

HOLY ORDERS OF THE EMPEROR'S INQUISITION

GUARDIANS OF PURITY AMIDST THE IMPERIUM OF MAN

Far underneath the bedrock of Antarctica on Holy Terra exists the citadel of an organization that acts as the secret police of the Imperium of Man, hunting down any and all threats to the stability of the God-Emperor's realm. The most shadowy and mysterious of the Emperor's organizations, it is responsible for defending against perils of heresy, possession, alien dominance and rebellion. It is they who stand between all mankind and the phantoms of fear and terror lurking in the darkness between the stars.

THE ORDOS MAJORIS

From beginnings shrouded in mystery and dating back to the Horus Heresy, it is believed that the Inquisition coalesced into the beginnings of its current form by the beginning of M32, 800 years after the Heresy, although its essential components and apparatus, such as the League of Blackships and the "Witch Hunters" of the Sisters of Silence were active before the Heresy began. While it is believed the Ordos were riven with various factions almost since its inception, as a whole it existed as a single unified organization charged with examining and hunting down all the myriad threats to the Imperium, from the corruption caused by Chaos, heretics, mutants and rebels, to assaults from vicious alien species like the Tyranids, Orks or Dark Eldar, with only the Ordo Malleus existing as a separate entity to police the Inquisition itself. Though not expounded upon even among other Inquisitors not so initiated, its other, secret purpose was dealing with the threat of Chaos to the Imperium as a whole and in particular to those within the Inquisition that may be drawn to it for whatever purpose, whether malign or with the best of intentions.

It was only after the Age of Apostasy brought about by High Lord Goge Vandire and his Reign of Blood early in M36 that significant changes came about to

the Inquisition. The Ordo Malleus was rent in two under a powerful new mandate, becoming one of what became three Ordos Majoris in its own right, each one tasked with a specific area of concern in defense of the God-Emperor and his Imperium.

THE ORDO HERETICUS: THE THREAT WITHIN

Rather than serve merely as the internal investigators of the Inquisition itself, the Ordo Hereticus was made responsible for protecting the Imperium from itself and guarding its future so that never again would it be threatened by those entrusted with its protection. Hereticus Inquisitors are the most feared members of the Inquisition, as their focus is on mankind itself against the witch, the heretic and the mutant, and they are pitiless with those who fail the Emperor. The arrival of an Ordo Hereticus Inquisitor on a world is met with fear and awe, as no one but the Inquisitor himself knows where his attentions will fall. As part of this mandate, it is to this Ordo falls responsibility for investigating the psyker taint, and it is in this capacity that they arouse the most fear and suspicion.

The dread starships that make up the fleet of the League of Blackships are under the express jurisdiction of the Adeptus Astra Telepathica, but the very nature of a Blackship's mission makes strict oversight by the Inquisition a necessity. As these titanic barges ply the atramentous void on routes between heavily populated worlds and Holy Terra seeking out psykers for examination, it is common for Inquisitors of the Ordo Hereticus to travel on board, as this gives them the opportunity to investigate a planet's potential for psychically-based corruption. To this end they are also captained by senior Inquisitorial agents and embarked by a ship-based defense force of Inquisitorial Storm Troopers

or Sisters of Battle. Those few found strong-willed and sane enough to undergo the rigorous training and indoctrination required to become a Sanctioned Psyker or Astropath are selected, with a number of these eventually coming into the services of the Inquisition itself. Far more are found unfit for whatever reason, and these are taken from their homes and worlds whether willing or not, bound for Holy Terra and the soul-binding that draws away their life force to feed the ravening maw of the Astronomicon, the artifact upon which the entire Imperium depends for its very survival.

The members of the Ordo Hereticus also monitor the Wars of Faith inspired by the Ecclesiarchy, to ensure they remain within the objectives assigned by the



Ecclesiarch and the other High Lords of Terra. They ensure that the teachings preached by priests of the Imperial Cult remain true to the spirit of the Emperor's will. They regulate the wealth and territory claimed by members of the Ecclesiarchy, to prevent higher members of the institution from gaining more power than is appropriate. Recognizing that no one was infallible and even a High Lord could turn away from the Emperor's Light, the Ordo Hereticus is also called upon to monitor other Imperial organisations for internal threats, including the Adeptus Arbites, the Space Marines, and even the other Ordos of the Inquisition itself. Only the Emperor himself is beyond the gimlet gaze of their jurisdiction. Vandire's "Brides of the Emperor" became the Adepta Sororitas, in keeping with the letter of the law (if not its intent) set down by Sabastian Thor's *Decree Passive* stating the Ecclesiarchy would not maintain an organization of "men under arms." Their mandate and goals in this manner are congruent to that of the Ecclesiarchy, and as a check against the Priesthood's ability to subvert the Imperium's delicate political balance, it was natural that the Adepta Sororitas would become its Chamber Militant.

