

ORDOS XENOS

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Commissar	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	<i>Fearless, Inspiring, Leader</i>
Deathwatch Captain	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	<i>Commander. Invulnerable Save, Leader</i>
Deathwatch Librarian	CH	n/a	n/a	n/a	n/a	Smite Power Weapon	(15cm) (bc)	Small Arms, EA(+1), MW Assault Weapons, EA(+1), MW	<i>Invulnerable Save, Leader</i>
Glavian Pilot	CH	n/a	n/a	n/a	n/a	-			<i>Invulnerable Save. If added to a unit with the Bomber manoeuvre class the unit now has a Fighter-Bomber manoeuvre class. If added to a unit with the Fighter-Bomber manoeuvre class the unit now has a Fighter manoeuvre class.</i>
Inquisitor Lord	CH	n/a	n/a	n/a	n/a	-			<i>Supreme Commander</i>
Deathwatch Kill Team	INF	15cm	4+	3+	4+	Hellfire Heavy Bolter Melta Bombs	30cm (bc)	AP5+, S MW	<i>Scouts, Teleport</i>
Deathwatch Strike Team	INF	35cm	4+	3+	4+	Twin Bolters	(15cm)	Small Arms	<i>Mounted, Scouts</i>
Deathwatch Terminators	INF	15cm	4+	3+	3+	2x Assault Cannon  Power Weapons	30cm  (bc)	AP5+/AT5+  Assault Weapons, EA(+1), MW	<i>Reinforced Armour, Teleport, Thick Rear Armour</i>
Death Cult Assassins	INF	15cm	4+	3+	-	Power Weapons	(bc)	Assault Weapons, EA(+1), MW	
Infantry	INF	15cm	-	6+	5+	Autocannon	45cm	AP5+/AT6+	<i>One unit in every two has an Autocannon.</i>
Inquisitor	INF	15cm	4+	4+	4+	Scourging Power Weapon	(15cm) (bc)	Small Arms, EA(+1), MW Assault Weapons, EA(+1), MW	<i>Commander. Fearless, Invulnerable Save, Leader</i>
Inquisitorial Storm Troopers	INF	15cm	5+	5+	4+	Plasma Guns	15cm	AP5+/AT5+	
Support Staff	INF	15cm	6+	6+	6+	Laspistols	(15cm)	Small Arms	<i>Each Support Staff unit gives an Inquisitor or Warrior Henchmen unit the ability to re-roll one roll to hit or saving throw per turn.</i>
Warrior Henchmen	INF	15cm	5+	5+	4+	Plasma Cannon Implant Weapons	30cm (bc)	AP5+/AT5+ Assault Weapons, MW	-
Deathwatch Land Speeder	LV	35cm	4+	6+	4+	Assault Cannon  Hellfire Heavy Bolter	30cm  30cm	AP5+/AT5+  AP5+, S	<i>Skimmer, Scout</i>
Chimera	AV	30cm	5+	6+	5+	Multilaser Heavy Bolter	30cm 30cm	AP5+/AT6+ AP5+	<i>Transport (two infantry units)</i>
Hydra	AV	30cm	6+	6+	5+	2x Twin Hydra Autocannon Heavy Bolter	45cm 30cm	AP4+/AT5+/AA5+ AP5+	
Land Raider	AV	25cm	4+	6+	4+	2x Twin Lascannon Twin Heavy Bolter	45cm 30cm	AT4+ AP4+	<i>Reinforced Armour, Thick Rear Armour, Transport (one Deathwatch Terminators unit; or two Deathwatch Kill Teams)</i>
Leman Russ	AV	20cm	4+	6+	4+	Battle Cannon Lascannon 2x Heavy Bolter	75cm 45cm 30cm	AP4+/AT4+ AT5+ AP5+	<i>Reinforced Armour</i>
Razorback	AV	30cm	5+	6+	5+	0-1x Twin Heavy Bolter 0-1x Twin Lascannon	30cm 45cm	AP4+ AT4+	<i>Transport (one Deathwatch Kill Teams). Armed with either a Twin Heavy Bolter or a Twin Lascannon.</i>
Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	Small Arms	<i>Transport (two infantry units)</i>
Valkyrie	AV	35cm	5+	6+	5+	Multilaser 2x Heavy Bolter 2x Rocket Pod	30cm 30cm 30cm	AP5+/AT6+ AP5+ 1BP, D, SS	<i>Scout, Skimmer, Transport (two infantry units)</i>

