

MACROMUNDA

INQUISITION

HOUSE BOOK

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FACTION

INQUISITION

The toolbox authority

The Inquisition fields no army. It fields an authority. A single Inquisitor and a hand-picked retinue of Throne Agents — a psyker, an anti-psyker, an assassin, a tech-adept, a mailed Crusader — each a different instrument turned against a different heresy. Where other forces win by weight of numbers, the Inquisition wins by the exactness of its tools and by the seal its master carries: the mandate that compels the wider Imperium to fight at its side.

That mandate is Requisition, the retinue's defining power. An Inquisitor's word presses Space Marines, Battle Sisters, Guardsmen and the tempered killers of the Officio Assassinorum into service they owe no formal duty. The borrowed muscle is never truly owned — every requisitioned body takes the place of one of the Inquisitor's own, so a retinue that borrows heavily marches thinner for it.

There is no swarm here, and no miraculous save. Endurance is honest carapace plate, a bought rosarius field on the master, and a handful of resilient elites. The Inquisition is the surgeon's answer to the galaxy's rot: few hands, each holding the precise blade the wound demands, and the authority to call down heavier steel when the blade is not enough.

☠ FACTION SPECIAL RULES

✂ REQUISITION

GANG RULE

Requisition. The most Inquisitorial power of all: the retinue fields fighters it has no right to. An Inquisitor's seal commands Space Marines, Battle Sisters, Guardsmen and Assassins alike, and Requisition is how that authority reaches the table — a standing right of the roster, never a pool of credits.

When building or growing the retinue, the controlling player may requisition support units drawn from allied Imperial forces. Each is fielded at its home cost plus a seal-toll by tier: a light ally adds 10, an elite adds 20, and a super-heavy body adds 30. Which units may be summoned is set by the Ordo's chamber militant, and the slots are capped — the heaviest muscle comes one at a time. Above all sits the governing law: requisitioned fighters may never outnumber the native Throne Agents of the retinue. Borrow a Terminator and a body of the Inquisitor's own must stand beside it first. So the retinue's reach climbs while its ranks stay thin, and the borrowed steel can never become the warband itself.

✂ THE INQUISITOR'S AUTHORITY

SPECIAL RULE

The Inquisitor's Authority. The mandate an Inquisitor carries is not a symbol but a weapon — a will that steadies lesser souls and bends them to the master's purpose. While the Inquisitor is Standing and Active, friendly fighters within Short of the master may re-roll a failed Nerve test, for no true servant breaks while the Inquisitor watches. Once per battle, the master may spend that authority absolutely: name a friendly group activation and compel it, taking the fighters in hand and acting them at once regardless of the ordinary order of play. Each Ordo dresses the aura in its own creed, but the power beneath is the same — the seal made flesh, driving the retinue where the enemy would break it.

✂ PENITENT FEARLESS

SPECIAL RULE

Penitent Fearless. The Penitent is a condemned wretch, chained and half-broken, flung ahead of the retinue to spend a crime in blood — and a soul that has already been sentenced to die has nothing left to dread. This fighter is immune to Fear. Where the Throne Agent's nerve is the disciplined steel of training, the Penitent's is the terrible calm of ruin: it does not steady itself against the horror because it no longer feels the horror at all. It walks into the guns of things that would scatter a sane squad, mouthing broken litanies through a bit-gag, because the only mercy left to it is a swift death in the Emperor's service. Fear is a lever the enemy cannot pull on a body that already prays to break.

✂ REQUISITIONED NATIVE RULES — ALLIES BRING THEIR OWN PROFILE + RULES

SPECIAL RULE

Requisitioned native rules. A body pressed into the retinue serves as what it already is, not as some lesser copy of itself. When a fighter is requisitioned from an allied Imperial force, it is fielded with the supplier's own statline, wargear and rules unchanged — a Grey Knight brings his Aegis, his Smite and his Nemesis force weapon; a Battle Sister her Shield of Faith and her Acts of Faith; a Deathwatch Veteran his kill-team doctrines. Nothing of the borrowed fighter is re-drawn or re-worked for the Inquisition's sake. It joins the retinue at its own home cost, raised only by the seal-toll owed for the summons, and otherwise fights precisely as it fights beneath its own banner.

✂ SANCTIONED DISCIPLINE — FEARLESS-BY-TRAINING THRONE AGENTS

SPECIAL RULE

Sanctioned discipline. Throne Agents are chosen and tempered against fear as surely as against the enemy — schooled to hold where an untrained soul would break and to think clearly when terror crowds in. The Inquisitor and every native Agent of the retinue carry improved Nerve and Cool, standing firm through the horrors that scatter lesser fighters. This hard-won steadiness is the psychology of a disciplined elite, the exact opposite of a fragile mass that routs at the first blow. It is the quiet foundation beneath the seal: a retinue small in number but sure of nerve, which does not flinch when the hunt turns bloody.

☠ ARMOURY

Weapon	Range		Accuracy		Str	AP	D	Am	Traits
	S	L	S	L					
☞ Boltgun	12	24	+1	—	4	-1	2	6+	Rapid Fire (1)
☞ Combi Weapon	*	*	*	*	*	*	*	*	Master-crafted dual-profile
☞ Condemnor Boltgun	12	24	+1	—	4	-1	2	6+	Rapid Fire (1) anti-psyker stake (vs psyker: D3, Wyrd-bane)
☞ Flamer	T	T	—	—	4	-1	1	—	Blaze Template
☞ Special Issue Boltgun	12	24	+1	—	4	-1	2	6+	Ammo-Select (Hellfire/Kraken/Dragonfire/Vengeance) Rapid Fire (1)

☞ Storm Bolter	12	24	+1	—	4	-1	1	6+	Rapid Fire (2)
☞ Bolt Pistol	6	12	+1	—	4	-1	1	6+	Pistol
☞ Digi Weapons	6	—	—	—	4	-1	1	—	One-shot Pistol
☞ Digital Weapons	6	12	—	—	4	-1	1	—	Digital (re-roll a failed Wound) Pistol
☞ Inferno Pistol	3	6	+1	—	8	-4	3	6+	Melta Pistol
☞ Needle Pistol	8	16	+1	—	2	—	1	6+	Pistol Silent Toxin
☞ Captured Xeno Weapon	*	*	*	*	*	*	*	*	Unstable (alien tech): on an Ammo roll of 1, lost for the battle profile by captured type (shuriken / splinter / gauss)
☞ Conversion Beamer	18	36	—	—	6	-3	3	6+	Heavy Scaling (+1 Str / -1 AP per full 6" to target) Unstable (alien tech): on an Ammo roll of 1, lost for the battle
☞ Psilencer	12	24	+1	—	4	-1	1	6+	anti-horde-daemon multi-shot
☞ Psycannon	12	24	+1	—	7	-2	2	6+	Rending anti-daemon
☞ Daemonhammer	—	E	—	—	S+3	-3	3	—	Force (psyker; vs daemon: banish) Melee Unwieldy
☞ Eviscerator	E	—	—	—	S+2	-3	3	—	Melee Rending Two-handed Unwieldy
☞ Force Weapon	E	—	—	—	S+1	-2	1	—	Force (psyker; vs daemon: banish)
☞ Needle Weapon	E	—	—	—	S	—	1	—	Toxin
☞ Power Fist	E	—	—	—	S+2	-3	2	—	—
☞ Power Maul	E	—	—	—	S+2	-1	1	—	Knockback
☞ Power Sword	E	—	—	—	S+1	-3	1	—	Parry
Frag Grenade	—	6	—	-1	3	—	1	4+	Blast (3") Knockback
Krak Grenade	—	6	—	-1	6	-2	2	4+	—
Psyk Out Grenade	—	6	—	-1	*	—	—	5+	Blast (3") anti-psyker (psykers Out unless Wil; daemons suffer Wound)

✂ ARMoured BODYGLOVE

ARMOUR

COST 25

An armoured bodyglove is the agent's worn underlay — a mesh of protective weave drawn beneath plate or robe, improving the wearer's save by one. It is the quiet edge of a professional: no bulk, no display, just an extra layer of survival for those whose work takes them into places no armour column would follow. Slipped under carapace it hardens an already sound Agent; worn alone by an infiltrator, it is the thin margin between a clean withdrawal and a body left behind.

✧ AUGMETICS

BIONICS

COST 45

Augmetics are the bionic replacements of a much-rebuilt Agent — a mechanical arm, a bionic eye, a reinforced joint grafted where flesh has failed. They mark a fighter who has served long and suffered for it, and they offset the lingering harm of old wounds that would otherwise slow a lesser body. Sturdier than the flesh they replace, they let a veteran keep fighting where injury should have set them aside. In the Inquisition's endless hunts, the truly experienced Agent is often as much iron as blood.

✧ AUSPEX

ACCESSORY

COST 25

An auspex is a handheld bio-scanner — a sensor wand that reads heat, motion and life-sign through smoke, wall and darkness. In the bearer's hand it drags hidden and infiltrating fighters into the open, denying an enemy the ambush it was counting on, and it sharpens the retinue's efforts to spot a threat before it strikes. For a warband that fights by surprise and precision, seeing first is half the kill, and the auspex is how the Inquisition refuses to be the one taken unaware.

✧ BLADE VENOM

CHEMS

COST 5

Blade venom is the Death-Cult's edge — a phial of fast toxin painted along a melee weapon before battle, lending it a poison bite for the duration of the fight. A shallow cut that would barely trouble a fighter becomes a killing wound as the venom takes hold. It is cheap, ugly work, favoured by the retinue's assassins who ask only that a weapon reach the flesh once. Against a lightly-warded foe it turns a glancing blow into a corpse; against the heavily armoured it does nothing the plate does not first allow.

✧ CARAPACE ARMOUR

ARMOUR

COST 80

Carapace armour is the standard plate of the retinue — rigid, well-fitted sections over the vital body, granting a 4+ save. It is the honest measure of the Inquisition's durability: not a superhuman hide nor a miracle field, but sound Imperial craftsmanship that keeps a trained Agent alive through the fire that would fell a lightly-clad soldier. Nearly every Throne Agent wears it as a matter of course, the baseline protection on which the retinue's quality is built.

✧ COMBAT STIMMS

CHEMS

COST 25

Combat stimms are the agent's edge in a vial — a cocktail of battle-drugs injected on the eve of action that wrings a burst of speed and ferocity from the body for a single fight. For that one battle the fighter runs faster, strikes harder, or shrugs off pain it should not, spending tomorrow's strength today. The Inquisition tolerates the toll because its work is decided in moments, and a specialist pushed past its natural limit for one crucial engagement may be worth a dozen it never fights.

✧ CORTEX IMPLANT

BIONICS

COST 15

A cortex implant is a mind-lock seated at the base of the skull — a disciplined circuit that steadies thought against fear and coercion. Once set, it lets the bearer re-roll a failed Cool or Willpower test, forcing clarity where terror or witchcraft would cloud it. It is sanctioned discipline made permanent, the surgeon's guarantee that an Agent's nerve will not fail at the moment it matters most. On a body already schooled against fear, it is the last insurance against the mind breaking before the enemy does.

✧ CYBER MASTIFF

STATUS/COMPANION

COST 100

A cyber-mastiff is a bonded attack companion — a heavy augmetic hound, part muscle and part machine, loyal to the Agent who keeps it. Loosed on command it runs down fleeing quarry and tears into the enemy with iron jaws, a savage extra body that answers to no fear. It guards its keeper's flank as readily as it hunts, and asks nothing but the hunt itself. For the retinue it is a rare thing: a companion that adds weight to the line without spending a trained Agent to do it.

✧ GRAV CHUTE

PERSONAL EQUIPMENT

COST 40

A grav-chute is the retinue's insertion kit — a compact repulsor harness that arrests a fall into a controlled descent and lets the bearer drop onto a target from above. It turns a height into an avenue, carrying an Agent past the ground the enemy expects them to cross and setting them down where they are least wanted. In the surgical raids the Inquisition favours, it is the tool that puts the right blade in the right place at the right moment, unlooked-for and already too close.

✧ INQUISITORIAL POWER ARMOUR

ARMOUR

COST 100

Inquisitorial power armour is the elite plate of the retinue's most senior Agents — powered ceramite worked with the mark of the Ordo, granting a 3+ save. It turns aside blows that carapace would let through, and marks the fighter who wears it as one of consequence. Rare and jealously kept, it is reserved for the master or a favoured Champion rather than issued freely, the heaviest worn protection an Agent of the Inquisition is likely to bear.

✧ INQUISITORIAL SEAL

STATUS ITEM

COST inherent

The Inquisitorial Seal is the master's authority worn openly — a rosette and sigil that no servant of the Imperium dares refuse. Its bearer may re-roll a failed Leadership or Nerve test, for the seal steadies both the one who holds it and those who behold it. Once per battle it may be raised in true command: name a friendly group activation and compel it, one such call at most. It is the seal made portable, extending the reach of the Inquisitor's Authority beyond the master's own shadow and pressing the retinue forward on the strength of the mandate alone.

✧ MEDICAE KIT

PERSONAL EQUIPMENT

COST 30

A medicae kit is the retinue's narthecium — a case of counterseptics, stabilisers and surgical tools carried by an Agent trained to use them. In the field it can drag a downed fighter back from the edge, steadying a grievous wound before it kills. Afterward, in the quiet between battles, it mends injuries that would otherwise leave a body broken or lost. In a retinue this small, every Agent kept in the fight is worth a great deal, and the kit is how the Inquisition holds onto the specialists it cannot easily replace.

✧ NULL ROD

STATUS ITEM

COST inherent

A null-rod is an anti-warp relic — a wand of blackstone or worse, quarried from things the Imperium fears, that drinks the power of the empyrean into a dead and silent nothing. Held aloft, it can nullify a psychic power worked within its reach, snuffing the witch's working before it lands. It is the surest counter the Inquisition owns to sorcery and the daemon alike, a relic so potent it borders on cursed. Kept for the gravest hunts, it is drawn only when the enemy fights with powers no plate or field can answer.

✧ PREYSIGHT

ACCESSORY

COST 25

A preysight is a targeter fitted to a weapon's sight — a machine-eye that overlays range, lead and vitals onto the marksman's aim. After the bearer takes an Aim, it grants a re-roll of the Hit, and it reads through obscurement that would spoil an ordinary shot. It is the patient shooter's instrument, rewarding the fighter who steadies before firing rather than the one who sprays. In the hands of a marksman it turns a good shot into a certain one, and a half-seen target into a dead one.

✧ PSYBER EAGLE

STATUS/COMPANION

COST 60

A psyber-eagle is a bonded raptor laced with cybernetics — a recon and attack companion that rides the air above its keeper. From on high it marks hidden foes and carries the sight of the battle back to the Agent it serves, then stoops in a rush of talon and augmetic claw when loosed to kill. Swift and hard to pin, it reaches ground the retinue cannot. It is a scout and a striker in one wingbeat, another instrument in the toolbox that costs the warband no fighter of its own.