THE ORDO XENOS: THE THREAT WITHOUT

The beginnings of the Ordo Xenos harken back to a time at the very beginning of the Emperor's Great Crusade when the threat posed by the myriad races populating the greater galaxy had to be ascertained to mitigate their ability to interfere with the Imperium's rapid early expansion. It was not until after the Horus Heresy that this function was integrated into the then-nascent Inquisition, where its mandate continued to be the investigation and study of alien races to eliminate any alien threat to the Imperium they identified. Armed with the best human and alien technology available, extremely knowledgeable about their foe, and filled with hatred for non-human species, the Ordo Xenos can respond

to any alien threat. Their tactics vary depending on the situation and level of alien taint revealed. Where the threat is subtle, they will use guile and stealth, wielding their power as if it was a scalpel used to cut out a cancer.

The Ordo Xenos is well known for either being extremely ponderous or extremely quick to act. A major example of their slowness to act was when the Tau first made contact with Imperial planetary



governors on the eastern fringe of the galaxy, and these aliens' technology was allowed to penetrate all the way to Holy Terra itself. However, at times the Ordo Xenos can truly bring the hammer of the Emperor down on the foul alien, a prime example of which was seen during the Damocles Gulf Crusade in which an Ordo Xenos-headed Imperial Navy battle group penetrated deep into Tau space, although progression slowed to a halt when they reached Dal'yth, one of the core sept worlds of the Tau Empire. It is worth noting that, with the arrival of Hive Fleet Behemoth, the Damocles Crusade was

forced to withdraw from their siege of Dal'yth to attend to other matters.

When the alien menace is great, the Inquisitor can enlist the aid of entire regiments of Imperial Guard and the special contingent of Space Marines drawn from every existing Chapter who are specifically attached to the Ordo Xenos and are known as the Deathwatch. The Deathwatch are squads made up of elite Space Marines from all of the Space Marine Chapters. All Deathwatch members wear black power armor except for one shoulder plate which bears the colors of their original Chapter (so as not to dishonor their power armor's Machine Spirit) and the other is emblazoned with the Icon of the Deathwatch. Certain Chapters make for great Xenohunters, like the Ultramarines with their experience against Tyranids, or the Crimson Fists with their experience against Orks. Deathwatch teams may specialize in defending or attacking any known alien race, including the Tau, Tyranids, Necrons, Orks or even Eldar; it depends upon the experience of the team. When a Battle-Brother leaves the Deathwatch after his term of service to return to his original Chapter, he gains the honor of keeping his armored left arm plate with the symbol of the Deathwatch.

THE ORDO MALLEUS: THE THREAT BEYOND

Originally formed to serve in the role now undertaken in large part by the Ordo Hereticus, it traces its roots to the Horus Heresy. It is the specific task of the Inquisitors and their acolytes of the Ordo Malleus to destroy the physical manifestation of Chaos, Daemons, in the physical universe as well as any other agents of Chaos who threaten the Imperium's worlds. The Ordo Malleus concerns itself with the daemonic threat that faces the Imperium and for thousands of years has waged a covert war for humanity's continued survival against the insidious forces of the Ruinous Powers of Chaos. Besides being the Daemonhunters of the Imperium,

they yet remain a secretive inner order of the Inquisition, controlled by a council of 169 Masters, whose authority extends even to the Master of the Inquisition. The Ordo's organization is divided into Chambers, each controlled by an Inquisitor Lord called a Proctor. The number of Inquisitors in a Chamber can vary from a few score to hundreds. They maintain at their disposal Inquisitorial Storm Troopers, tasked with security of their primary redoubt on Holy Terra as well as the Inquisitions string of Fortresses scattered throughout the galaxy,



some hidden, some extremely well-known and the object of numerous dark legends.

