Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	Small Arms	Transport. May transport two infantry units (except Terminator units) without Jump Packs or Mounted.
Valkyrie	AV	35cm	5+	6+	5+	Multilaser 2× Heavy Bolter 2× Rocket Pod	30cm 30cm 30cm	AP5+/AT6+ AP5+ 1BP, D, SS	Scout, Skimmer, Transport. May transport two infantry units without Jump Packs or Mounted.
Cathedral of Purification	WE	15cm	4+	5+	3+	Promethion Cannon Excommunicator 3× Inferno Cannon 3× Inferno Cannon	45cm 30cm 30cm and (15cm) and (15cm)	6BP, FxF, IC 3× AP5+/AT5+/AA5+ AP3+, Left, IC Small Arms, IC AP3+, Right, IC Small Arms, IC	Damage Capacity 6, Fearless, Reinforced Armour, Transport, Thick Rear Armour, 4 Void Shields. May transport sixteen infantry units without Jump Packs or Mounted. Four units being transported may shoot and use their firefight value in an assault or to lend support. Critical Hit Effect: The unit's plasma reactor has been breached and D3 units of the player's choice that are being transported are destroyed. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 5+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.
Fireblade	WE	15cm	4+	6+	3+	Inferno Gun 2× Lascannon Twin Heavy Bolter 2× Inferno Cannon	30cm 45cm 30cm 30cm and (15cm)	3BP, FxF, IC AT5+ AP4+ AP3+, IC Small Arms, IC	Damage Capacity 3, Reinforced Armour, Transport. May transport eight infantry units without Jump Packs or Mounted. Two units being transported may shoot and use their firefight value in an assault or to lend support. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.
Lightning Fighter	AC	Fighter	6+	n/a	n/a	Autocannon Twin Lascannon Hellstrike Missiles	30cm 30cm 30cm	AP5+/AT6+/AA5+, FxF AT4+/AA4+, FxF AT4+, FxF	
Lightning Strike Fighter	AC	Fighter	6+	n/a	n/a	Twin Lascannon Twin Hellstrike Missiles	30cm 30cm	AT4+/AA4+, FxF AT3+, FxF	
Marauder Heavy Bomber	AC/ WE	Bomber	5+	n/a	n/a	Bomb Racks Twin Lascannon 2× Twin Heavy Bolter	15cm 45cm 15cm	3BP, FxF AT4+, FxF AP4+/AA5+	Damage Capacity 2. Critical Hit Effect: Destroyed.

IMPERIAL NAVY FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Marauder Bomber	AC	Bomber	4+	n/a	n/a	Twin Lascannon	45cm	AT4+/AA4+, FxF	
						Bomb Racks	15cm	3BP, FxF	
						2× Twin Heavy Bolter	15cm	AA5+	
Thunderbolt Fighter	AC	Fighter-Bomber	6+	n/a	n/a	Multilaser	30cm	AP5+/AT6+/AA5+, FxF	
						Underwing Rockets	30cm	AT4+, FxF	
						Storm Bolters	15cm	AP4+/AA5+, FxF	
Emperor Class Battleship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	8BP, MW	<i>Slow and Steady.</i>
Lunar Class Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	3BP, MW	
						Pin-Point Attack	n/a	MW2+, TK(D3)	

TITAN LEGION FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Reaver Class Titan	WE	20cm	4+	3+	3+	2× Turbo-Laser Destructor	60cm	4× AP5+ /AT3+, FwA	<i>Damage Capacity 6, Fearless, Reinforced Armour, 4 Void Shields, Walker. May step over units and pieces of terrain that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 5+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.</i>
						Rocket Launcher	60cm	3BP, FxF	
Warhound Class Titan	WE	30cm	5+	4+	4+	Plasma Blastgun	45cm	2× MW2+, FwA, Slw	<i>Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit takes a point of damage and is moved D6cm in a random direction. If this move takes the titan into impassable terrain or another unit it can't move over then it stops immediately and is destroyed. All units it moves into or over suffer a hit on a roll of 6+.</i>
						Vulcan Mega-Bolter	45cm	4× AP3+ /AT5+, FwA	
Warlord Class Titan	WE	15cm	4+	2+	3+	Volcano Cannon	90cm	MW2+, FwA, TK(D3)	<i>Damage Capacity 8, Fearless, Reinforced Armour, Thick Rear Armour, 6 Void Shields, Walker. May step over units and pieces of terrain that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.</i>
						Gatling Blaster	60cm	4× AP4+ /AT4+, FwA	
						2× Turbo-Laser Destructor	60cm	4× AP5+ /AT3+, FxF	

SPECIAL RULE

Imperial Void Shields¹

Imperial Titans are protected by void shield generators. The number of void shields each Titan has is noted on the Titan's datasheet.

Each void shield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, nor allocate Blast markers. Once all of the shields have been knocked down, the Titan may be damaged normally and you may make saving throws against any hits that are scored. Hits from close combat ignore void shields but units using their firefight values must first knock down any shields before they can damage the Titan.

Void shields that have been knocked down can be repaired. Each Titan can repair one downed void shield in the end phase of each turn. In addition, if a Titan regroups it can use the dice roll to either repair the void shield or remove Blast markers (e.g., if you rolled a 2 you could repair 2 shields, remove 2 Blast markers or repair 1 shield and remove 1 Blast marker).

1. Imperial Void Shields

Q: Do void shields stop a point of damage caused by: a failed dangerous terrain test, the extra hits from the result of an assault, a Blast marker on a broken formation, or the unit ending its second withdrawal move within 15cm of the enemy?

A: No.

Q: How many void shields go down if a war engine is hit by a Titan Killer weapon that causes multiple points of damage?

A: One per each point of damage, with any left over being allocated to the unit.

Q: Can a formation regroup to repair downed void shields if it has no Blast markers?

A: Yes.

Q: If a formation with multiple units with void shields regroups is the number of repaired void shields the same for each unit or shared between them?

A: Shared between them, e.g. if you chose to repair two void shields, one unit could repair two void shields or two units could repair one void shield each.

Q: Are void shields considered when determining how many hits a war engine should be allocated?

A: No.