✧ PSYCHIC HOOD

FIELD ARMOUR

COST 60

A psychic hood is the anti-witch field — a crested device of psi-reactive circuitry that senses a hostile power reaching for the bearer and lashes back against it. When an enemy Wyrld Power targets the wearer, the hood grants a chance to re-roll against it or to smother it outright before it takes hold. It is the disciplined counter to the sorcerer, a defence woven for the Agent who expects to be marked by the warp and means to shrug the marking off. Against a foe that fights with the mind, it is worth more than any plate.

✧ ROSARIUS

FIELD ARMOUR

COST 60

A rosarius is a bought invulnerable field — a conversion device worn at the throat or breast that throws up a shimmering ward against the killing blow, a 5+ or 4+ save that no armour-piercing edge can diminish. Where plate is defeated by a heavy enough strike, the field simply refuses it. It is the Inquisitor's last line, the ward that lets the master walk into fire that would end a lesser body outright. Precious and rare, it is the closest the retinue comes to a miracle, and it is spent nowhere but on those who can least be lost.

COST 30

A servo-skull is a hovering familiar built from a sanctified skull and a repulsor core, bonded to a fighter's service. Depending on its fitting it scouts ahead, bears a medicae array, or carries spare munitions to the line. It drifts at its keeper's shoulder, a small extra hand doing the work no Agent should be spared for. In a retinue of so few bodies, the servo-skull earns its keep by freeing a trained fighter from the errands a lifeless drone can run instead.

☠ WEAPON TRAITS

✧ BLAST

WEAPON TRAIT

An area attack. Centre a circular blast marker of diameter X" (commonly 3" or 5") over the target point; **every** fighter (friend or foe) fully or partially under it is hit. Blast weapons do **not** roll to-hit against BS in the normal way — a scatter/placement mechanic applies if the shot misses its aim point. The signature trait of frag grenades, frag missiles, plasma cannons.

✧ KNOCKBACK

WEAPON TRAIT

If the weapon's **Strength** exceeds the target's **Strength** (or simply on a hit, per the weapon), the target is pushed **1"** directly away from the firer. Can shove fighters off ledges or out of cover (stub guns, shotguns, heavy stubbers).

✧ MELEE

WEAPON TRAIT

The weapon can only be used at **Engagement range** (close combat). Baseline tag for CC weapons.

✧ MELTA

WEAPON TRAIT

Anti-armour heat lance. At **Short range** the weapon's **Damage** is **doubled** (and it is brutal vs vehicles/structures). At Long range it is an ordinary, weaker hit. The signature of meltaguns/multi-meltas/melta bombs.

✧ PARRY

WEAPON TRAIT

Defensive blade trait. When the fighter is attacked in melee, for each Parry weapon they hold they can **force** the attacker to re-roll one successful hit dice (one of the attacker's hits). Swords, knives. Two Parry weapons can give two re-rolls in some printings.

✧ RAPID FIRE

WEAPON TRAIT

The weapon can put out multiple hits. When you make the hit roll you may roll X **additional** Firepower/ammo dice; each that would normally hit scores an extra hit (subject to a -1 to-hit per extra dice after the first in some printings). More dice = more hits but more chances to trigger an Ammo check. The classic "spray" trait of autoguns/heavy stubbers/storm weapons.

✧ RENDING

WEAPON TRAIT

On a **natural 6 to wound**, the attack improves: it gains additional AP and/or +1 Damage (the "rends armour" effect). Turns a mid-Str weapon into an armour-killer on lucky rolls (needle weapons, some blades).

✧ SILENT

WEAPON TRAIT

Firing does not break stealth in the same way — does not automatically reveal/wake or trigger reactions that noisy weapons would (needle weapons, suppressed stubbers). Strong in scenarios with sentries/sneaking.

✧ TEMPLATE

WEAPON TRAIT

Uses the flame/teardrop **Flamer template** instead of a to-hit roll. Place the template with its narrow end touching the firer; every fighter under it is automatically hit (they may get a chance to be hit on a roll, but there is no BS test). Ignores cover positioning to a large degree. The flamer family. Targets hit by a Template count as having been hit by a "guaranteed" attack.

✧ TOXIN

WEAPON TRAIT

Poison. Instead of using Strength-vs-Toughness, the attack wounds if the target **fails a Toughness check** (roll D6, fail if under T-related target). Toxin **ignores Toughness scaling** — equally lethal to tough fighters — but is negated by immunity (e.g. some constructs). Needle weapons, toxin blades.

✧ UNSTABLE

WEAPON TRAIT

Risky high-energy weapon (plasma overcharge style). On a particular Ammo/Firepower result the weapon misfires and can injure or knock out the wielder. The price you pay for plasma's punch.

✧ UNWIELDY

WEAPON TRAIT

Big, heavy, two-handed. The weapon takes **two hands** (cannot pair it with another weapon for extra attacks) and imposes a penalty when used (e.g. counts as fewer attacks, or a to-hit/Initiative penalty). The cost balancer on power fists, heavy melee, and some heavy ranged weapons (firing a heavy weapon unbraced).



INQUISITION · HOUSE DOSSIER

ORDO MALLEUS

The daemon-hunters

The Ordo Malleus hunts the daemon — the thing that should not be, dragged screaming from the far side of the veil. Its warbands are small and elite: a warded psyker-Inquisitor and a hand-picked retinue, every body a specialist and none of them wasted. Where lesser forces meet the warp with courage alone, the Malleus meets it with method. A collective faith wards the retinue against psychic assault, the null-rod and the psyk-out charge gut the enemy's presence in the immaterium, and the force-blade does not merely wound a daemon — it banishes the animating spirit back whence it came. When the incursion runs deeper than mortal flesh can hold, the Inquisitor spends the one seal no other may bear: he calls down the Grey Knights, the Emperor's sanctioned daemon-killers, to break what his retinue cannot. This is a toolbox warband — the right ward, the right blade, and the right reinforcement for whatever came through. Against a foe that carries no warp at all the ward falls silent, and the Ordo leans on cold discipline and borrowed muscle instead.

🦴 GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Exactly 1 Inquisitor (Leader — the warded Malleus build, Wil3+)
- ♦ 0-2 Interrogators / Crusaders (Champions); 0-1 Sage
- ♦ Acolytes bulk; Death-Cult / Mystic 0-1 each; Servitors cheap
- ♦ 0-1 Daemonhost (radical only — requires the Bind the Daemonhost skill)
- ♦ Requisition gated to GREY KNIGHTS: 0-1 elite (Paladin/Dreadknight) + 0-2 line (Strike/Terminator), + Officio Assassin 0-1 + Imperial allies 0-2
- ♦ Native-majority governor: Grey Knights / Assassins / allies may never outnumber your native Throne Agents
- ♦ Equipment: psyk-out, null-rod and the psycannon/psilencer are Rare-gated

A Malleus warband musters on 1500 credits and is built as a small, elite toolbox rather than a horde. Exactly one Inquisitor leads it — the warded Malleus master — supported by up to two Champions drawn from the Interrogators and Crusaders, and at most a single Sage. Acolytes form the bulk of the retinue, a lone Death-Cult Assassin and a lone Mystic are each permitted, and cheap Servitors fill out the numbers. A radical Inquisitor who has taken the Bind the Daemonhost skill may field a single Daemonhost. The Grey Knight requisition is gated tight: a single elite arrival such as a Paladin or Nemesis Dreadknight, up to two of the line, one Officio Assassin, and up to two Imperial allies. Above all the native majority holds — requisitioned Grey Knights, Assassins and allies may never outnumber the warband's own Throne Agents. Psyk-out grenades, the null-rod and the psycannon and psilencer are all Rare-gated.

👤 GANG RULES

✂ THE AEGIS OF THE ORDO

GANG RULE

The Aegis of the Ordo. The warded retinue stands as one against the immaterium, its collective faith a wall no witch-light easily crosses. When an enemy Wyrd Power targets a friendly fighter within Short of a Malleus warder, the controlling player may attempt to deny it. The strength of that denial climbs as the retinue tightens — each additional warder within range adds +1, to a maximum of +3 — so a clustered warband turns aside psychic assaults that would scatter a looser force. The ward is a reaction, not a save: it answers Wyrd Powers and nothing else. Against a gang that fields no psykers and works no powers of the warp, the Aegis is silent, and the retinue must trust to armour, discipline and blade. It folds the Inquisitor's Authority and the retinue's steadying faith into a single doctrine — the reason a Malleus warband can march into a rift and hold.

✂ GREY KNIGHT REQUISITION

GANG RULE

Grey Knight Requisition. Alone among the Ordos, the Malleus master holds the seal that summons the Emperor's own daemon-killers. The warband may requisition Grey Knights from the Chamber Militant: a Strike Squad or Brotherhood Terminator as the line of the summons — up to two — a single Paladin or Nemesis Dreadknight as its elite, and a single Brotherhood master to lead them. Each is fielded by reference to its own record and brings its own rules — the Aegis, the Nemesis force weapons, the teleport strike — nothing of it re-forged for the retinue. Two limits bind the seal. The requisitioned are drawn at their listed cost, raised by the seal's toll; and the native majority holds absolute — no summoned Grey Knight, Assassin or ally may ever outnumber the warband's own Throne Agents. To call down three Grey Knights, the Inquisitor must first field four of his own.

✂ THE INQUISITOR'S WORD

GANG RULE

The Inquisitor's Word. Authority radiates from the Inquisitor like heat from a forge, and the retinue holds because he wills it so. While within Short of the Inquisitor — or of an Interrogator carrying his seal — friendly fighters re-roll failed Nerve tests and failed Willpower or Aegis denials, steadied by a certainty greater than their own. Once per battle the Inquisitor may compel a friendly group activation, seizing the initiative and driving a knot of the retinue into motion out of turn. The Word is the spine the whole toolbox hangs on: the warder holds, the caster denies, and the retinue moves when the seal commands it.

FIGHTERS

DAEMONHOST

GANGER

✖ 180 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	—	4	4	3	3+	3	4+	3+	3+	7+

SAVE UNNATURAL 5+ INV

SPECIAL RULES The Aegis of the Ordo (*fields inside the warded retinue*) SEE SPECIAL RULES

BOUND DAEMONHOST (*a daemon bound in mortal flesh — 5+ invulnerable, no ranged attack, radical only; passes its first failed control test each round while the Inquisitor lives*)

Bound Daemonhost. A Daemonhost is a daemon crushed into mortal flesh and held there by an Inquisitor's binding — a monster worn as a weapon. Its unnatural nature grants a 5+ invulnerable save, and it makes no ranged attack, striking only with tearing claws. It may be fielded only by an Inquisitor who has taken the Bind the Daemonhost skill. While that Inquisitor remains on the battlefield the binding holds firm: the Daemonhost passes the first control test it fails each round without effect, the leash snapping taut before the thing inside can turn. Should the Inquisitor be taken Out of Action the binding frays, and every failed control test is resolved in full — the daemon straining against a slackening grip.

Typed Effects

- grant-save invulnerable

PRIMARY

Agility

Brawn

Combat

Ferocity

Ordo Malleus

FREE SKILL —

Daemonhost. The radical Inquisitor's darkest tool — a daemon dragged from the warp and crushed into a mortal shell, held there by binding-sigils and an unbending will. It moves fast and strikes hard: a multi-Wound monster on 6" with three attacks, its unnatural nature granting a 5+ invulnerable save that turns aside blows no armour could stop. It makes no ranged attack; it exists to close and tear. The Bound Daemonhost rule governs it — it may be fielded only by an Inquisitor who has taken Bind the Daemonhost, and while that Inquisitor lives it passes the first control test it fails each round, the leash holding the thing inside. It fields within the warded retinue, sheltered by the Aegis of the Ordo like any other body: a frontline horror that fights fire with fire, so long as the hand on its chain does not fall.

PSYCHIC DISCIPLINES

THE SANCTIONED PSYCHIC

PSYCHIC DISCIPLINE

The Sanctioned Psychic is the leashed Imperial witch — the astropath, sanctionite or warp-sighted Mystic whose gift the seal permits and the Ordo watches. It does not command the warp the way a heretic sorcerer does; it reads and shoves it, always warded, always licensed. Its craft runs to divination, telekinesis, warding and the mind-war: precognition that steps aside from a blow, the lance of focused thought, the compelling word, the sight that drags the hidden foe into the open. Each working is a Wyrd power, and every one courts the price of over-reaching the sanction. A fighter with access picks one power from the discipline below at creation. In the Ordo Malleus the discipline is the sanctioned sight and the ward, not the warband's anti-daemon teeth — those live in the force-blade that banishes, the Aegis and the null-rod; the Mystic's natural draw is the warding line that holds the retinue whole while the guns and the blades do the killing.

ROLL	POWER
1	Mind Lance. Mind Lance is the sanctioned psyker's spear of focused thought, drawn as a Wyrd power and loosed at a chosen enemy fighter within 18". Where it strikes, the target suffers a single automatic hit at Strength 4, AP –1, Damage 1 — a lance of pure will that needs no aim to land. Against a witch of another allegiance or a daemon it bites deeper, striking at Strength 5 and boring through any invulnerable protection the target owes to sheer bulk or size. It is the leashed Imperial mind turned weapon: not the raw warp-fire of a heretic, but a single disciplined thrust the seal permits.
2	Assail. Assail is a telekinetic shove, manifested as a Wyrd power against a target enemy fighter within 12". Unless the target holds its footing with a Strength check, it is dragged D3" in a direction the caster chooses and thrown to the ground Prone. The psyker may aim the shove off a ledge or gantry, and a fighter flung into the open air falls as gravity dictates. It is control before killing — the seer's hand reaching across the battlefield to reposition, topple, or hurl an enemy from a height it will not survive.
3	Foreboding. Foreboding is precognition worn as a shield, sustained as a Wyrd power. While the caster holds it, every ranged and melee attack made against it is at –1 to hit — the seer half-sees each blow a heartbeat before it falls and steps where the strike will not. It is the leashed witch's oldest defence: not a warp-forged ward, but the quiet certainty of a mind that reads the next instant. The power ends the moment the psyker's concentration breaks, and against a storm of fire even a step aside is only ever a hair's margin.
4	Mental Fortitude. Mental Fortitude is the sanctioned psyker steadying a comrade's mind, sustained as a Wyrd power on itself or a friendly fighter within Short. While it holds, the target is fearless and re-rolls every failed Nerve and Willpower it is called to make — the seer's calm poured into another's skull, holding a broken warband together where it would otherwise rout. It is warding turned inward on the gang rather than outward at the foe: the leashed witch as anchor, not weapon, keeping the line unbowed while the concentration lasts.

5

Scryer's Sight. Scryer's Sight is divination turned on the hidden foe, manifested as a Wyrd power. When it takes, every concealed or infiltrating enemy within the caster's line of sight is revealed and may no longer hide from it or its gang, and the seer's own next ranged attack this round is made as though it had taken Aim. It is the warp-sighted mind doing what no auspex can — dragging the unseen cultist, the warp-cloaked horror or the thing wearing a mortal face into the light where the retinue's guns and wards can answer it. For a warband whose whole art is naming the enemy before it strikes, this is the sight that finds the daemon's hiding place.