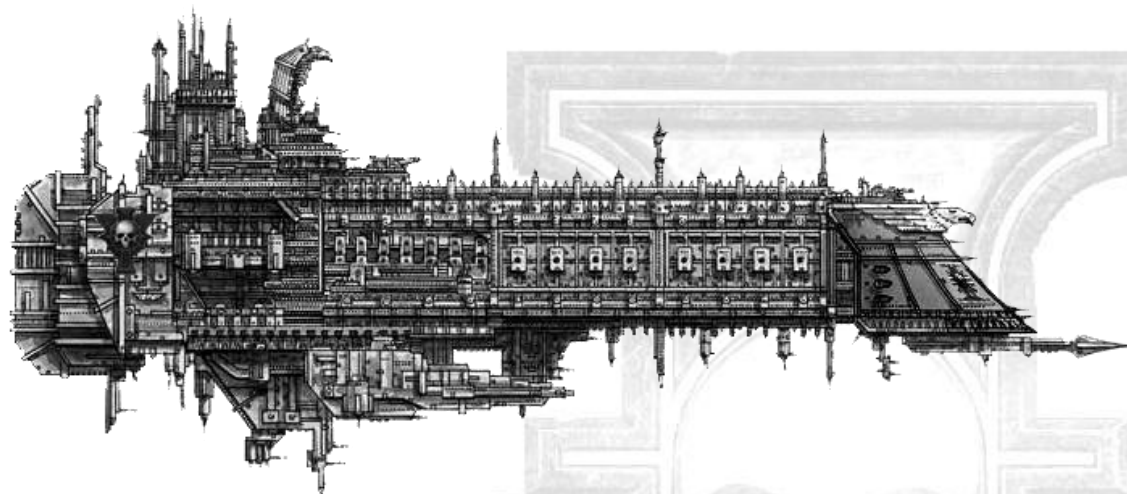
While their Inquisitorial Storm Troopers serve as a highly trained and heavily armed ready security force for the Inquisition as a whole, the Chamber Militant detailed specifically to the Ordo Malleus are the Grey Knights. Their founding is unique of all the Space Marine legions, and like everything else about them, much of their past is shrouded in secrecy. Some say their gene-seed is not based on a Primarch but from the Emperor of Mankind himself, while others postulate that they are created from a cocktail of the eight loyalist Space Marines from the Traitor Legions rumored to have been among those presented to the Emperor by Malcador the Sigillite as part of the Inquisition's founding. Unlike other Space Marines Chapters, they are permanently attached to the Ordo Malleus. While their Fortress Monastery lies buried deep underneath the frigid wastes of Titan, Saturn's moon in the system of Holy Terra, their duties take them throughout the Emperor's Realm. The Grey Knights maintain small, secret redoubts throughout the galaxy, and it can be many decades, if ever, before a Grey Knight returns to that hallowed place where he first donned his aegis helm and took up his nemesis force halberd. Of all Space Marines Chapters, they are the only one made up entirely of psykers. Only they are indoctrinated in the knowledge of the dark secrets of Chaos - they alone completely know of and understand the existence of demons and of their appearance in the real universe, and they alone are best equipped to battle and defeat mankind's most terrible enemy. While other Chapters and Imperium forces have *some* knowledge of daemons and how to fight them, only the Grey Knights are privy to the darkest, deepest secrets that the Ordo Malleus possesses on these creatures and how to defeat them. Despite this immense and terrible burden, in the Space Marines' long history the Grey Knights hold the highest honor of all: Not one Grey Knight has ever turned to Chaos or betrayed the Emperor.

THE ORDOS MINORIS

The three Ordos Majoris serve distinct roles within the Inquisition, but they are not mutually exclusive. It is not unheard of for an Ordo Xenos Inquisitor and his Deathwatch Space Marines kill-team to assist one from the Ordo Hereticus that discovered a group of mutants have collaborated with foul aliens to bolster their weaponry. Inquisitorial Storm Troopers are at times charged to complement the protection and security force of the infamous Blackships, accompanying an Ordo Malleus Inquisitor aboard as she makes her purity checks for the taint of Chaos on worlds along its route. An Ordo Hereticus Inquisitor and his retinue may investigate a well-placed government official suspected of collusion with dark forces drawing Chaos demons against a deployed Grey Knights squad. The Inquisition's shrouded history is replete with such examples.