Black Citadel	WE	Immobile	4+	5+	4+	4x Twin Hydra Autocannon 4x Punisher Launchers Battle Cannon	45cm 45cm 75cm	AP4+ / AT5+ / AA5+ 1BP, Ind AP4+ / AT4+	5 Void Shields, DC7, Fearless, Planetfall, Reinforced Armour, Thick Rear Armour, Transport (ten infantry units). Critical Hit Effect: The unit takes an additional point of damage and D6 units chosen by the Ordos Xenos player being transported suffer a hit.
Capitol Imperialis	WE	10cm	4+	6+	5+	Behemoth Cannon Battle Cannon Battle Cannon	75cm 75cm 75cm	6BP, Ind, FxF AP4+ / AT4+, Left AP4+ / AT4+, Right	5 Void Shields, DC10, Commander, Fearless, Reinforced Armour, Thick Rear Armour, Transport (twenty infantry units; plus three armoured vehicles). Up to ten infantry units being transported may shoot. Critical Hit Effect: The unit takes an additional point of damage and D6 units chosen by the Ordos Xenos player being transported suffer a hit.
Aquila Lander	AC/ AV	Bomber/ 35cm	4+	-	5+	Multilaser	30cm	AP5+ / AT6+ / AA5+, FxF	Planetfall, Scout, Skimmer, Transport (two infantry units), VTOL
Gun Cutter	AC/ WE	Bomber/ 35cm	5+	6+	5+	Assault Cannon  Twin Autocannon	15cm  30cm	AP5+ / AT5+ / AA5+, FxF  AP4+ / AT5+ / AA5+, FxF	DC2, Planetfall, Reinforced Armour, Skimmer, Transport (five infantry units), VTOL. Critical Hit Effect: The unit and all units on board are destroyed.
Landing Craft	AC/ WE	Bomber	4+	5+	3+	2x Twin Lascannon  3x Twin Heavy Bolter	45cm  15cm	AT4+  AP4+ / AA5+	DC4, Fearless, Planetfall, Reinforced Armour, Transport (twelve of the following units: Deathwatch Kill Team, Deathwatch Strike Team, Deathwatch Terminators; Deathwatch Terminators count as two units each; plus six of the following units: Land Raider, Razorback, Rhino; Land Raiders count as one and a half units each, rounding up). Critical Hit Effect: The unit and all units on board are destroyed. All units within 5cm suffer a hit.
Thunderhawk Destructor	AC/ WE	Bomber	4+	6+	4+	Turbo-laser  Twin Lascannon 2x Twin Heavy Bolter Twin Heavy Bolter Twin Heavy Bolter Bomb Racks	60cm  45cm 30cm 15cm 15cm 15cm	2x AP5+ / AT3+, FxF  AT4+, FxF AP4+ / AA5+, FxF AP4+ / AA5+, Left AP4+ / AA5+, Right 2BP, FxF	DC2, Planetfall, Reinforced Armour, Transport (six of the following units: Deathwatch Kill Team, Deathwatch Strike Team, Deathwatch Terminators; Deathwatch Terminators count as two units each). Critical Hit Effect: The unit and all units on board are destroyed.
Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5BP, MW	Transport (20 of the following units: Deathwatch Kill Team, Deathwatch Strike Team, Deathwatch Terminators; plus 20 of the following units: Land Raider, Razorback, Rhino; plus six Thunderhawk Destructors and enough Drop Pods or Landing Craft to transport any other units on board)
Inquisition Battleship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	10BP, MW	Slow and Steady, Transport (60 infantry units; plus 18 Aquila Landers or Gun Cutters; Gun Cutter count as two units each; plus one Thunderhawk Destructor)
Rogue Trader Vessel	SC	n/a	n/a	n/a	n/a	Pin-Point Attack	n/a	MW2+, TK(D3)	Transport (36 infantry units; plus twelve Aquila Landers or Gun Cutters; Gun Cutter count as two units each)
Drop Pod	Special	n/a	n/a	n/a	n/a	Deathwind	15cm	AP5+ / AT5+	Planetfall, Transport (one formation of only the following units: Deathwatch Kill Team, Deathwatch Terminators). Deathwind: After the drop pod lands, its Deathwind attacks all enemy units within 15cm. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty. Then any troops carried in the drop pod must disembark within 5cm of the drop pod or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the drop pod. Drop pod models should be removed from the board once the formation they transport has disembarked.

## ORDOS XENOS INQUISITION ARMY LIST

*"Doing the stuff with the thing. Inquisition style."*

*Inquisitor Sum-gai*

### Forces

The Ordos Xenos Inquisition Army List uses the Ordos Xenos datasheets, the Imperial Navy datasheets from 5.3 and the Titan Legion datasheets from 5.4.

### Using The Army List

The following army list allows you to field an Inquisition army that is based on the forces that the Ordos Xenos has at its disposal.

Ordos Xenos formations come in two types: Ordos Xenos Detachments and Deathwatch Detachments. Each detachment is treated as a separate, independent formation during the battle.

Ordos Xenos Inquisition armies may be supported by Imperial Navy aircraft and Titan Legion battlegroups. A maximum of up to a third of the points available to the army may be spent on these formations.

Finally, Ordos Xenos Individuals includes a special character option. Each individual may only be taken once by the army. The rules for using each individual are listed in the 'Notes' column.