6

Dominate. Dominate is the compelling word, loosed as a Wyrd power at an enemy fighter within 12". Unless the target's own will holds against it, it may neither shoot at nor charge the caster's gang until the end of the round — a mind briefly leashed by a stronger one, its aggression stilled at the seer's command. It is the leashed Imperial witch reaching into a foe rather than striking it: no wound, but a stolen turn, the enemy's own body refused to it. Against a disciplined or iron-willed target the word finds no purchase, but on lesser minds it buys the retinue a breath of safety worth more than a kill.



GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Warding Circle. The retinue closes ranks around its warders. Until the start of your next turn, the Aegis of the Ordo counts as one warder more than are actually in range for every denial your warband makes. Play it as the enemy's psyker readies its work.	ANY ROUND
12	Grey Knight Strike. The seal calls the hammer down. Bring a single requisitioned Grey Knight held in reserve onto the board from any table edge, more than 6" from an enemy fighter. It acts as normal this round — the strike the whole warband was waiting on.	DEPLOYMENT / ANY ROUND
13	Banishment Rite. The litany is spoken in full before the blade falls. The next Banishment test one of your fighters makes this round may be re-rolled if it fails. A daemon that shrugs off the first word rarely survives the second.	ANY ROUND
14	Hexagrammatic Cordon. Warded sigils are struck into the ground around the Inquisitor. Until the start of your next turn, no enemy daemon may arrive from reserve, deep strike, or otherwise be set up within Short of your Inquisitor. The ground itself refuses them.	DEPLOYMENT / ANY ROUND
15	The Seal Compels. The Inquisitor spends the weight of his office. Immediately refresh the Authority's once-per-battle compel, whether or not it has already been used this battle — the seal brooks no delay when the hunt turns.	ANY ROUND
16	Silver And Salt. Blessed rounds and consecrated blades are readied across the retinue. Until the start of your next turn, every attack your fighters make against a daemon counts as having the anti-daemon quality, tearing at warp-flesh that would shrug off common steel.	START OF ROUND
21	The Incorruptible. Play when a friendly fighter must take a test against Fear or Terror caused by a daemon or psyker. That fighter passes automatically — the warders do not flinch from the unclean.	REACTION
22	Sanctified Ground. One piece of terrain your fighters hold is consecrated for the round. Until your next turn, enemy psykers within Short of it suffer -1 to their Willpower and psychic tests, the warp thinning over hallowed stone.	START OF ROUND

23	The Emperors Aegis. Play when an enemy Wyrd Power targets a friendly fighter within Short of a warder. Add +2 to the Aegis of the Ordo denial against that power — the ward flares bright at the moment of need.	REACTION
24	Warp Sight. Play when an enemy fighter is set up from reserve, infiltrates, or reveals from hiding within your line of sight. Your Mystic has already seen it come: one of your fighters may immediately make a free Aim, or shoot at the newcomer as though it had just activated.	REACTION
25	Relentless Purge. Play when one of your fighters takes an enemy daemon or psyker Out of Action in melee. That fighter may immediately make a free move up to its remaining Movement toward the next nearest daemon or psyker — the purge does not pause to breathe.	REACTION
26	The Culexus Pall. The retinue's null-fields bleed together into a smothering pall. Until the start of your next turn, every enemy psyker within 12" of your Inquisitor suffers –1 to all Willpower and psychic tests, the immaterium curdling around them.	START OF ROUND
31	Aegis Invoked. Play when an enemy Wyrd Power would target a friendly fighter, even one beyond Short of a warder. The Aegis of the Ordo may attempt to deny it this once regardless of range — faith reaches where the retinue cannot.	REACTION
32	No Escape. The cordon tightens. Until the start of your next turn, no enemy fighter within Short of two or more of your fighters may make a Retreat action or otherwise leave combat — there is no bolting from a Malleus containment.	START OF ROUND
33	Psycannon Salvo. Play when one of your fighters shoots with a psycannon. It fires a second time at the same target this activation, blessed rounds hammering in a double burst — the anti-daemon salvo the gun was built to loose.	REACTION
34	The Writ Of Execution. The Inquisitor names a mark for death. Choose one enemy fighter; until the start of your next turn, every one of your fighters re-rolls failed Hit rolls against it. The writ is signed, and the warband executes it.	START OF ROUND
35	Warded Advance. Play when a friendly fighter within Short of a warder is targeted by a shooting attack from an enemy psyker. That fighter counts as being in partial cover against the attack — the ward turns the shot as surely as a wall.	REACTION
36	Litany Of Hate. Play when a friendly fighter fights in melee against a daemon. It re-rolls failed Hit rolls for that combat, the litany of hate steadying every stroke against the unclean.	REACTION
41	Banish The Lesser. Play when a daemon token or lesser daemon is within Short of one of your fighters at the start of its activation. That fighter may make an immediate Willpower test; on a success the lesser daemon is banished and removed — dragged back before it can strike.	REACTION
42	Hold The Line. Play when a friendly fighter would become Broken. It passes the Nerve test automatically instead — the retinue holds the line, and the warded do not run.	REACTION
43	Silver Rain. Play when one of your fighters shoots with a psilencer. Its multi-shot counts one shot higher this activation, a silver rain scything into the swarming warp.	REACTION
44	The Unclean Revealed. The auspex and the Mystic's sight strip away every glamour. Until the start of your next turn, no enemy fighter may benefit from concealment, hiding, or infiltration rules against your warband — the unclean is shown for what it is.	START OF ROUND
45	Martyrs Vengeance. Play when a friendly fighter is taken Out of Action by a daemon or psyker. One friendly fighter within Short of it may immediately make a free attack or shooting action against the enemy responsible — the martyr is answered.	REACTION

46	Sealed Vault. The reliquary is sealed against theft and sabotage. Until the start of your next turn, no enemy fighter may interact with, loot, or damage your objectives or territory markers — the vault holds, warded shut.	START OF ROUND
51	Grey Knight Teleport. The Grey Knights fold space to reposition. Remove one requisitioned Grey Knight from the board and set it up again anywhere more than 6" from an enemy fighter — the teleport strike, landing where the hunt now needs it.	START OF ROUND
52	Warp Quenched. Play when an enemy psyker successfully manifests a Wyrd Power within 12" of your Inquisitor. Make a Willpower test for the Inquisitor; on a success the power is quenched and has no effect, the null-relic smothering it as it forms.	REACTION
53	The Inquisitors Word. Play when a friendly fighter within Short of the Inquisitor fails a Nerve test or a Willpower denial. It may immediately re-roll that test — the Inquisitor's word does not permit failure.	REACTION
54	Rite Of Exorcism. The retinue performs the full rite over a bound or wounded daemon. Choose one enemy daemon within Short of a fighter; until the start of your next turn it suffers –1 to Hit and may not use any invulnerable save, the rite prising the spirit loose from the flesh.	START OF ROUND
55	Forbidden Lore. The Sage opens a sealed tome the moment the ground is chosen. After deployment, choose one enemy fighter or gang rule; its controller must answer one question about it truthfully, and you may re-roll the first failed Intelligence test one of your fighters makes this battle.	AFTER DEPLOYMENT
56	The Monodominants Zeal. Play when a friendly fighter within Short of the Inquisitor is targeted by any attack. It gains a 6+ invulnerable save against that attack, or improves an existing invulnerable save by 1 — the puritan's zeal a shield in itself.	REACTION
61	Dead Mans Wards. Play when a friendly warder is taken Out of Action. Its wards hold past its fall: until the start of your next turn, the Aegis of the Ordo counts that fallen warder as still in range for every denial. The dead do not stop warding.	REACTION
62	Sanctified Rounds. Play when one of your fighters shoots at a daemon. That attack gains –1 AP and re-rolls a failed Wound roll, its rounds blessed to bite deeper into warp-flesh.	REACTION
63	Unbroken Faith. Play when your warband would take a Bottle test. It passes automatically this once — the faith of the retinue does not break while the Inquisitor stands.	REACTION
64	The Daemonhosts Strain. The binding is let out a notch. Until the start of your next turn, your Daemonhost gains +1 Strength and +1 Attack, straining against its leash to tear into the enemy — but at the end of the round it must pass a control test or take a Wound as the effort savages it.	START OF ROUND
65	Relic Blade. Play when one of your fighters fights with a force weapon or a power weapon in melee. That weapon gains the banish quality against daemons and –1 AP for the combat, the relic-blade waking to the nearness of the unclean.	REACTION
66	The Emperor Protects. Play when a friendly fighter would be taken Out of Action. Roll a D6; on a 4, 5 or 6 it is Seriously Injured instead — the Emperor protects His servants, and the daemon is denied one more soul.	REACTION

ALLIANCES

✧ THE DAEMON FEUD

ALLIANCE

WHO	any daemon or warp-touched force — a Chaos Daemons warband, a warp-cult, or a Khorne-marked gang (the Blood Tithe cult the Ordo is purpose-built to break) — never a truce, always a hunt
TERMS	a standing campaign feud, not an alliance: the Malleus can never make peace with a daemon force. While the feud holds the Malleus gains +1 reputation for any battle in which it takes a daemon or psyker enemy Champion Out of Action, and may declare a Containment battle against the feuded gang once per campaign phase; the daemon force gains no terms in return — it is prey, not a partner

The Ordo Malleus stands in open feud with any daemon or warp-touched force — a Chaos Daemons warband, a warp-cult, or a Khorne-marked gang whose Blood Tithe it was raised to break. This is never a truce and never a bargain; the daemon is prey, not a partner, and the Malleus can make no peace with it. While the feud holds, the warband gains +1 reputation for any battle in which it takes a daemon or psyker enemy Champion Out of Action, and once per campaign phase it may declare a Containment battle against the feuded gang. The daemon force is granted nothing in return — the feud runs one way, toward the veil.

✧ THE ORDO PACT

ALLIANCE

WHO	another Ordo of the Inquisition (an Ordo Hereticus or Ordo Xenos warband, any pairing — never a fixed named House) that shares a hunt against a common heresy, lending tools rather than bodies
TERMS	a campaign-level, phase-gated shared-hunt pact: while it holds, each Ordo may lend the other ONE support-roster tool (a single fighter or a single relic) for a joint battle at cost, and both observe map-level non-aggression. No cross-Ordo fighters join a normal-battle gang list. The pact opens only at a world's incursion/purge phase and dissolves when the shared enemy is broken

When a shared heresy demands more tools than one Ordo can carry, the Malleus will strike a pact with another Ordo of the Inquisition — a Hereticus or Xenos warband, any pairing, never a fixed name. It is a lending of tools, not of bodies. While the pact holds, each Ordo may loan the other a single support-roster tool — one fighter or one relic — for a joint battle at cost, and both observe map-level non-aggression. No cross-Ordo fighter joins a normal gang list. The pact opens only when a world enters its incursion or purge phase, and it dissolves the moment the shared enemy is broken.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
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4	A Quiet Word. A whisper passes through the Ordo's clerks and informants, and a ledger opens where it was closed. Before the battle, choose one enemy fighter; you learn its full wargear, and you may re-roll the first Ammo check any of your fighters makes against it. Small knowledge, turned to a small edge.	THE ORDO'S CLERKS AND HIVE-COURT INFORMANTS (A WHISPER IN THE RIGHT LEDGER)
5	A Warded Charm. The conclave's artificer-priests press a blessing into silver and send it to the front. Choose one of your fighters; for this battle it carries a warded charm. The first time it would suffer a Wound from a psychic power or a daemon's attack, that Wound is ignored — faith made briefly solid.	THE CONCLAVE'S ARTIFICER-PRIESTS (A BLESSING PRESSED INTO SILVER)
6	A Loaned Relic. The reliquary-wardens unseal a warp-bane relic and loan it to the hunt. For this battle, one of your fighters may carry a null-rod at no charge, nullifying a psychic power within range as the Ordo's own relic does. It is returned when the incursion is broken — the wardens count every blessing back.	THE ORDO'S RELIQUARY-WARDENS (KEEPERS OF THE WARP-BANE RELICS)
7	A Sanctioned Writ. The Inquisitorial seal overrides every embargo in the sector. Before the battle you may acquire one Rare item at –3 availability, however tightly it is held; the writ opens doors that credits alone never could. Spend it once, and the door closes behind you.	THE ORDO HIERARCHY (THE SEAL THAT OVERRIDES EVERY EMBARGO)
8	A Writ Of Requisition. The conclave widens the seal for a single hunt. For your next battle, raise one Grey Knight requisition slot cap by one — a deeper call than the warband's standing writ allows. The conclave expects results worthy of the indulgence.	THE ORDO MALLEUS CONCLAVE (THE INQUISITORIAL WRIT THAT WIDENS THE SEAL)
9	The Conclaves Blessing. The daemon-hunter conclave sanctions the retinue's faith before it marches. For this battle, the Aegis of the Ordo counts one warder more than are actually in range, its denials biting harder for the blessing laid upon them. The warp finds your warband a colder place than it should be.	THE DAEMON-HUNTER CONCLAVE (THE SANCTIONING OF THE RETINUE'S FAITH)
10	A Called Strike. A Grey Knight Brotherhood answers the call. Once this battle, you may bring a single requisitioned Grey Knight in from reserve by the Grey Knight Strike without spending the tactic, arriving more than 6" from any enemy. The hammer falls where the Inquisitor points it.	A GREY KNIGHT BROTHERHOOD (THE CHAMBER MILITANT ANSWERING THE CALL)
11	The Brotherhoods Oath. An oath is sworn between Ordo and Chamber Militant, and it holds through the fight. For this battle, every requisitioned Grey Knight in your warband re-rolls failed Nerve tests and failed Willpower denials, fighting beside the retinue as though the two were one order. The oath is repaid in the blood of the unclean.	A GREY KNIGHT BROTHERHOOD (AN OATH SWORN BETWEEN ORDO AND CHAMBER MILITANT)

The Conclave Descends. The daemon-hunter conclave does not send help — it comes itself. For this battle, your Inquisitor gains a second use of the Authority's compel, the Aegis of the Ordo counts two warders more than are in range, and once this battle you may bring a requisitioned Grey Knight from reserve for free. When the full conclave descends, the incursion does not survive the day.

THE FULL
DAEMON-HUNTER
CONCLAVE (IT
DOES NOT SEND
HELP — IT
COMES ITSELF)

☠ SUB-PLOTS

✂ THE DEEPENING WRIT

SUB-PLOT

Reward: the Inquisitor's writ deepens permanently: for the rest of the campaign the warband's Grey Knight requisition slot caps are each raised by one, and it may take one warp-bane relic at one availability step cheaper. Claimed only once

The Deepening Writ. The Ordo rewards the warband that proves it can hold a world against the warp. If, across the campaign, your gang closes three warp-rifts — winning three Containment battles — and banishes a multi-Wound daemon, taking a Brute or multi-Wound daemon Out of Action with a Banishment test, the Inquisitor's writ deepens for good. For the rest of the campaign each of your Grey Knight requisition slot caps rises by one, and you may take one warp-bane relic at one availability step cheaper. This may be claimed only once.