For recurring threats or missions of grave import, a number of minor Ordos were created, such as the *Ordo Sicarius*, tasked with investigating and controlling the Officio Assassinorum, and the *Ordo Sepulchrum*, one of the smallest of the Ordos Minoris. Formed during the 13th Black Crusade, their particular focus is the relatively new threat presented to the Imperium by the emergence of the Nurgle-spawned Zombie Plague. There are a number of other such minor Ordos, some so deeply secretive they are known only by their members and the Inquisitor Lords that lead them. Individuals and even groups of Inquisitors may be of differing and in some cases even conflicting philosophies and factions with names such as the Thorians or the Istvaanists, and these allegiances as often as not cross the already ill-defined lines between Ordos. Because of this and the enormous authority each Inquisitor wields, such collaboration and interdependency is the only manner an organization beholden to no-one is able to police itself.

INQUISITION BLACKSHIP 300 Points



Blackships are typically incredibly ancient vessels, and it is a rare sight to see one of these foreboding starships enter a planetary system. Even rarer is to have one of these built to replace inevitable losses incurred by the very nature of their mission, as vital to the Imperium as it is fraught with danger. Due to the exacting standards and particular specifications required to construct a Blackship, usually this is undertaken nowhere else but at the shipyards of Mars itself, though records indicate a small number were constructed at Kar Durniash and Cypra Mundi.

For all its imposing bulk and the abject fear mere mention of this ship brings, each one is little more than a gigantic transport vessel and high-security prison, albeit fitted with a heavily augmented and carefully-tuned Gellar Field to shroud the beacon-bright imprint so many psykers in such close vicinity would have upon the warp during a Blackship's transit. Additionally, such vessels always embark a large contingent of Untouchables, those cursed with the Pariah gene that appear as psychic nulls to the warp, along with a mission of Adepta Sororitas to keep order aboard the ship and to serve as a final line of defense against enemy boarders. Because of the enormous bounty such a cargo would represent to Chaos or the Dark Eldar, Blackships mount weapons comparable to front-line warships, and it is rare that a Blackship ever plies the void without being under heavy escort.

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/12	20cm	45°	5	6+ prow/5+	5
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Port Weapons Battery		30cm	10		Left
Starboard Weapons Battery		30cm	10		Right
Dorsal Lance Batteries		30cm	2		Left/ Front /Right
Prow Torpedoes		Speed: 30cm	6		Front

Special Rules: Inquisition Blackships are ponderous vessels and cannot use Come To New Heading special orders. They will never attempt to board an enemy vessel, but their embarked Adepta Sororitas Mission and platoons of Inquisitorial Storm Troopers adds +2 to their roll when defending against a boarding action. Hit and run attacks of any type suffer a -1 modifier. Even when used in fleets with Space Marines, they are not crewed by Space Marines and do not get additional Space Marine benefits.

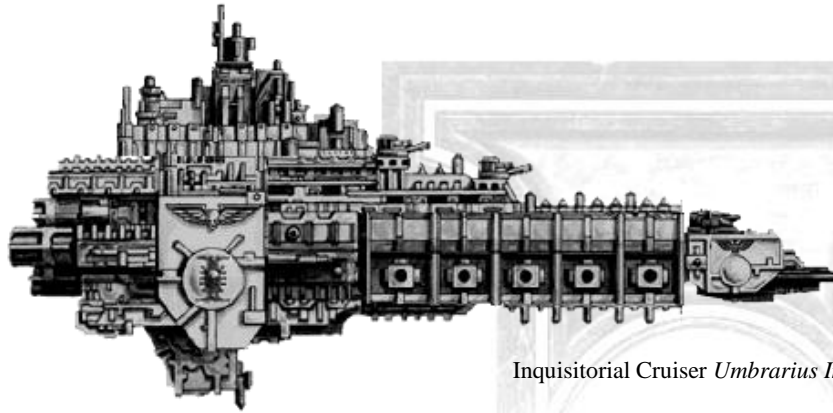
Gellar Field. The ship is sheathed in an especially powerful Gellar Field to shield the presence of its cargo of untrained psykers from the ravages of the warp. If the ship takes a Shields Collapsed critical hit, roll a D6. On a 4+, the Gellar Field is also damaged and must be repaired before the ship departs the table or disengages, or the ship counts as being destroyed! The Gellar Field is repaired normally as would be any other repairable critical damage, though this does not repair the Shields Collapsed critical.

Special Objective. These vessels are especially rare and fulfill one of the most important missions in all the Imperium. They are as carefully protected by Imperial forces as they are prized by the Emperor's enemies, and it is not uncommon that they in and of themselves will be the object of a battle. This vessel counts as 500 victory points if destroyed. However, it provides the owning player +3 Renown if it survives the battle (+2 Renown if crippled).