The army list includes the following information:

**Formation:** The name of the formation.

**Units:** The core units that make up the formation.

**Extras:** An Ordos Xenos formation may include any of the extra units listed in the 'Extras' column. You may include any number of extra units in a formation unless it is specifically noted otherwise. All of the core and extra units in a formation count as being part of one formation. The different units may not move off on their own.

**Cost:** The points value of the formation.

### Special Rules

The *They Shall Know No Fear* rule applies to all Deathwatch detachment formations (5.1.1).

## SPECIAL RULE

### Ordos Xenos Transports

*Some Ordos Xenos formations are noted as having "plus transport" in the units section of the army list. These units have the option of taking various units to transport them. These units and their associated cost are added to the formation in the same manner as extras. Ordos Xenos Detachments may only choose units from the Transport table, while Deathwatch Detachments may only choose units from the Deathwatch Transport table.*

*If Aquila Landers or Drop Pods are chosen then all infantry units must be transported in them. Formations need not take a transport option; but if they do the number of transport units in the formation may not exceed the minimum number needed to transport all infantry units.*

## SPECIAL RULE

### VTOL

*Some units are noted as being VTOL (Vertical Take Off and Landing). These units are equipped with devices that allow them to operate as both aircraft and ground units, as such they have both an aircraft manoeuvre class and a speed value on their datasheet.*

*Units with VTOL may choose to land after making an approach move. Once landed, the unit may activate as a normal ground unit in subsequent turns and move as its speed value allows. At the end of any turn the unit may choose to make a disengagement move.*

*Formations of VTOLs must land in a legal formation if they choose to land. Units without VTOL must be transported in units with the ability when a disengagement move is made. Any units not transported are considered out of formation and destroyed.*

## ORDOS XENOS INQUISITION ARMY LIST

Ordos Xenos Inquisition armies have a strategy rating of 3. Imperial Guard Platoon and Imperial Navy Aircraft formations have an initiative rating of 2+. All other formations have an initiative rating of 1+. The *They Shall Know No Fear* rule applies to all Deathwatch Detachment formations (5.1.1).

### ORDOS XENOS INDIVIDUALS

*(Up to one of each type of individual may be taken per army.)*

TYPE	NOTES	COST
0-1 Inquisitor Lord	Add one Inquisitor Lord character to any unit in a Kill Team, Inquisitorial Retinue or Inquisitorial Fortress formation.	+50 points

### ORDOS XENOS DETACHMENTS

FORMATION	UNITS	EXTRAS	COST
0-1 Gun Cutter per Inquisitorial Retinue	One Gun Cutter	Add up to one Glavian Pilot character for +50 points	125 points
0-1 Inquisitorial Retinue per 1,000 points	One Inquisitor and three Warrior Henchmen, plus transport	Add up to one Commissar character to an infantry unit for +50 points Add up to four of the follow units: Death Cult Assassins for +50 points each Support Staff for +15 points each Warrior Henchmen for +35 points each	200 points
0-1 Inquisitorial Fortress	One Capitol Imperialis or Black Citadel	None	600 points
Imperial Guard Platoon	Twelve Infantry, plus transport	Add up to one Commissar character to an infantry unit for +50 points Add up to one Hydra for +50 points Add three Leman Russ for +175 points	250 points
0-1 Spacecraft	One Rogue Trader Vessel	Replace with a Inquisition Battleship for +175 points Replace with a Strike Cruiser for +125 points	75 points
Storm Trooper Platoon	Eight Inquisitorial Storm Troopers, plus transport	Add up to one Commissar character to an infantry unit for +50 points	225 points

### DEATHWATCH DETACHMENTS

FORMATION	UNITS	EXTRAS	COST
Kill Team	Four Deathwatch Kill Teams, one with a Deathwatch Captain or Deathwatch Librarian character, plus Deathwatch transport	Replace one Deathwatch Kill Team with a Deathwatch Terminators unit for +50 points	300 points
Strike Team	Any four of the following units: Deathwatch Strike Team, Deathwatch Land Speeder	Add up to one Deathwatch Captain or Deathwatch Librarian character for +50 points	200 points
Landing Craft	One Landing Craft	None	350 points
Thunderhawk	One Thunderhawk Destructor	None	250 points

#### TRANSPORT

UNIT	COST
Aquila Lander	+50 points each
Chimera	+25 points each
0-1 Land Raider per Inquisitor	+75 points
Rhino	+10 points each
Valkyrie	+40 points each

#### DEATHWATCH TRANSPORT

UNIT	COST
Drop Pod	Free
Land Raider	+75 points each
Rhino	Free
Razorback	+25 points each

### IMPERIAL ALLY FORMATIONS

*(Up to a third of the points available may be spent on these formations.)*

#### IMPERIAL NAVY AIRCRAFT

FORMATION	UNITS	COST
Marauder Squadron	Two Marauder Bombers	250 points
Thunderbolt Squadron	Two Thunderbolt Fighters	175 points

#### TITAN LEGION BATTLEGROUPS

FORMATION	UNITS	COST
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