✂ THE RADICALS BARGAIN

SUB-PLOT

Reward: the binding is mastered: the Daemonhost permanently passes ALL failed control tests while the Inquisitor lives (not merely the first each round) and may re-roll one failed Wound in melee per battle. But if the Inquisitor is ever taken Out of Action, the Daemonhost immediately turns on the nearest fighter, friend or foe. Claimed only once

The Radical's Bargain. A binding that never slips tempts the radical to trust it further. If your warband fields a Daemonhost that survives three consecutive battles without its Inquisitor ever failing a control test, the binding is mastered: from then on the Daemonhost passes every control test it fails while the Inquisitor lives — not merely the first each round — and may re-roll one failed Wound in melee each battle. But mastery is a debt. Should that Inquisitor ever be taken Out of Action, the Daemonhost turns at once upon the nearest fighter, friend or foe. This may be claimed only once.

LEGENDARY NAMES

✧ THE HAMMER THAT ANSWERS

INQUISITOR LORD OF THE MALLEUS

XP cost (random): 6

XP cost (chosen): 12

The Hammer That Answers. An Inquisitor Lord whose call the Grey Knights never refuse. Once per battle this Inquisitor may summon a requisitioned Grey Knight from reserve for free by the Grey Knight Strike, ignoring the usual slot cap for that arrival. Yet the Lord has forgotten how to finish a fight alone: it may not spend the Authority's compel in any round in which a requisitioned Grey Knight stands on the board, and if no Grey Knight was requisitioned into the warband at all, it fights at -1 to every Nerve test. This name is taken for 6 experience rolled at random or 12 chosen.

✧ THE MONODOMINANT

INQUISITOR LORD OF THE MALLEUS

XP cost (random): 6

XP cost (chosen): 12

The Monodominant. The puritan Lord who trusts no relic but faith. This Inquisitor and all friendlies within Short treat the Aegis of the Ordo as active even against a gang that fields no Wyrd Powers, gaining its lowest tier as a flat re-roll on failed Nerve tests. But the puritan will carry no bound thing: this Inquisitor may never field a Daemonhost, may not take the Bind the Daemonhost skill, and treats the null-rod and every warp-bane relic as one availability step rarer. This name is taken for 6 experience rolled at random or 12 chosen.

✧ THE WARDED LORD

INQUISITOR LORD OF THE MALLEUS

XP cost (random): 6

XP cost (chosen): 12

The Warded Lord. The deepest warden of the Ordo — an Inquisitor who has banished a Greater Daemon and lived to seal the rift behind it. This Lord's Aegis of the Ordo counts as one warder more than are actually in range, and once per battle it may pass a single Willpower or Aegis denial automatically, without rolling. But the warded reputation is a cage as well as a crown: while any friendly fighter within Short is targeted by an enemy Wyrd Power, this Inquisitor must attempt to deny it, and it may not claim an objective while an un-warded friendly stands within range of an enemy psyker. This name is taken for 6 experience rolled at random or 12 chosen.



TERRAIN

✂ THE INTERROGATION CELL

TERRAIN

The Interrogation Cell. A sealed questioning-chamber of the Ordo, where captured heretics and warp-touched prisoners are broken for what they know. Held as a campaign territory, the Cell yields intelligence rather than plunder: after any battle in which the warband took an enemy fighter Out of Action, it gains a modest credit bounty, or may instead buy a single Rare item at –2 availability that trading cycle. It grants no rule on the battlefield itself — its work is done in the dark, afterward.

✂ THE SANCTUM

TERRAIN

The Sanctum. A warded chapel-redoubt of the Ordo, its hexagrammatic sigils worked into the very stone and tended between hunts by the warband's chaplains. While a fighter stands within the Sanctum, friendly psykers and the Aegis of the Ordo gain +1 to their denials, and enemy psykers inside it suffer –1 to every Willpower and psychic test. As a campaign territory it yields no coin; instead the controlling warband may re-roll one failed post-battle recovery roll each battle, the chaplains tending the warded back to strength.

CONTAINMENT

SCENARIO

ATTACKER	the Ordo Malleus (warding the retinue, closing the rift, and banishing what comes through before the incursion overwhelms it)
DEFENDER	the opposing gang (holding ground over the warp-rift the Malleus must close, or simply refusing the containment fight)
DEPLOY	a warp-rift marker is placed at the centre of the board; both gangs deploy on opposite edges. The Malleus sets up second and may cluster its warders tightly (the ward begins consecrated)
OBJECTIVE	the Malleus must perform the closing ritual on the rift (a fighter in base contact spends an activation each round; three activations close it) while banishing the daemon tokens that spawn from it each round; the enemy holds by keeping the rift open to the end
VICTORY	the Malleus wins by closing the rift before the sixth round ends; the enemy wins by keeping it open, or by breaking the Malleus retinue below its native majority before the ritual completes
REWARDS	the winner gains reputation; the Malleus additionally banks a favour roll if it closed the rift having lost no warder to a daemon token
CONTROL TRACK	a Malleus containment win advances its Control-Track claim by one step (the world is warded) and marks the world cleansed; an enemy win holds the claim and leaves the rift a recurring hazard on that world's next battle

A warp-rift has torn open on the battlefield, bleeding daemons onto the ground, and the Ordo Malleus must close it before the incursion overwhelms everything.

ATTACKER The Ordo Malleus — warding the retinue, closing the rift, and banishing what comes through.

DEFENDER The opposing gang — holding the ground over the rift the Malleus must close, or simply refusing the containment fight.

BATTLEFIELD & DEPLOYMENT Place a warp-rift marker at the centre of the board. Both gangs deploy on opposite edges; the Malleus sets up second and may cluster its warders tightly, so the ward begins consecrated.

THE INCURSION Each round the rift spawns daemon tokens. The Malleus closes it by keeping a fighter in base contact: a fighter so placed spends an activation each round on the ritual, and three such activations seal the rift. Banished daemon tokens are dragged back through as they fall.

ENDING THE BATTLE The battle ends when the rift is closed or the sixth round ends.

VICTORY The Malleus wins by closing the rift before the sixth round ends. The enemy wins by keeping it open to that point, or by breaking the Malleus retinue below its native majority before the ritual completes.

REWARDS The winner gains reputation. The Malleus additionally banks a favour roll if it closed the rift having lost no warder to a daemon token.

CONTROL TRACK A Malleus containment win advances its Control-Track claim by one step — the world is warded and marked cleansed. An enemy win holds the claim and leaves the rift a recurring hazard on that world's next battle.

ATTACKER	the Ordo Malleus (a minimal retinue holding the line until the Grey Knight strike lands)
DEFENDER	the opposing gang (attempting to overrun the thin Malleus warband before its reinforcements arrive)
DEPLOY	the Malleus deploys a reduced starting crew; its requisitioned Grey Knights are held entirely in reserve. The enemy deploys at full strength along the opposite edge
OBJECTIVE	the Malleus must hold a central objective until the Grey Knights strike (arriving from the third round, by the Grey Knight Strike tactic); the enemy must take the objective and break the retinue before the hammer lands
VICTORY	the Malleus wins by holding the objective at the end of the sixth round; the enemy wins by holding it when the fifth round ends, or by reducing the native retinue below a legal majority
REWARDS	the winner gains reputation; the Malleus additionally gains a called-strike favour if the Grey Knights took an enemy Champion Out of Action the round they arrived
CONTROL TRACK	a Malleus win advances its claim and opens deeper Grey Knight requisition on that world; an enemy win breaks the claim and forces the Malleus to fight its next battle on that world without reserves

A thin Malleus retinue must hold the line until the Grey Knights teleport in to break the enemy — the summoned hammer, and the anvil that must survive to meet it.

ATTACKER The Ordo Malleus — a minimal retinue holding until the strike lands.

DEFENDER The opposing gang — striving to overrun the thin warband before its reinforcements arrive.

BATTLEFIELD & DEPLOYMENT The Malleus deploys a reduced starting crew and holds its requisitioned Grey Knights entirely in reserve. The enemy deploys at full strength along the opposite edge.

THE STRIKE A central objective stands between the two forces. The Malleus must hold it until the Grey Knights strike, arriving from the third round by the Grey Knight Strike tactic. The enemy must seize it and break the retinue before the hammer falls.

ENDING THE BATTLE The battle ends at the close of the sixth round, or earlier if the retinue is broken.

VICTORY The Malleus wins by holding the objective at the end of the sixth round. The enemy wins by holding it when the fifth round ends, or by reducing the native retinue below a legal majority.

REWARDS The winner gains reputation. The Malleus additionally gains a called-strike favour if the Grey Knights took an enemy Champion Out of Action the round they arrived.

CONTROL TRACK A Malleus win advances its claim and opens deeper Grey Knight requisition on that world. An enemy win breaks the claim and forces the Malleus to fight its next battle there without reserves.



INQUISITION · HOUSE DOSSIER

ORDO HERETICUS

The witch-hunters

The Ordo Hereticus hunts the traitor within. Where the other Ordos turn their gaze outward — to the daemon, to the alien — these witch-hunters turn it on the Imperium's own: the rogue psyker, the heretic, the coven festering behind a loyal mask. A Hereticus warband is a small, elite toolbox of hyper-specialised bodies — a zealot Inquisitor, a condemnor-bearing Crusader wall, a caged Pariah whose very presence strangles the warp, a Death-Cult executioner, and a chained penitent driven before the line.

Its doctrine is suppression before slaughter. The Witch-Hunter's Authority chokes an enemy psyker's Willpower to nothing; the condemnor stake and the caged blank execute what the aura has exposed; and the purging flame drives a cult from the cover it hides in. When a heresy must be burned out root and branch, the Inquisitor alone carries the seal to summon the Adepta Sororitas, and a whole convent marches to his writ. This House fields few and chooses each with care. Against the psyker and the horde it is pitiless; against a mundane foe it leans instead on the mark of the heretic and the cleansing flame.

🦴 GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Exactly 1 Inquisitor (Leader — the zealot Hereticus build, Ld3+)
- ♦ 0-2 Interrogators / Condemnor-Crusaders (Champions); 0-1 Dialogus
- ♦ Acolytes bulk; Death-Cult / Pariah / Penitent 0-1 each; Servitors cheap
- ♦ Requisition gated to ADEPTA SORORITAS: 0-1 elite (Sister Superior / Penitent Engine) + 0-2 line (Battle Sister / Retributor / Seraphim / Repentia), + Officio Assassin 0-1 (the Culexus) + Imperial allies 0-2 (leans the Sisters of Silence hardest)
- ♦ Native-majority governor: requisitioned Sisters / Assassins / allies may never outnumber your native Throne Agents
- ♦ Equipment: condemnor, psyk-out and the Pariah's null aura are Rare-gated

A Hereticus warband begins with 1500 credits and is built around exactly one Inquisitor — the zealot witch-hunter who leads it and carries its Authority. Beneath him stand up to two Champions, Interrogators or condemnor-Crusaders, and a single Dialogus. Acolytes form the bulk of the retinue, while the Death-Cult Assassin, the caged Pariah and the chained Penitent are each fielded no more than once; Servitors come cheap.

Through the Inquisitorial seal the warband may requisition the Adepta Sororitas: up to one elite — a Sister Superior or a Penitent Engine — up to two of the line — a Battle Sister, Retributor, Seraphim or Repentia — a single Officio Assassin, for which the Culexus is the natural choice, and up to two Imperial allies, leaning hardest on the Sisters of Silence. A native-majority governor binds them all: requisitioned Sisters, Assassins and allies may never outnumber the warband's own Throne Agents. The condemnor, the psyk-out and the Pariah's null aura are all Rare-gated.

GANG RULES

NO TOLERANCE

GANG RULE

The Inquisitor's presence brooks no wavering. While a friendly fighter is within Short of the Inquisitor — or of an Interrogator carrying his authority — it re-rolls failed Nerve tests, steadied by the certainty of the hunt, and it strikes any fighter named as the heretic at +1 to hit, the whole retinue turning its wrath on the marked quarry.

Once per battle the Inquisitor may invoke the Authority and compel a friendly group activation, seizing the moment to press an execution or close a cordon before the enemy can answer. The aura reaches only as far as his voice and his seal; a retinue that lets its master fall loses both the steadying word and the compulsion, for the witch-hunters keep no second anchor to hold the line.

SORORITAS REQUISITION

GANG RULE

Alone among his peers, the Inquisitor of the Hereticus carries the seal to call upon the Adepta Sororitas, and when a heresy must be put to the torch a convent answers. Through Requisition the warband may field the Sisterhood by reference: up to two of the line — a Battle Sister of the bolter wall, a heavy-weapon Retributor, a jump-borne Seraphim, or an eviscerator-bearing Repentia — and a single elite, either a veteran Sister Superior or the walking furnace of a Penitent Engine.

Each Sister marches under her own faith. She brings her Shield of Faith and her Acts of Faith with her; the Inquisitor commands her, but does not empower her. The native-majority governor holds the summons in check — the requisitioned Sisterhood may never outnumber the warband's own Throne Agents, so the convent reinforces the hunt and never replaces it.

THE WITCH-HUNTER'S AUTHORITY

GANG RULE

The Inquisitor of the Hereticus carries an aura of unbending faith that presses on the warp like a closing hand. While an enemy psyker is within range of the Inquisitor — or of an Interrogator who extends his writ — that psyker suffers -1 to all Willpower and psychic tests, its power fraying before it can form. Once per round the controlling player may declare the Authority against a single enemy Wyrd Power resolved within range and negate it outright, the witch-hunter's certainty smothering the manifestation as it rises.

The aura is inherent and needs no roll, and it cannot be stripped away. Against a foe that fields no psykers it falls silent — there is nothing to suppress, and the witch-hunters turn instead to the mark and the purging flame. It is the spine of the House: choke the enemy's Willpower first, then execute what the suppression has laid bare.