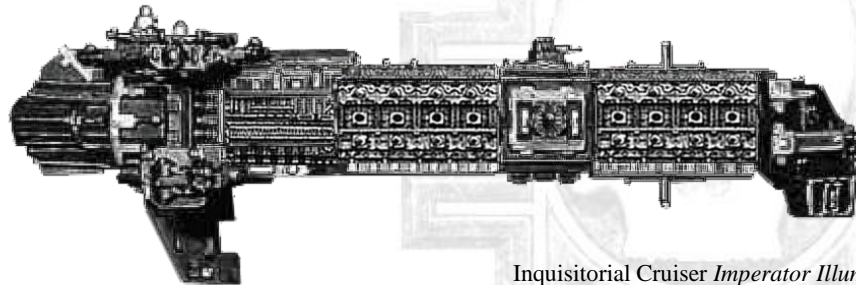
Representing and Using an Inquisition Blackship

An Inquisition Blackship can be represented by a Retribution or Adeptus Mechanicus Battleship, which ideally should be painted black! If desired, the rearmost weapon spaces can be filled with lance bits that leave the turrets removed and filled in to represent the cramped decks and compartments at the heart of the ship used for embarking its cargo of untrained psykers bound for Terra.

INQUISITORIAL CRUISER 270 Points



Inquisitorial Cruiser *Umbrarius Inquis*



Inquisitorial Cruiser *Imperator Illuminatio*

For all the vast power and authority wielded by an Inquisitor, such august personages will typically rely on guile and subtlety to accomplish their missions. It is most common for them to travel in relative obscurity, relying on little more than the services of a Rogue Trader or passage aboard a passing merchantman to ferry them between worlds. However, when addressing issues of particular urgency, an Inquisitor has the ability to call upon any warship of the Imperial Navy or the Adeptus Astartes, or even the might of an entire fleet or Space Marines Chapter if necessary.

On occasion Inquisitors will utilize one of their own organization's specially-constructed warships. The Inquisition can summon vast resources, and its seat on Terra enables the relatively few vessels they actually possess to call upon all the technological advances and fabrication methods available to the shipwrights and fleets of Mars itself. While a few standard patterns are used by the Inquisition, they are just as often purpose-constructed and optimized for a particular requirement. Inquisitors and their retinues must be prepared for any contingency, and these ships are faster, better armed and better protected than warships typically utilized by the Imperial Navy. While not specifically Blackships per se, Inquisitors are not above referring to them as such precisely because of the awe and fear the mere mention of such vessels incur. Inquisitors will typically utilize these ships only as required for their mission, though some may have such vessels and their crews detailed to them for extended periods of time. Inquisitor Lord Torquemada Cortez is but one of a number of Inquisitor Lords that have an Inquisitorial Cruiser permanently detailed at his or her express disposal.

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	25cm	45°	2	6+	2
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Port Weapons Battery		60cm	8		Left
Starboard Weapons Battery		60cm	8		Right
Dorsal Bombardment Cannon		30cm	6		Left/ Front /Right
Prow Launch Bay		Thunderhawks: 20cm	2		N/A

Notes: In addition to the profile listed above, Inquisitorial cruisers follow special rules specific to the Ordo they serve under for the point costs listed on page 7.

Prow Torpedoes. An Inquisitorial cruiser may replace its launch bays for strength-6, Speed: 30cm torpedo tubes for no change in cost. Torpedo tubes may fire normal or boarding torpedoes. If this option is taken, the ship does *not* have to be modified to serve as an Exterminatus vessel in the same manner as Space Marine battle barges, as they are always equipped with virus bombs and cyclotronic warheads as standard. As such, when in position to exterminate a planet, it may do so on a roll of 3+ instead of 4+. Inquisitorial cruisers do not have access to Thunderhawk Annihilators, even if included in a Space marine Crusade Fleet.

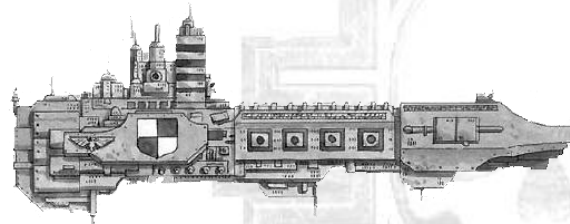
Dorsal Lances. An Inquisitorial barge may replace its dorsal bombardment cannon for strength-2, range: 45cm lances firing Left/ Front/ Right for +15 points.

GREY KNIGHTS STRIKE CRUISER 165 points

Like other Space Marine Chapters, the Grey Knights' primary mode of transportation is the strike cruiser class of Imperial starship that is exclusive to the Chapters of the Adeptus Astartes. However, the Grey Knights' starships are specially modified in several ways. One is the hexagrammic and anti-daemonic wards that are built into the entire ship from bridge to landing struts and every bulkhead in between, similar to those that are placed under the skin of the Grey Knights themselves. These wards lend the ship added protection from the forces of Chaos. Also, the Grey Knights' strike cruisers are constructed with significantly more advanced

armor than the starships of other Chapters. This is to allow them to close with more powerful foes and reach their destination safely, since the Grey Knights must fight more powerful enemies than the standard Adeptus Astartes Chapters. Finally, the landing and drop pod bays are enlarged to be able to deploy larger numbers of Marines faster. The crew of Grey Knights strike cruisers are all strictly mind-wiped to prevent the possible taint of Chaos corruption, and are given a key word which will kill all the crew members on a Grey Knights strike cruiser and destroy the ship should it fall into the hands of the forces of Chaos.

The modifications to the Grey Knights' ships are made possible by two factors. The first is their fortress monastery's location on Titan, a moon of Saturn and in close proximity to Mars, the greatest Forge World in the Imperium of Man. This provides access to technology, materials refinement and fabrication techniques that were forgotten or are impossible to replicate anywhere else in the Imperium, which also explains the high quality of all Grey Knights equipment. Secondly, these efforts are made possible by the prodigious resources the Ordo Malleus provides the Grey Knights due to their position as its Chamber Militant.



FAMOUS SHIPS:
Fors Clavigera Imperator Gloriam Mea Virtus

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	25cm	90°	2	6+	2
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Port Weapons Battery		30cm	4		Left
Starboard Weapons Battery		30cm	4		Right
Prow Bombardment Cannon		30cm	3		Left/ Front /Right
Prow Launch Bay		Thunderhawks: 20cm	2		N/A

Notes: Strike Cruisers of the Adeptus Astartes represent the apex of Imperial warship design and construction, and in no case is this more apparent than the vessels fabricated by Mars itself for the exclusive use by the Grey Knights. Their strike cruisers roll +5D6 when on *All Ahead Full* special orders. Grey Knights vessels do not have access to Thunderhawk Annihilators, even when used with a Space Marine Crusade fleet list. Grey Knights are fearsome warriors even among other Space Marines; they may re-roll any boarding action result (the second roll stands).

Replace launch bays. Up to half of the Grey Knights strike cruisers in a fleet may replace their launch bays for strength-6, Speed: 30cm torpedo tubes or a firepower-5, range 30cm (front arc only) bombardment cannon battery for no change in cost, in any mix desired. Torpedo tubes may fire normal or boarding torpedoes.



GREY KNIGHTS BATTLE BARGE 440 Points

A fleet led by an Ordo Malleus Inquisitor including at least 1000 points of Inquisition vessels and Grey Knights strike cruisers may include a single Grey Knights battlebarge. This ship follows the standard profile for battle barges in all respects. Additionally they benefit from all Grey Knights special rules listed here and on p.51.

THE EMPEROR'S INQUISITION IN BATTLEFLEET GOTHIC

FLEET COMMANDER

0-1 Inquisitor Lord

Any Imperial or Space Marine fleet 750 points or greater may be led by an Inquisitor Lord, who must be placed on an Inquisition Blackship if one is present, or on the most expensive ship in the fleet if one is not. They must be aboard an Inquisitorial Cruiser if it is included in the fleet, even if it is not the most expensive ship or a Blackship is also present.

Inquisitor Lord (Ld9) 75 points

An Inquisitor Lord gets one re-roll, which may be used for any ship in the fleet. A second re-roll can be purchased for +25 points.

CAPITAL SHIPS

Any Imperial or Space Marine fleet may include a single Inquisitorial Cruiser in the fleet, which takes the place of a battlecruiser or strike cruiser in the fleet. If an Inquisitor Lord is leading the fleet, up to one Grey Knights Strike Cruiser may be taken for every 500 points in the fleet. A Space Marine fleet led by an Inquisitor Lord may rely heavily or even exclusively on Grey Knights Strike Cruisers if desired, in which case a single Grey Knights battlebarge may be taken. The fleet may also include a single Blackship, which as a special vessel does not count toward or against other ship limits in the fleet.