GANG TACTICS

D66

ROLL	TACTIC	TIMING
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11	Witch Pyre. Witch-Pyre. At the start of any round, choose one friendly fighter armed with a flame or Template weapon. Until the end of the round, that weapon gains the Blaze trait. The pyre is lit — let it spread through the cult.	START OF ANY ROUND
12	Suppressing Presence. Suppressing Presence. Play in any round when an enemy psyker attempts a Wyrd Power within Short of a friendly Inquisitor, Interrogator or Pariah. That psyker suffers an additional -1 to the test this round, the warp closing tighter around your warders.	ANY ROUND
13	Stake The Witch. Stake the Witch. Play in any round when a friendly fighter shoots a condemnor boltgun. That shot counts as Wyrd-bane regardless of the target — the blessed stake finds the rot whether or not it casts.	ANY ROUND
14	Mark The Magus. Mark the Magus. At the start of any round, choose one enemy fighter you believe to be the hidden magus or cult-leader. Until the end of the round, friendly fighters re-roll failed Hit rolls against it. Flush the coven's master into the open.	START OF ANY ROUND
15	The Seal Compels. The Seal Compels. Play in any round if your Inquisitor has already spent the Authority's compulsion this battle. The seal is invoked again: the Inquisitor may once more compel a friendly group activation before the battle ends.	ANY ROUND
16	Purge The Rubble. Purge the Rubble. Play in any round when a friendly fighter attacks an enemy in cover with a flame or Template weapon. That attack ignores the target's cover entirely — there is no wall a heretic can hide behind from the cleansing fire.	ANY ROUND
21	Sisters Charge. Sister's Charge. Play in any round when a requisitioned Repentia or Seraphim declares a charge. It re-rolls the charge move, the martyr closing the distance on faith alone.	ANY ROUND
22	Hold The Faithful. Hold the Faithful. Play in any round when a requisitioned Sister must take a Nerve test. She automatically passes it — the convent does not waver while the hunt is holy.	ANY ROUND
23	Null Cordon. Null Cordon. At the start of any round, choose a friendly Pariah. Until your next turn, no enemy psyker may target any friendly fighter within Short of it — the null closes like a wall around the warders it shelters.	START OF ANY ROUND
24	Unyielding. Unyielding. Play in any round when a friendly fighter fails a Nerve test. Ignore that result — the fighter stands its ground. The certainty of the hunt admits no retreat.	ANY ROUND
25	Condemnors Volley. Condemnor's Volley. Play in any round when a friendly fighter shoots a condemnor boltgun at an enemy psyker. It may fire twice this activation, loosing a full volley of blessed rounds into the witch.	ANY ROUND
26	Rite Of Suppression. Rite of Suppression. Play in any round at the start of a friendly fighter's activation while an enemy psyker is within Short. That psyker suffers a further -1 to its Willpower tests until your next turn, stacked atop any suppression already upon it.	ANY ROUND
31	The Writ Read. The Writ Read. At the start of any round, name one enemy Champion or Leader a proclaimed heretic. Friendly fighters gain +1 to hit it until the end of the round. The Inquisitor reads the charge aloud and the retinue answers.	START OF ANY ROUND
32	Martyrs Advance. Martyr's Advance. Play in any round when a friendly Penitent or Repentia is activated. It may make a free move toward the nearest enemy this activation, hurling itself into the hunt.	ANY ROUND
33	Blessed Rounds. Blessed Rounds. Play in any round when a friendly fighter shoots. That fighter ignores its next Ammo check this battle — a Reclusiam priest has sanctified the magazine, and the blessed rounds do not fail the faithful.	ANY ROUND

34	Exorcised Ground. Exorcised Ground. At the start of any round, choose a piece of terrain within Short of a friendly fighter. Until your next turn, enemy psykers on or within Short of that terrain suffer -1 to Wyrd Power tests. The ground is consecrated against the warp.	START OF ANY ROUND
35	Zealots Fury. Zealot's Fury. Play in any round when a friendly fighter makes close-combat attacks. It gains +1 Attack this round, striking with the fury of the faithful.	ANY ROUND
36	Shield Of Faith. Shield of Faith. At the start of any round, choose a friendly fighter within Short of a requisitioned Sister. Until your next turn, it gains a 6+ invulnerable save, warded by the convent's prayer.	START OF ANY ROUND
41	Execute The Marked. Execute the Marked. Play in any round when a friendly fighter attacks the marked heretic. That attack deals +1 Damage — the hunt ends the way it was always meant to.	ANY ROUND
42	Choke The Coven. Choke the Coven. Play in any round when an enemy psyker is within Short of two or more friendly fighters. It may attempt no Wyrd Power until your next turn, hemmed in on every side.	ANY ROUND
43	Promethium Blessing. Promethium Blessing. Play in any round when a friendly fighter attacks with a flame or Template weapon. That attack gains +1 Strength and the Blaze trait, the sanctified fuel burning hotter for the blessing.	ANY ROUND
44	Sanctioned Nerve. Sanctioned Nerve. Play in any round when a friendly fighter must take a Nerve or Cool test. It re-rolls the test — sanctioned discipline holds where lesser nerve fails.	ANY ROUND
45	The Culexus Walks. The Culexus Walks. At the start of any round, if a requisitioned Culexus Assassin is on the field, choose an enemy psyker within Short of it. That psyker may attempt no Wyrd Power until your next turn — the animus speculum drinks its power dry.	START OF ANY ROUND
46	Relentless Hunt. Relentless Hunt. At the start of any round, choose one friendly fighter. Until the end of the round, it does not suffer the penalty for moving and shooting, pressing the hunt without pause.	START OF ANY ROUND
51	Condemnors Aim True. Condemnor's Aim True. Play in any round when a friendly fighter shoots a condemnor boltgun at an enemy psyker. Re-roll all failed Hit and Wound rolls for that attack — the execution shot is loosed true.	ANY ROUND
52	Burn Them Out. Burn Them Out. Play in any round when a friendly flame or Template weapon attacks enemies in cover. Any fighter that survives the attack is driven from the cover, moving directly away from the flame at the start of its next activation.	ANY ROUND
53	The Inquisitors Word. The Inquisitor's Word. At the start of any round, the Inquisitor speaks and is obeyed. Choose a friendly fighter within Short of him; it may immediately make a free Reload (Simple) or a free move.	START OF ANY ROUND
54	Penitents Wrath. Penitent's Wrath. Play in any round when a friendly Penitent fights in close combat. It gains +1 Strength and +1 Attack this round — the condemned spends itself in a frenzy of atonement.	ANY ROUND
55	No Refuge. No Refuge. At the start of any round, choose an enemy fighter that is hiding or has gone to ground. Until your next turn it may no longer benefit from that concealment against friendly fighters. The witch-hunt leaves no place to hide.	START OF ANY ROUND
56	Requisition Answered. Requisition Answered. Play once per battle in any round. A requisitioned Sister within Short of your Inquisitor may immediately be activated out of sequence, the convent answering the seal in its hour of need.	ANY ROUND

61	Stayed By Faith. Stayed by Faith. Play in any round when a friendly fighter is Seriously Injured. Roll a D6; on a 4 or higher it is instead only given a Flesh Wound, faith staying the blow.	ANY ROUND
62	Hunt The Heretic. Hunt the Heretic. At the start of any round, choose one friendly fighter. Until the end of the round it may re-roll failed Hit rolls against the marked heretic and moves an extra 1" when charging it.	START OF ANY ROUND
63	Sacred Fusillade. Sacred Fusillade. Play in any round when three or more friendly fighters shoot in the same round. Each of them re-rolls a single failed Hit roll — a disciplined volley loosed in the Emperor's name.	ANY ROUND
64	The Pyre Spreads. The Pyre Spreads. Play in any round when an enemy fighter is set alight by a Blaze weapon. At the start of your next turn, any enemy within 1" of it also catches fire, the pyre leaping from body to body through the cult.	ANY ROUND
65	Unbroken Line. Unbroken Line. At the start of any round, while your Inquisitor still stands, friendly fighters within Short of him may not be forced to fall back until your next turn. The line holds around the seal.	START OF ANY ROUND
66	The Heresy Burns. The Heresy Burns. Play in any round when the marked heretic or an enemy psyker is taken Out of Action by a friendly fighter. Seize the initiative: take one bonus friendly activation this round as the coven reels from the blow.	ANY ROUND

ALLIANCES

THE COVEN FEUD

ALLIANCE

WHO	any psyker-cult or heretic-coven — an Aeldari Seer Council, a Chaos sorcerer cult, a Genestealer-cult brood, or any warp-touched gang the Ordo is purpose-built to break — never a truce, always a hunt
TERMS	a standing campaign feud, not an alliance: the Hereticus can never make peace with a psyker-cult. While the feud holds the Hereticus gains +1 reputation for any battle in which it takes a psyker or cult-leader enemy Champion Out of Action, and may declare a Coven-Purge battle against the feuded gang once per campaign phase; the cult gains no terms in return — it is prey, not a partner

The Coven-Feud. The Ordo Hereticus keeps no peace with the psyker-cult. Wherever a Seer Council, a sorcerer cult, a Genestealer brood, or any warp-touched warband is found, the witch-hunters name it prey and hunt it to the end — there is no truce to be struck with the rot the Ordo exists to burn. While the feud stands, the Hereticus gains reputation for any battle in which it takes an enemy psyker or cult-leader Champion Out of Action, and it may declare a Coven-Purge against the feuded gang once each campaign phase. The cult is granted nothing in return; it is quarry, not a partner, and the hunt ends only when the coven is ash.

WHO	another Ordo of the Inquisition (an Ordo Malleus or Ordo Xenos warband, any pairing — never a fixed named House) that shares a hunt against a common heresy, lending tools rather than bodies
TERMS	a campaign-level, phase-gated shared-hunt pact: while it holds, each Ordo may lend the other ONE support-roster tool (a single fighter or a single relic) for a joint battle at cost, and both observe map-level non-aggression. No cross-Ordo fighters join a normal-battle gang list. The pact opens only at a world's incursion/purge phase and dissolves when the shared enemy is broken

The Ordo Pact. Against a shared heresy the three Ordos set aside their separate hunts and lend one another tools. The Ordo Hereticus may enter a phase-gated pact with an Ordo Malleus or Ordo Xenos warband — any pairing, never a fixed House — bound by a common enemy. While the pact holds, each Ordo may lend the other a single support-roster tool, one fighter or one relic, for a joint battle, and both observe map-level non-aggression. No cross-Ordo fighter ever joins a normal-battle gang list; the pact is a campaign compact, not a merger. It opens only at a world's incursion or purge phase, and dissolves the moment the shared enemy is broken, each Inquisitor returning to his own hunt.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
4	A Token Of Penance. A Token of Penance. The Ecclesiarchy answers the seal with the least of its gifts — a condemned soul handed over to the hunt. For the coming battle you may add one Penitent to your roster at no recruitment cost, bound to the shrine's judgement and driven before your line. If it survives, the debt is paid and it is returned to the shrine.	THE ECCLESIArchY (A SHRINE-WORLD GRANTING A CONDEMNED SOUL TO THE HUNT)
5	Blessed Ammunition. Blessed Ammunition. The Reclusiam priests bless your warband's magazines before the battle. For the coming game, one friendly fighter of your choice ignores its first failed Ammo check — the sanctified rounds do not fail the faithful.	A RECLUSIAM ARMOURY (THE PRIESTS BLESS THE WARBAND'S ROUNDS)
6	A Loaned Hood. A Loaned Hood. The convent opens its stores and lends a psychic hood from the Reclusiam. For the coming battle one friendly fighter carries it at no cost, its mind warded against the warp. The relic is loaned, not given, and returns to the chapel when the hunt is done.	THE CONVENT (A PSYCHIC HOOD LENT FROM THE RECLUSIAM STORES)
7	The Canoness Listens. The Canoness Listens. The Order lends an ear to the Inquisitor's request. For the coming battle you may requisition one line Sister — a Battle Sister, Retributor, Seraphim or Repentia — at no credit cost, the convent granting her freely to the hunt.	THE ORDER (A LINE SISTER ANSWERING THE SEAL WITHOUT HER TITHE)

8	A Rare Relic. A Rare Relic. The Ordo hierarchy judges the hunt worthy and opens the reliquary. For the coming battle you may take one witch-bane relic — a Pariah shroud, condemnor stake-rounds, sacred promethium or a psychic hood — at no cost, drawn from the vaults for this hunt alone.	THE ORDO HIERARCHY (THE WRIT OPENS THE RELIQUARY)
9	The Sisters Of Silence. The Sisters of Silence. The Silent Sisterhood, drawn to any hunt against the witch, sends one of its own. For the coming battle you may field an Oblivion Knight as a temporary ally at no cost — a walking null whose presence strangles the enemy's casters as surely as your caged Pariah's.	THE SILENT SISTERHOOD (AN OBLIVION KNIGHT DRAWN TO THE ANTI-WITCH HUNT)
10	A Repentia Answers. A Repentia Answers. The Order of the Bloody Rose sends a martyr to die well in the Emperor's service. For the coming battle you may requisition one Sister Repentia at no cost, her eviscerator sworn to the charge. She seeks her death against the heretic, and asks only to be pointed at him.	THE ORDER OF THE BLOODY ROSE (A MARTYR SENT TO DIE WELL)
11	The Convent Marches. The Convent Marches. Word of a great purge reaches the convent and a fuller muster answers. For the coming battle your Sororitas requisition line-slots are each raised by one, and the Sisters answer the seal in numbers rarely granted to a single Inquisitor.	THE CONVENT (A FULLER MUSTER ANSWERING A GREAT PURGE)
12	The Canoness Superior. The Canoness Superior. The purge is judged worthy of a Canoness's own attention. For the coming battle you may requisition a veteran Sister Superior or Celestian at no cost, leading the convent's contingent herself. Where she walks, the line does not break.	THE ORDER SUPERIOR (A VETERAN CELESTIAN LEADING THE PURGE HERSELF)

SUB-PLOTS

THE LEDGER OF THE CONDEMNED

SUB-PLOT

Reward: the Inquisitor's writ deepens permanently: for the rest of the campaign the warband's Sororitas requisition slot caps are each raised by one, and it may take one witch-bane relic at one availability step cheaper. Claimed only once

The Ledger of the Condemned. Every witch-hunt is a tally, and the Inquisitor keeps his in a ledger of the burned and the executed. This sub-plot completes when your warband burns three covens — wins three Coven-Purge battles — and executes a named enemy psyker or cult-leader Champion, taking one Out of Action with a condemnor or as the marked heretic. When it does, the writ deepens for good: for the rest of the campaign your Sororitas requisition slot caps are each raised by one, and you may take one witch-bane relic at one availability step cheaper. Claimed only once.

⌘ THE RECIDIVIST

SUB-PLOT

Reward: when the warband finally takes the recidivist Out of Action in a later battle, it gains a permanent boon: one native fighter may take a Hereticus signature skill for free, and the warband banks two favour rolls. If the recidivist is never caught, it costs the warband one reputation at each campaign milestone

The Recidivist. Sometimes the heretic slips the noose. If a fighter you have named with the Mark of the Heretic survives a battle you lose, ending it not Out of Action, it escapes to become a recurring nemesis — returning in the enemy gang, battle after battle, for the rest of the campaign. When you finally run the recidivist down and take it Out of Action in a later game, the debt is paid: one native fighter may take a Hereticus signature skill for free, and you bank two favour rolls. But while it runs free, the failure gnaws — the warband loses one reputation at each campaign milestone until the recidivist is caught.