(0-1) Grey Knights Battlebarge 440 points

(0-1) Inquisition Blackship 300 points

(0-1) Inquisitorial Cruiser 270 points

Grey Knights Strike Cruiser 165 points

ESCORTS

Squadrons of 2-6 escorts may be taken from the Imperial, Space Marine or Adeptus Mechanicus fleet lists, as appropriate, in any mix desired following the normal rules and restrictions for those fleet lists. For example, if an Inquisitor and his cruiser are leading an Imperial Navy fleet, only Imperial Navy escorts may be taken.

INQUISITORS OF THE ORDOS

If desired, Inquisitorial cruisers may gain special characteristics, depending upon the Ordo the Inquisitor leading the fleet is affiliated with. This will

typically (though not necessarily) be related to the enemy the fleet is facing. For example, an Ordo Hereticus Inquisitor may lead a fleet to perform *Exterminatus* on a planet subsumed by a witch-cult, an Ordo Xenos Inquisitor and her kill-team may be sent to clear a derelict Space Hulk of a Tyranid infestation, etc. However, these shadowy agents of the Imperium are only called upon in dire need, usually only when a threat to the Imperium has gained a significant foothold in a system, or a war threatens to turn for the worse. The cost below is added to that of the Inquisitor Lord, and its benefits apply to the ship he/she is embarked upon.

Ordo Hereticus Inquisitor Lord . . . +25 points

A vessel embarking an Ordo Hereticus Inquisitor Lord is accompanied by a mission of Adepta Sororitas and/or platoons of Inquisitorial Storm Troopers that serve as his or her personal bodyguard and assault force. The ship adds +1 to its leadership (max. 10) and +2 to its roll during a boarding action. Hit and Run attacks from this ship add +1 to their roll, and such attacks against this ship subtract -1 from their roll. If a Blackship is used as an *Exterminatus* vessel, a Hereticus Inquisitor must lead it.

Ordo Xenos Inquisitor Lord +30 points

A vessel embarking an Ordo Hereticus Inquisitor Lord is accompanied by a Deathwatch kill-team that serves as his or her personal bodyguard and assault force. The ship adds +1 to its leadership (max. 10) and +2 to its roll during a boarding action against alien vessels, during which Xenos ships subtract -1 from their roll. Hit and Run attacks from this ship add +1 to their roll, and such attacks against this ship subtract -1 from their roll. Rolled saves by holofields, shadowfields or any similar rule against a boarding action or hit and run attack succeed on a 3+ instead of a 2+. Additionally, the vessel upon which the Inquisitor Lord is embarked may roll once against the following table and apply it to the ship, or the refit may be selected for an additional +5 points.

1. **Long Range Sensors:** The vessel adds +1 to its base leadership (max of Ld10).

2. **Targeting Matrix:** The vessel counts all targets

as closing when using the gunnery table within 30cm and ignores all right-shift modifiers for shooting greater than 30cm.

3. **Advanced Shielding:** The vessel increases the strength of its shields by +1.

4. **Ship Defense Grid:** The vessel increases the strength of its turrets by +1.

5. **Advanced Drive Technology:** The vessel adds +5cm to its speed as well as +1D6 when undergoing *All Ahead Full* special orders.

6. **Gravitic Thrusters:** The vessel doubles the maximum rate of its normal turn.

An Ordo Xenos Inquisitor will only be called when an alien threat significantly exceeds a given Sector Stabilis mandate. The enemy Xenos fleet adds D6x50 points of escort vessels to its fleet for free.

Ordo Malleus Inquisitor Lord +25 points

A vessel embarking an Ordo Malleus Inquisitor Lord is accompanied by several squads of Grey Knights Space Marines that serves as his or her personal bodyguard and assault force. The ship adds +1 to its leadership (max. 10) and +2 to its roll during a boarding action. Hit and Run attacks from this ship add +1 to their roll, and such attacks against this ship subtract -1 from their roll. This ship or one Grey Knights vessel may board a Grey Knights terminator boarding party for +50 points. Every Grey Knights vessel in the fleet may embark an Honor Guard for +10 points. This ship and every Grey Knights vessel in the fleet mounts hexagrammic wards throughout its hull and ignores any Chaos marks or Daemonship effects affecting leadership or boarding actions. Marks of Slaanesh do not affect the leadership of this vessel, Marks of Khorne do not double boarding values against this ship, etc. Rules for Chaos Space Marines still apply normally, and any other special rules and effects such as the Forces of Chaos listed on p.158 of the Rulebook remain unaffected.