💀 LEGENDARY NAMES

⌘ THE CONDEMNOR

THE CONDEMNOR

XP cost (random): 4

XP cost (chosen): 8

The Condemnor. A Crusader whose stake has ended a hundred witches, and whose name the covens have learned to fear. Its condemnor boltgun is always Wyrd-bane and deals +1 Damage against the marked heretic, and it re-rolls a failed Hit against any enemy psyker — a lifetime of executions made flesh. But the Condemnor hunts to the exclusion of all else: it must shoot the nearest enemy psyker, or the marked heretic if either is a legal target, even when a better shot offers itself, and it may not go to ground while either still lives.

⌘ THE HAMMER OF WITCHES

INQUISITOR LORD OF THE HERETICUS

XP cost (random): 6

XP cost (chosen): 12

The Hammer of Witches. An Inquisitor Lord who has broken a Seer Council or executed a rogue primaris-psyker — the greatest of the witch-hunters, the title borne in its oldest and most literal meaning. Its Witch-Hunter's Authority reaches one range band further than any other's, and once per battle it may negate an enemy Wyrd Power resolved in range without rolling. Yet the name is a duty as much as a crown: it must attempt to negate every enemy Wyrd Power it can reach, and may not claim an objective while an unsuppressed enemy psyker stands within range of a friendly fighter.

✧ THE UNTOUCHABLE

THE UNTOUCHABLE

XP cost (random): 4

XP cost (chosen): 8

The Untouchable. A caged Pariah whose null has strangled the mightiest of witches — a blank so profound the warp recoils from its passing. Its null-field reaches to Long rather than Short, enemy psykers within it suffer -2 Willpower rather than -1, and no enemy Wyrd Power may target it or any friendly in base contact with it. But the soul-dead silence tells on its own side: friendly psykers and Acts of Faith within Short suffer the same -1 as the enemy, and it can never benefit from any friendly aura or prayer. It walks alone, as the untouchable always must.

☠ TERRAIN

✧ THE PENITENTIARY

TERRAIN

The Penitentiary. A campaign holding where the Ordo breaks and re-forges the captured — turning condemned heretics into penitents, and confession into intelligence. As a campaign territory it yields no credit income. Instead, each post-battle sequence the controlling warband may take one enemy fighter it captured and either bind it into a Penitent added to the roster at no recruitment cost, or wring it for intel and bank one favour roll. A captured fighter serves one purpose or the other, never both.

✧ THE RECLUSIAM

TERRAIN

The Reclusiam. A consecrated chapel-territory of the Ordo, its ground hallowed against the warp and tended between hunts by the warband's preachers. While a fighter stands within the Reclusiam, friendly zeal bodies re-roll failed Nerve tests and enemy psykers within it suffer -1 to all Willpower and psychic tests. As a campaign territory it yields no credit income; instead, the controlling warband may re-roll one failed post-battle recovery roll each battle, the preachers tending the faithful.

THE COVEN PURGE

SCENARIO

ATTACKER	the Ordo Hereticus (suppressing the enemy psykers, marking the hidden heretic, and burning the cult out of the hab-block before the covenant completes its rite)
DEFENDER	the psyker-cult / heretic-covenant (hiding its magus among the gang and racing to complete a warp-rite before it is purged)
DEPLOY	the defender secretly assigns the heretic (a hidden magus) to one of its fighters and deploys across a dense hab-block; the Hereticus deploys second on the facing edge and may cluster its warders (the suppression begins consecrated)
OBJECTIVE	the Hereticus must suppress the enemy psykers, reveal and mark the heretic, purge the cult from cover with flame, and take the magus Out of Action; the covenant wins by completing its rite (three uninterrupted psychic activations by the hidden magus) or by breaking the Hereticus below its native majority first
VICTORY	the Hereticus wins by taking the marked magus Out of Action before the rite completes; the covenant wins by completing the rite, or by grinding the thin retinue below its native majority
REWARDS	the winner gains reputation; the Hereticus additionally banks a favour roll if it executed the magus without losing a native Throne Agent to a Wyrd Power
CONTROL TRACK	a Hereticus purge-win advances its Control-Track claim by one step and marks the world cleansed of the covenant; a covenant win holds the claim and leaves a lingering heresy that re-seeds the hab on that world's next battle

The Ordo Hereticus has run a covenant to ground and must burn it out before its rite is complete.

ATTACKER & DEFENDER The Ordo Hereticus is the attacker. The psyker-cult, or heretic-covenant, is the defender — it hides its magus among its number and races to finish a warp-rite before the witch-hunters can stop it.

THE BATTLEFIELD A dense hab-block, thick with cover and cramped sightlines — the warren where the cult has nested. Terrain should favour close, broken fighting.

THE HIDDEN HERETIC Before the battle the defender secretly records which of its fighters is the hidden magus. That fighter fights as normal until revealed. It is revealed the first time it attempts a Wyrd Power, is taken Out of Action, or is named by the Mark of the Heretic. Once revealed, it may be marked and hunted.

DEPLOYMENT The defender deploys first, spread through the hab-block. The Ordo Hereticus deploys second along the facing board edge, and may cluster its warders together, its suppression already consecrated.

THE RITE The hidden magus may complete the covenant's rite by making three uninterrupted psychic activations across the battle. If the magus is suppressed, Pinned, or taken Out of Action, the count resets to zero and the rite must begin again.

ENDING THE BATTLE The battle ends when the rite is completed, when the magus is taken Out of Action after being revealed, or when either side fails a Bottle test and flees.

VICTORY The Ordo Hereticus wins by revealing, marking, and taking the magus Out of Action before the rite completes. The covenant wins by completing the rite, or by grinding the thin Hereticus retinue below its native ma-

majority first.

REWARDS The winner gains reputation. The Ordo Hereticus banks an additional favour roll if it executed the magus without losing a native Throne Agent to a Wyrd Power.

TACTICS A Hereticus purge-win advances its Control-Track claim by one step and marks the world cleansed of the coven. A coven win holds its claim and leaves a lingering heresy that re-seeds the hab on that world's next battle.

ATTACKER	the opposing gang (storming the consecrated Reclusiam to defile it, seize its relics, or break the vigil)
DEFENDER	the Ordo Hereticus (holding the consecrated ground, its suppression at its deepest, until the vigil is kept)
DEPLOY	the Reclusiam occupies the centre; the Hereticus deploys around it (the consecrated-ground suppression active within), the attacker on the outer edges
OBJECTIVE	the Hereticus must keep the vigil — hold at least one warder within the Reclusiam at the end of each round for six rounds; the attacker must break the vigil by clearing every Hereticus fighter out of the consecrated ground, or by reaching and defiling the central relic
VICTORY	the Hereticus wins by keeping the vigil to the sixth round; the attacker wins by defiling the relic or clearing the consecrated ground of warders before then
REWARDS	the winner gains reputation; the Hereticus additionally recovers one out-of-action native fighter without a lasting injury roll if the vigil was kept unbroken
CONTROL TRACK	a kept vigil holds the Hereticus Control-Track claim and deepens its consecration (the world's next battle begins with the suppression pre-consecrated); a defiled Reclusiam costs the claim a step

A consecrated Reclusiam must be held against a gang that has come to defile it.

ATTACKER & DEFENDER The opposing gang is the attacker, storming the consecrated Reclusiam to defile it, seize its relics, or break the vigil. The Ordo Hereticus is the defender, holding the hallowed ground with its suppression at its deepest until the vigil is kept.

THE BATTLEFIELD The Reclusiam stands at the centre of the board — a consecrated chapel worked against the warp. The ground within it is the objective all fighting turns on.

CONSECRATED GROUND While a fighter stands within the Reclusiam, friendly zeal bodies re-roll failed Nerve tests and enemy psykers within it suffer -1 to all Willpower and psychic tests. The Hereticus suppression is at its strongest here.

DEPLOYMENT The Ordo Hereticus deploys first, around the Reclusiam, its warders within and about the consecrated ground. The attacker deploys second, on the outer board edges.

THE VIGIL The Ordo Hereticus must keep the vigil: at the end of each round it must have at least one warder standing within the Reclusiam. The vigil must be kept for six rounds.

ENDING THE BATTLE The battle ends after the sixth round, when the central relic is defiled, or when the Reclusiam is cleared of every Hereticus fighter.

VICTORY The Ordo Hereticus wins by keeping the vigil unbroken to the sixth round. The attacker wins by defiling the central relic, or by clearing the consecrated ground of warders before then.

REWARDS The winner gains reputation. If the vigil was kept unbroken, the Ordo Hereticus additionally recovers one out-of-action native fighter without a lasting-injury roll.

TACTICS A kept vigil holds the Hereticus Control-Track claim and deepens its consecration — the world's next battle begins with the suppression pre-consecrated. A defiled Reclusiam costs the claim a step.



INQUISITION · HOUSE DOSSIER

ORDO XENOS

The alien-hunters

The Ordo Xenos is the Inquisition turned wholly against the alien. Where its sibling Ordos hunt the daemon and the heretic, this one hunts the xeno — the ork, the tyranid, the eldar, the soulless metal of the necron — and it does so not by weight of numbers but by the exact right round. A Xenos warband is a small, elite retinue: a marksman Inquisitor, a special-issue Savant-Gunner, a Death-Cult killer, a sanctioned Mystic, and a bound Jokaero artisan re-forging its guns between battles. Before a shot is fired it declares its prey and bends every weapon, blade and eye to that one breed. It loads ammunition tuned to the target's anatomy, strips the alien of the one rule it leans on, and when the nest must be burned root and brood it signs the seal that summons the Deathwatch. It is weakest against a mixed, no-fixed-type foe, where the declared prey is only one enemy among many and the hunter's edge thins to nothing.

GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Exactly 1 Inquisitor (Leader — the Xenos marksman build, BS3+ Int3+, refractor)
- ♦ 0-2 Interrogators / Crusaders (Champions); 0-1 Marksman
- ♦ Acolytes bulk; Death-Cult / Mystic 0-1 each; 0-1 Jokaero (the alien companion, bonds to a fighter's slot); Servitors cheap
- ♦ Requisition gated to DEATHWATCH: 0-2 line (Veteran Bolter / Vanguard / Special) + 0-1 elite (Black Shield / Terminator) + 0-1 Watch Dreadnought (Brute), + Officio Assassin 0-1 (the Vindicare) + Imperial allies 0-2
- ♦ Native-majority governor: requisitioned Deathwatch / Assassins / allies may never outnumber your native Throne Agents
- ♦ Equipment: special-issue ammunition, captured xeno-weapons and Jokaero digital weapons are Rare-gated

A starting warband of the Ordo Xenos forms on 1,500 credits around exactly one Inquisitor — the Leader, a marksman built to name the prey and carry the seal. Beneath the Inquisitor stand up to two Champions drawn from the Interrogators and Crusaders, and a single Acolyte Marksman may join them as the special-issue specialist. Acolytes form the bulk of the retinue and, as Gangers, must always number at least the Leaders and Champions above them — the native backbone the whole warband is measured against. A Death-Cult Assassin and a Mystic may each be taken once, a single bound Jokaero may bond to a fighter's slot, and Servitors fill out the cheap ranks. The Inquisitor's seal requisitions the Deathwatch and the Imperium's shared muscle, but the controlling player may never let those requisitioned bodies outnumber the native Throne Agents. Special-issue ammunition, captured xeno-weapons and Jokaero digital weapons are all Rare, and must be sought from the armoury.

🦴 GANG RULES

✂ DEATHWATCH REQUISITION

GANG RULE

Deathwatch Requisition is how the Ordo Xenos gates the shared Requisition mechanic onto its own chamber militant. When the alien nest is too much for a dozen agents, the Inquisitor signs the seal that summons the Deathwatch — a kill-team of cross-Chapter veterans, each a specialist in xenos death — drawn by reference from the Watch's own roster and fielded exactly as it stands there, with its profile, its armoury and its rules intact. Veteran Bolters, Vanguard and Special-weapons answer as the line tier, up to two; a Black Shield or a Veteran Terminator answers as the elite, one apiece; and a Watch Dreadnought fills the walker's place. Every law of Requisition binds the summons — each veteran is fielded at the cost its own dossier sets, and the native-majority governor holds absolutely: the requisitioned Watch may never outnumber the warband's own Throne Agents. The kill-team is the hammer kept for the nest that must be cleared, borrowed and dear, and every veteran summoned is a native body left behind.

✂ MARK THE QUARRY

GANG RULE

Mark the Quarry is the Inquisitor's authority made into a hunter's advantage. While a friendly fighter stands within Short of the Inquisitor — or of an Interrogator carrying the same seal — it re-rolls a failed Hit against the declared prey, the master's eye marking the target for the whole line to answer. The aura reaches only as far as the Inquisitor's presence: a fighter that strays beyond Short loses the mark and shoots at the prey no better than at anything else. Once per battle the Inquisitor may spend that same authority to compel a friendly group activation, driving the retinue to move and shoot as one when the hunt demands it. It rewards a warband that fights in a tight knot around its master, the guns clustered where the mark falls; it does nothing for a fighter sent alone. The seal that names the prey is also the seal that steadies the hand that kills it.

✂ THE DECLARED HUNT

GANG RULE

The Declared Hunt is the rule the whole warband is built on. At the start of the battle the Inquisitor names one enemy type or keyword as the warband's prey, and from that moment every weapon in the retinue is bent to that one breed. Against the declared prey, native fighters trained for the hunt re-roll a failed Hit, the special-issue armoury loads to the target's weakness, and those with the Declared Prey skill re-roll a failed Wound as well. Mark the Quarry rides inside the same rule: while within Short of the Inquisitor or an Interrogator, friendly fighters re-roll a failed Hit against the prey, and once per battle the Inquisitor's authority may compel a friendly group to activate as one. The hunt adapts — once per battle the warband may re-declare its prey, swinging the whole retinue's focus onto a new target as the fight turns. There are no tokens and nothing to spend; the rule simply reads which breed the warband came to kill. Against a foe of no fixed type that focus finds little to bite, and the hunter is only a soldier again.

FIGHTERS

MARKSMAN

CHAMPION

✖ 86 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	2+	3	3	1	4+	1	5+	5+	5+	4+

SAVE CARAPACE 4+

PRIMARY

Cunning

Savant

Shooting

SECONDARY

Agility

Leadership

Ordo Xenos

STARTING GEAR Carapace Armour

FREE SKILL Special Issue Ammunition

EQUIPMENT LIST

BASIC

Special Issue Boltgun 75 credits

PISTOL

Needle Pistol 30 credits

SPECIAL

Captured Xeno Weapon 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Carapace Armour

included

ACCESSORY

Special Issue Magazine 20 credits

Preysight Lean 25 credits

The Acolyte Marksman is the Ordo's Savant-Gunner — the fighter the whole adaptive doctrine is built around. At BS2+ this fighter is the surest shot in the retinue, and it carries the special-issue boltgun as a matter of course, loading the exact round the declared prey cannot survive. It founds its advance on Special-Issue Ammunition, so from its first battle it can answer a monster with Hellfire, armour with Kraken, cover with Dragonfire and a swarm with Vengeance. Beneath the gun it is an ordinary body — carapace 4+, a single wound of T3 flesh — and it fights from behind the Crusader's wall, not in front of it. Kept in cover, aimed, and pointed at the priority alien, it is the single most reliable killer a Xenos warband fields; caught in the open or dragged into melee, it is as fragile as any Acolyte. The Marksman is where the hunt's precision lives, and the warband shapes itself to keep it shooting.

JOKAERO

BRUTE

× 110 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	3+	3	3	1	3+	1	7+	5+	5+	2+

SAVE FLAK 6+

SPECIAL RULES The Declared Hunt (*fields inside the hunting retinue, its re-forging banking the accumulating armoury*)

SEE SPECIAL RULES

JOKAERO ALIEN-TECH (*a bound alien artisan*)

Jokaero Alien-Tech is the bound artisan's whole contribution to the fight, and it is entirely its own. The Jokaero carries no purchasable wargear; it fights with digital finger-lasers of its own making, a ring of alien craft that spits a las-bolt able to core armour and re-rolls a failed Wound. Around the creature hangs an aura of the same tech: one friendly ranged weapon within Short may re-roll one failed Wound each round, the alien's impossible augmetics turning a graze into a kill for whichever gun stands nearest. Between battles the Jokaero re-forges one gang weapon, banking a permanent uplift onto a single profile value — a campaign of guns that only ever get better. The benefit is the creature's proximity and its survival both: a weapon carried away from the Jokaero loses the aura, and a Jokaero taken down takes the alien-tech with it.

Typed Effects

- re-roll Wound
- re-roll Wound
- re-roll Hit

PRIMARY

Agility

Cunning

Savant

Shooting

Ordo Xenos

FREE SKILL —

EQUIPMENT LIST

PISTOL

✦ *Digital Weapons* 40 credits

A Jokaero-built finger-laser — alien-tech ring-lasers the bound artisan sculpts from captured xeno parts, not a stock Imperial kit (Codex: Imperial Agents / Xenos-tech lore; no discrete datasheet entry).

The Jokaero Weaponsmith is a bound alien artisan — an orange-furred creature that looks like a beast and tinkers like a god, kept in the retinue for the impossible gifts it works on the warband's guns. It fights only with what its own tech makes: digital finger-lasers that re-roll a wound, and an aura of the same alien craft that lets a friendly ranged weapon within Short re-roll one failed Wound each round. It carries no purchasable wargear and buys none; its worth is not its own blows but the line it sharpens around it. Between battles it performs the re-forging, banking a permanent uplift onto one gang weapon and turning the campaign itself into a slow accumulation of better guns. On the table it is fragile — a single wound behind flak 6+ — and any enemy that understands what the beast does will hunt it to silence the aura. Kept in the heart of the retinue, it makes every gun near it deadlier; lost, and the warband wounds the way everyone else does.

PSYCHIC DISCIPLINES

THE SANCTIONED PSYCHIC

PSYCHIC DISCIPLINE

The Sanctioned Psychic is the leashed Imperial witch — the astropath, sanctionite or warp-sighted Mystic whose gift the seal permits and the Ordo watches. It does not command the warp the way a heretic sorcerer does; it reads and shoves it, always warded, always licensed. Its craft runs to divination, telekinesis, warding and the mind-war: precognition that steps aside from a blow, the lance of focused thought, the compelling word, the sight that drags the hidden alien into the open. Each working is a Wyrd power, and every one courts the price of over-reaching the sanction. A fighter with access picks one power from the discipline below at creation; in the Ordo Xenos the Mystic's natural draw is Scryer's Sight, the eyes that hunt what will not be seen.

ROLL	POWER
1	Mind Lance. Mind Lance is the sanctioned psyker's spear of focused thought, drawn as a Wyrd power and loosed at a chosen enemy fighter within 18". Where it strikes, the target suffers a single automatic hit at Strength 4, AP -1, Damage 1 — a lance of pure will that needs no aim to land. Against a witch of another allegiance or a daemon it bites deeper, striking at Strength 5 and boring through any invulnerable protection the target owes to sheer bulk or size. It is the leashed Imperial mind turned weapon: not the raw warp-fire of a heretic, but a single disciplined thrust the seal permits.
2	Assail. Assail is a telekinetic shove, manifested as a Wyrd power against a target enemy fighter within 12". Unless the target holds its footing with a Strength check, it is dragged D3" in a direction the caster chooses and thrown to the ground Prone. The psyker may aim the shove off a ledge or gantry, and a fighter flung into the open air falls as gravity dictates. It is control before killing — the seer's hand reaching across the battlefield to reposition, topple, or hurl an enemy from a height it will not survive.
3	Foreboding. Foreboding is precognition worn as a shield, sustained as a Wyrd power. While the caster holds it, every ranged and melee attack made against it is at -1 to hit — the seer half-sees each blow a heartbeat before it falls and steps where the strike will not. It is the leashed witch's oldest defence: not a warp-forged ward, but the quiet certainty of a mind that reads the next instant. The power ends the moment the psyker's concentration breaks, and against a storm of fire even a step aside is only ever a hair's margin.
4	Mental Fortitude. Mental Fortitude is the sanctioned psyker steadying a comrade's mind, sustained as a Wyrd power on itself or a friendly fighter within Short. While it holds, the target is fearless and re-rolls every failed Nerve and Willpower it is called to make — the seer's calm poured into another's skull, holding a broken warband together where it would otherwise rout. It is warding turned inward on the gang rather than outward at the foe: the leashed witch as anchor, not weapon, keeping the line unbowed while the concentration lasts.

5

Scryer's Sight. Scryer's Sight is divination turned on the hidden alien, manifested as a Wyrd power. When it takes, every concealed or infiltrating enemy within the caster's line of sight is revealed and may no longer hide from it or its gang, and the seer's own next ranged attack this round is made as though it had taken Aim. It is the warp-sighted mind doing what no auspex can — dragging the unseen prey into the light and steadying the shot that answers it. For a retinue built to hunt what will not be seen, this is the Mystic's most valued working: the eyes that make the Marksman's round land.

6

Dominate. Dominate is the compelling word, loosed as a Wyrd power at an enemy fighter within 12". Unless the target's own will holds against it, it may neither shoot at nor charge the caster's gang until the end of the round — a mind briefly leashed by a stronger one, its aggression stilled at the seer's command. It is the leashed Imperial witch reaching into a foe rather than striking it: no wound, but a stolen turn, the enemy's own body refused to it. Against a disciplined or iron-willed target the word finds no purchase, but on lesser minds it buys the retinue a breath of safety worth more than a kill.

GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Re Declare The Prey. Play this at the start of a round to re-declare your prey without spending your warband's own once-per-battle re-declaration — the hunt swinging onto a new breed as the fight turns, free of charge.	START OF ANY ROUND
12	Watch Strike. Play this to bring a requisitioned Deathwatch veteran onto the board from hidden deployment, placed more than 6" from any enemy — the Watch striking from nowhere onto the alien's flank.	ANY ROUND (DEPLOYMENT)
13	Load Hellfire. Play this at the start of a round. One friendly special-issue weapon is loaded with Hellfire for the whole round, auto-Wounding the declared prey on a 2+ where it is multi-wound or large — the acid round chambered for the monster.	START OF ANY ROUND
14	Jokaeros Gift. Play this at the start of a round, if a Jokaero is on the battlefield. Choose one gang weapon; until the end of the round the alien's craft raises one of its profile values by one — a battlefield re-forge, worked in the heat of the fight.	START OF ANY ROUND
15	The Seal Compels. Play this to refresh the Inquisitor's compel — its once-per-battle authority to force a friendly group activation may be used a second time this battle, the seal's command brooking no delay.	ANY ROUND
16	Mark The Quarry. Play this at the start of a round. Until the end of it, Mark the Quarry reaches Long of the Inquisitor rather than Short, extending the master's mark across the whole line against the declared prey.	START OF ANY ROUND
21	Preysight Volley. Play this at the start of one of your fighter's activations, if it carries a xeno-targeter. Every Shoot action it makes this round ignores the cover the declared prey hides behind and re-rolls a failed Hit — the scope finding the alien's heart through anything.	ANY ROUND
22	Kraken Round. Play this at the start of one of your fighter's activations, if it carries a special-issue weapon. Every Shoot action it makes this round is loaded with Kraken, gaining +1 Strength and AP -1 — the penetrator round for the armoured alien.	ANY ROUND

23	Dragonfire Round. Play this at the start of one of your fighter's activations, if it carries a special-issue weapon. Every Shoot action it makes this round is loaded with Dragonfire, ignoring the cover the enemy hides behind — the airburst for the thing in the rubble.	ANY ROUND
24	Vengeance Round. Play this at the start of one of your fighter's activations, if it carries a special-issue weapon. Every Shoot action it makes this round is loaded with Vengeance, gaining Rending against a horde — the fragmenting round for the swarm.	ANY ROUND
25	Hunters Patience. Play this when one of your fighters takes an Aim action. It may Aim a second time in the same activation, and re-rolls both the Hit and the Wound of the shot that follows against the declared prey — patience stacked into a single certain kill.	ANY ROUND
26	From The Shadows. Play this during deployment. One additional fighter may be set up in hidden deployment and arrive by Infiltrate, as though it carried Hunters Unseen — one more knife already past the enemy line before the battle begins.	DEPLOYMENT
31	Digital Burst. Play this while a Jokaero is within Short of one of your fighters. That fighter's ranged weapon gains a digital-weapon shot on every attack it makes this round, not just one — the alien's tech loosed in a full burst.	ANY ROUND
32	Xeno Lore Recall. Play this at the start of a round. One fighter may change the xeno special rule its Xenos Lore ignores to another rule the declared prey relies on — the hunter recalling a second page of the alien's weaknesses mid-fight.	START OF ANY ROUND
33	The Trophy Taken. Play this when one of your fighters takes a member of the declared prey Out of Action. This fighter and all friendlies within Short gain +1 to hit that prey until the next round, as though it carried Trophy-Taker — the kill emboldening the whole hunt.	REACTION
34	Silent Approach. Play this at the start of one of your fighter's activations. It may make a Move action that draws no reactions and cannot be targeted by Overwatch this round — a hunter crossing the open as though it were not there.	ANY ROUND
35	Priority Target. Play this at the start of a round and name one enemy fighter. Until the end of the round, your warband treats that single fighter as the declared prey for all rules — the hunt narrowed to one throat.	START OF ANY ROUND
36	Cornered Beast. Play this when an enemy of the declared prey is standing within Short of two or more of your fighters. Until the end of the round, that prey may not make a Retreat action — the hunters have closed the ring and the beast is cornered.	ANY ROUND
41	Steady The Line. Play this at the start of a round. Until its end, friendly fighters within Short of the Inquisitor automatically pass the first Nerve test they make — the seal steadying the retinue as the alien presses in.	START OF ANY ROUND
42	Adaptive Reload. Play this in reaction to one of your fighters making a ranged attack. Before the shot is resolved, that fighter may swap the special-issue round it loaded for a different one — reading the target too late and answering with the right shell anyway.	REACTION
43	The Watch Answers. Play this at the start of a round if you have a requisitioned Deathwatch veteran in Reserve. It arrives this round without a reserves roll, teleporting in with its rounds already chambered — the Watch answering the seal on the instant.	START OF ANY ROUND
44	Overwatch Discipline. Play this when an enemy moves within sight of a fighter of yours that is on Overwatch. That reactive shot is resolved with a special-issue round of your choice, and re-rolls a failed Hit against the declared prey — the discipline of a line that never fires the wrong shell.	REACTION

45	Anatomical Weakness. Play this at the start of one of your fighter's activations. Until the end of the round, its attacks against the declared prey treat the target's Toughness as one lower — a hunter's study finding the soft seam in the alien's anatomy.	ANY ROUND
46	Culling Fire. Play this at the start of one of your fighter's activations. If it takes a member of the declared prey Out of Action with a Shoot action this round, it may immediately make a second Shoot action against another member of the prey — the cull rolling from one kill to the next.	ANY ROUND
51	Marksmans Eye. Play this at the start of your Marksman's activation. Until the end of the round it ignores all penalties to hit for range and cover against the declared prey — the Savant-Gunner's eye cutting through everything between it and the alien.	ANY ROUND
52	Nest Sense. Play this at the start of a round. Until its end, your fighters may re-roll failed Intelligence tests to detect hidden or infiltrating enemies of the declared prey — the hunters reading the nest before the brood shows itself.	START OF ANY ROUND
53	Bound And Braced. Play this when one of your fighters is targeted by a charge. It may make a free Aim action before it is struck, bracing its special-issue weapon for the reactive shot — the hunter steadying as the beast comes on.	REACTION
54	Requisitioned Grit. Play this when a requisitioned Deathwatch veteran would be taken Out of Action. Roll a D6; on a 4 or higher it is only Seriously Injured instead — the Watch's transhuman resilience refusing the kill.	REACTION
55	The Long War. Play this at the start of a round in a battle against a breed your warband has feuded across the campaign. Until its end, every friendly fighter re-rolls failed Hits against that breed — a hatred sharpened over a long war.	START OF ANY ROUND
56	Strike Team. Play this when a requisitioned Deathwatch veteran arrives from Reserve or hidden deployment. One friendly native fighter within Short of it may immediately make a free Shoot (Basic) action — the kill-team and the retinue striking as one.	REACTION
61	Xeno Toxin Flush. Play this at the start of your Death-Cult Assassin's activation, if it carries a xeno-toxin reservoir. Its melee attacks against the declared prey gain +2 Damage instead of +1 this round — the phial emptied into the blade for one killing flurry.	ANY ROUND
62	No Escape. Play this when an enemy of the declared prey makes a Retreat action from a fighter of yours. That fighter may immediately make a free Shoot or melee attack against the fleeing prey — nothing the hunt has named gets to run.	REACTION
63	Precision Volley. Play this at the start of your Marksman's activation. If it makes no Move action this round, its special-issue weapon fires one extra shot at a target within short range — the gunner planting its feet and pouring a heavier volley into the alien.	ANY ROUND
64	The Right Round. Play this in reaction to an enemy declaring a charge or revealing a hidden fighter. One of your fighters carrying a special-issue weapon may immediately load the round that answers it and make a free Shoot action — always the right shell for whatever shows itself.	REACTION
65	Veteran Insertion. Play this at the start of a round. One requisitioned Deathwatch veteran in Reserve may be set up in hidden deployment more than 6" from any enemy and act this round — the kill-team inserted exactly where the hunt needs it.	START OF ANY ROUND
66	The Kill Declared. Play this at the start of one of your fighter's activations against the declared prey. Its first successful hit against that prey this round is resolved at +1 Damage — the kill the whole hunt was declared for, driven home.	ANY ROUND

ALLIANCES

THE DECLARED PREY FEUD

ALLIANCE

WHO	the declared xenos breed — an Orks, Tyranids, Aeldari, Drukhari or Necrons warband (whichever alien type the Inquisitor has named its standing prey) — never a truce, always a hunt
TERMS	a standing campaign feud, not an alliance: the Xenos can never make peace with its declared breed. While the feud holds the Xenos gains +1 reputation for any battle in which it takes an enemy of the declared breed's Leader or Champion Out of Action, and may declare a Nest-Clearance or Priority-Kill battle against the feuded gang once per campaign phase; the xenos force gains no terms in return — it is prey, not a partner

The Declared-Prey Feud is the opposite of an alliance — the standing hatred between the Ordo Xenos and the breed it has named its prey. Whichever alien type the Inquisitor declares its quarry, an Orks, Tyranids, Aeldari, Drukhari or Necrons warband, it can never make peace with; there are no terms, only the hunt. While the feud holds, the Xenos gains a point of Reputation for any battle in which it takes a Leader or Champion of the feuded breed Out of Action, and may call a Nest-Clearance or Priority-Kill battle against that warband once each campaign phase. The alien gains nothing in return. It is not a partner in this pact — it is prey.

THE ORDO PACT

ALLIANCE

WHO	another Ordo of the Inquisition (an Ordo Malleus or Ordo Hereticus warband, any pairing — never a fixed named House) that shares a hunt against a common enemy, lending tools rather than bodies
TERMS	a campaign-level, phase-gated shared-hunt pact: while it holds, each Ordo may lend the other ONE support-roster tool (a single fighter or a single relic) for a joint battle at cost, and both observe map-level non-aggression. No cross-Ordo fighters join a normal-battle gang list. The pact opens only at a world's incursion/purge phase and dissolves when the shared enemy is broken

The Ordo Pact is a shared-hunt understanding between two Ordos of the Inquisition — an Ordo Malleus or Ordo Hereticus warband set against a common enemy — never a fixed pairing and never a truce of bodies. While the pact holds, each Ordo may lend the other a single support-roster tool, one fighter or one relic, for a joint battle at cost, and both observe non-aggression across the campaign map. No cross-Ordo fighter joins a normal gang list; the pact is tools against a shared foe, not a merged warband. It opens only at a world's incursion or purge phase and dissolves the moment the shared enemy is broken — three authorities lending each other a hand, then parting to their separate hunts.

FAVOURS

2D6

ROLL FAVOUR

PATRON

4	A Token Of The Hunt. A minor writ arrives from the Ordo hierarchy, grudgingly signed. For the coming battle, one fighter may load a single special-issue round of your choice for free — a token of the hunt acknowledged, and little more.	THE ORDO HIERARCHY (A MINOR WRIT, GRUDGINGLY SIGNED)
5	Special Issue Crate. A crate of tuned rounds arrives from the Watch armoury. For the coming battle, up to two of your fighters carrying a bolt weapon may load one ammo-select round each for free, the shipment enough to feed a short, sharp hunt.	THE WATCH ARMOURY (A SHIPMENT OF TUNED ROUNDS)
6	The Jokaeros Service. A Jokaero is lent to your warband for a single service. Before the coming battle its re-forge may bank a permanent +1 to one profile value on any one of your weapons, then the creature is recalled to its keeper.	A VISITING JOKAERO (AN ARTISAN LENT FOR A SINGLE SERVICE)
7	The Watch Listens. A line Veteran of the Deathwatch answers your seal, and this once at his bare listed cost. Add a single Veteran Bolter to your crew for the coming battle — the Watch listening, briefly, for free.	THE DEATHWATCH (A LINE VETERAN ANSWERING THE SEAL WITHOUT HIS TAX)
8	A Captured Relic. The trophy vault yields a stabilised alien weapon. Add one captured xeno-weapon to your roster that does not suffer its Unstable trait for the coming battle — a xeno's edge with the danger tamed out of it.	THE TROPHY VAULT (A STABILISED XENO-WEAPON)
9	Preysight Issue. The armoury issues a stocked scope. One fighter gains a xeno-targeter for the coming battle at no cost, re-rolling its aimed Hit and ignoring the cover the declared prey hides behind.	THE ARMOURY (A STOCKED SCOPE)
10	The Vindicares Favour. The Vindicare Temple answers the Ordo's word. For the coming battle you may field an Officio Assassin — the Vindicare a natural choice for the priority alien — at its listed cost, the temple's favour waiving the usual delay in securing one.	THE OFFICIO ASSASSINORUM (THE VINDICARE TEMPLE)
11	A Watch Captains Word. A Watch Captain gives his word, and the kill-team answers in force. For the coming battle you may requisition one elite Deathwatch veteran — a Black Shield or a Veteran Terminator — at its listed cost alone, the Captain himself vouching for the hunt.	A WATCH CAPTAIN (AN ELITE KILL-TEAM ANSWERING IN FORCE)
12	The Armoury Opens. The deepest writ is signed and the Inquisitorial armoury is thrown wide. For the coming battle every fighter in your warband carrying a bolt weapon may load one ammo-select round for free, and one captured xeno-weapon sheds its Unstable trait — the whole hunt armed as fully as the Ordo can arm it.	THE INQUISITORIAL ARMOURY THROWN WIDE (THE DEEPEST WRIT)

☠ SUB-PLOTS

✂ THE ACCUMULATING ARMOURY

SUB-PLOT

Reward: the warband's arsenal deepens permanently: for the rest of the campaign every fighter with a bolt weapon may load one ammo-select round per battle for free, and the Jokaero re-forge may bank one extra profile value each time. Claimed only once

This sub-plot rewards the long hunt. It resolves when your gang has cleared three nests — three Nest-Clearance wins — and banked five Jokaero re-forges across the campaign. When it does, your arsenal deepens for good: for the rest of the campaign every fighter carrying a bolt weapon may load one ammo-select round each battle for free, and the Jokaero re-forge banks one extra profile value each time it works. The armoury the warband built battle by battle finally throws its doors wide. It is claimed only once.

✂ THE DECLARED QUARRY

SUB-PLOT

Reward: the Inquisitor's mastery of the breed becomes permanent: for the rest of the campaign the warband treats that breed as always-declared (it need not spend its declaration on it), and one fighter gains Xenos Lore against it for free. Claimed only once

This sub-plot begins when your Inquisitor names one xenos breed its standing quarry at the campaign's start, and resolves when, across the campaign, you take five Leaders or Champions of that breed Out of Action — the feud tracked through The Declared-Prey Feud. When it resolves, the Inquisitor's mastery of the breed becomes permanent: for the rest of the campaign your warband treats that breed as always-declared, never spending its declaration to name it, and one fighter gains Xenos Lore against it for free. The quarry that took a campaign to master is answered for good. It is claimed only once.

☠ LEGENDARY NAMES

✂ THE BOUND ARTISAN

THE BOUND ARTISAN

XP cost (random): 5

XP cost (chosen): 10

The Bound Artisan is a named Jokaero — the creature that has re-forged a hundred guns, a sub-tier legend of the warband's arsenal. Under this name its between-battle re-forge may raise two profile values instead of one, or a single value by two, and its digital-weapon aura reaches every friendly fighter within Short rather than one. But the artisan is irreplaceable and seems to know it: if the Bound Artisan is taken Out of Action it may not be recovered for the following battle, and the warband loses one banked re-forge from its arsenal until the creature returns. A hundred guns bear its work, and the warband that loses it feels every one.

✧ THE SAVANT GUNNER

THE SAVANT-GUNNER

XP cost (random): 5

XP cost (chosen): 10

The Savant-Gunner is a named Marksman whose one shot always lands — a sub-tier legend of the special-issue line. Under this name the gunner may load a second special-issue round each time it fires, resolving the shot with whichever of the two it chooses once the target is seen, and once per battle its special-issue shot ignores the target's cover and armour save both. But the legend is the shot and nothing else: this fighter may never make a melee attack, and if it ends a round in melee it may not use Special-Issue Ammunition until it is free of it. The Savant-Gunner is a rifle with a name, and it is worthless the moment the enemy reaches it.

✧ THE XENO BANE

INQUISITOR LORD OF THE XENOS

XP cost (random): 6

XP cost (chosen): 12

The Xeno-Bane is an Inquisitor Lord of the Ordo Xenos — the greatest of the alien-slayers, one who has dropped a Hive Tyrant with a single round or broken a whole Genestealer brood alone. Under this name the Inquisitor's Mark the Quarry reaches one range band further, and once per battle the warband may re-declare its prey without spending its own once-per-battle re-declaration. But the name is a duty as much as a crown: this Inquisitor must always declare a prey while any valid xeno type stands on the board, and may not claim an objective while an unmarked member of the declared prey stands within Long of a friendly fighter. The hunt owns the Xeno-Bane as much as the Xeno-Bane owns the hunt.

☠ TERRAIN

✧ THE TROPHY HALL

TERRAIN

The Trophy Hall is a campaign territory of the Ordo — a gallery of the breeds the warband has broken, each mounted xeno a lesson for the hunters who come after. While a fighter stands within the Hall, friendlies re-roll a failed Hit against any breed already displayed there, an alien the warband has taken Out of Action before. As a campaign territory it yields no direct income; instead, each time the warband takes a member of its declared prey Out of Action, it banks extra intel — a post-battle bounty or a favour roll, never raw credits. The dead of past hunts steady the guns of the next.

The Xeno-Vault is a captured-tech territory of the Ordo — a sealed armoury of confiscated alien weapons and special-issue rounds, tended between hunts by the warband's Jokaero and its armourers. While a fighter stands within the Vault, its ranged weapons gain one extra ammo-select option, and any captured xeno-weapon the warband carries stops being Unstable for as long as the Vault is held. As a campaign territory it yields no direct income; instead the warband that holds it may re-roll one failed Ammo check each battle, the armoury too deep and too well-stocked to run a gun dry.

THE NEST CLEARANCE

SCENARIO

ATTACKER	the Ordo Xenos (declaring its prey, infiltrating the xeno-infested ruin, and clearing the nest before the brood breeds or reanimates)
DEFENDER	the xeno infestation (a nest of the declared breed racing to complete a breeding / reanimation cycle before it is purged)
DEPLOY	the defender places three nest-markers across a dense infested ruin and deploys its brood around them; the Xenos declares its prey, deploys second on the facing edge, and may place up to two fighters in hidden deployment (Hunters Unseen)
OBJECTIVE	the Xenos must clear the nest — destroy all three nest-markers and take the priority alien Out of Action — before the brood completes its cycle (three uninterrupted brood activations on the markers) or breaks the thin retinue below its native majority
VICTORY	the Xenos wins by clearing all three nest-markers and downing the priority alien before the cycle completes; the infestation wins by completing the cycle, or by grinding the retinue below its native majority first
REWARDS	the winner gains reputation; the Xenos additionally banks a favour roll if it cleared the nest without losing a native Throne Agent, and a cleared nest deepens its special-issue pool (see The Accumulating Armoury)
CONTROL TRACK	a Xenos clearance-win advances its Control-Track claim by one step and marks the world purged of the breed; an infestation win holds the claim and leaves a surviving brood that re-seeds the ruin on that world's next battle

The Ordo Xenos declares its prey, slips into a xeno-infested ruin, and burns the nest out root and brood before it can breed or reanimate. This is the hunt the warband was built for — the adaptive strike against a single alien breed, not a brawl against a foe of no fixed type.

ATTACKER AND DEFENDER The attacker is the Ordo Xenos, prey declared, come to clear the nest. The defender is the xeno infestation — a nest of the declared breed racing to complete its breeding or reanimation cycle before it is purged.

BATTLEFIELD A dense, infested ruin, with three nest-markers set across it and the brood gathered around them.

DEPLOYMENT The defender places the three nest-markers and deploys its brood around them. The Ordo Xenos declares its prey and deploys second on the facing edge, and may place up to two fighters in hidden deployment by Hunters Unseen.

OBJECTIVE The Xenos must clear the nest — destroy all three nest-markers and take the priority alien Out of Action — before the brood completes its cycle of three uninterrupted activations on the markers, or grinds the thin retinue below its native majority.

ENDING THE BATTLE AND VICTORY The Ordo Xenos wins by clearing all three nest-markers and downing the priority alien before the cycle completes. The infestation wins by completing its cycle, or by breaking the retinue below its native majority first.

REWARDS The winner gains Reputation. The Xenos additionally banks a favour roll if it cleared the nest without losing a single native Throne Agent, and a cleared nest deepens its special-issue pool, as told in The Accumulating Armoury.

CONTROL TRACK A Xenos clearance-win advances its control-track claim by one step and marks the world purged of the breed. An infestation win holds the claim and leaves a surviving brood that re-seeds the ruin on that world's next battle.

ATTACKER	the Ordo Xenos (hunting one priority alien — a synapse-beast, a Cryptek, a Farseer — through its own retinue before it can turn the battle)
DEFENDER	the xenos warband (screening its priority leader among its fighters and racing to break the hunters or complete its own objective)
DEPLOY	the defender secretly assigns the priority alien to one of its fighters and deploys across the board; the Xenos deploys second, may declare its prey after seeing the enemy list, and may place its Marksman and one other in hidden deployment
OBJECTIVE	the Xenos must reveal and take the priority alien Out of Action; the xenos warband wins by keeping the priority alien alive to the end of the battle, or by breaking the Xenos below its native majority first
VICTORY	the Xenos wins by downing the revealed priority alien; the xenos warband wins by protecting it to the final round or by grinding the thin retinue out
REWARDS	the winner gains reputation; the Xenos additionally banks a trophy (see The Trophy Hall) if the Marksman personally took the priority alien Out of Action with a special-issue round
CONTROL TRACK	a Xenos kill-win advances its Control-Track claim by one step; a defender win holds the claim and the surviving alien leader emboldens the breed on that world's next battle

The Ordo Xenos hunts one alien through a whole enemy warband — a synapse-beast, a Cryptek, a Farseer screened among its own — and must find it and end it before it turns the battle. It is the surgical kill the doctrine is sharpened for: the priority target dropped before it can act.

ATTACKER AND DEFENDER The attacker is the Ordo Xenos, hunting the priority alien. The defender is the xenos warband, hiding its leader among its fighters and racing to break the hunters or complete its own ends.

BATTLEFIELD Open, contested ground the enemy warband is spread across, its priority alien concealed somewhere in the line.

DEPLOYMENT The defender secretly assigns the priority alien to one of its fighters and deploys across the board. The Ordo Xenos deploys second, may declare its prey after seeing the enemy list, and may place its Marksman and one other fighter in hidden deployment.

OBJECTIVE The Xenos must reveal the priority alien and take it Out of Action. The xenos warband wins by keeping that alien alive to the end of the battle, or by breaking the Xenos below its native majority first.

ENDING THE BATTLE AND VICTORY The Ordo Xenos wins by downing the revealed priority alien. The xenos warband wins by protecting it to the final round, or by grinding the thin retinue out.

REWARDS The winner gains Reputation. The Xenos additionally banks a trophy, as told in The Trophy Hall, if its Marksman personally took the priority alien Out of Action with a special-issue round.

CONTROL TRACK A Xenos kill-win advances its control-track claim by one step. A defender win holds the claim, and the surviving alien leader emboldens the breed on that world's next battle.