An Ordo Malleus Inquisitor will only be called when intense demonic activity threatens to overrun an entire Sector. The enemy Chaos fleet may add one Mark of Chaos or upgrade a cruiser to a Daemonship at no cost, and may also do so again as many times as there are Grey Knights strike cruisers in the fleet.



USING VESSELS OF THE INQUISITION

Throughout its long and shrouded history, the Inquisition has used its authority to requisition the construction of various cruisers from the Adeptus Mechanicus. The purposes of some are clearly evident, such as special-designed warships to fulfill the needs of the Ordo Xenos, while others were constructed for missions and purposes more obscure in nature. An inquisitor may be content to use such vessels to merely accompany a fleet under the command of another authority, or they may even travel in obscurity aboard a Rogue Trader vessel or merchant transport. A single Inquisitorial cruiser led by an Inquisitor can be taken as reserves by any Imperial Navy, Space Marine or Mechanicus fleet, or an Inquisitor and his retinue may be embarked on a single Rogue Trader cruiser.

An Inquisitor Lord may called forth to lead a fleet at times of great duress, during which his or her word is law and authority is absolute. However, even unquestioned loyalty may come in many shades, and such vagaries are only magnified by the authority and power one wields. Even one as august a personage as an Inquisitor will have his thoughts and goals colored by his training, experiences and philosophy. While there are many factions and allegiances within the Inquisition, only how an Inquisitor's affiliation leans between the Puritans and the Radicals can visibly affect his or her decisions at the scale of Battlefleet Gothic.

Ordinance and Upgrades

If an Imperial Navy or Adeptus Mechanicus ship embarking an Inquisitor is equipped with launch bays, it must replace its attack craft with Thunderhawks, with its launch bay strength divided in half. Ships with torpedo tubes are armed with ordinary and

boarding torpedoes, and for no cost or modification can also act as Exterminatus vessels.

Attack Rating

An Imperial Navy or Adeptus Mechanicus fleet led by an Inquisitor Lord has an attack rating of 2. A Space Marine fleet led by an Inquisitor Lord has an attack rating of 3 unless a Blackship is accompanying the fleet, in which case its attack rating is 2.

Scenarios

Scenarios may be rolled normally in any agreed-upon fashion. If a Convoy Run scenario is rolled and the defending fleet list includes an Inquisition Blackship, this vessel may be used as the objective in the same manner as a transport convoy, counting as eight transports for purposes of deciding escorting forces. A single Inquisitorial Cruiser may be included as part of the escorting fleet if desired and the points are available, keeping in mind that the point value of the Blackship counts against the escorting fleet!

Sub-Plots

Inquisitors are almost always in pursuit of some higher objective that may be obscured by the current conflict at-hand. In addition to any sub-plots rolled normally, the fleet led by an Inquisitor must take a Secret Ploys sub-plot rolled randomly from p.84 of the Battlefleet Gothic Rulebook.

RESERVES AND ALLIES

Any one of the Imperial Navy, Adeptus Mechanicus and Space Marine fleets led by an Inquisitor may always take ships from the other two as reserves in the normal manner, though Space Marine fleet may only take vessels from the Imperial Navy or Adeptus Mechanicus fleet lists as reserves. A single Rogue Trader cruiser may also be taken. If taken, a Rogue Trader escort squadron may accompany it, but Xenos vessels may not be used. Space Marine Chapters are fiercely independent and will only grudgingly submit to having their leadership usurped by an Inquisitor Lord, regardless of his renown. While a Space Marine Captain or Fleet Master may agree to parley at an Inquisitor's side, they will not

countenance adding insult to injury by actively serving alongside Xenos or potentially renegade vessels of any stripe!

An Imperial Navy or Adeptus Mechanicus fleet led by an Inquisitor that does not include Space Marine vessels may take reserves and/or allies in the following manner.

Ordo Hereticus Inquisitors

By their nature, this Ordo tends to be made up the most conservative and Puritan members of the Inquisition. Rogue Traders will be regarded with particular suspicion, though a single Rogue Trader and its attendant escorts may accompany the fleet.

Ordo Xenos Inquisitors

While Inquisitors of this Ordo know they must be fully cognizant of Xenos races in order to defeat them, radical Inquisitors of this Ordo that follow the philosophies of the Istvaanists and Xeno Hybrists actively cultivate accommodation with aliens and seek their technology for the Imperium's benefit. For no change in their cost, a fleet led by an Ordo Xenos Inquisitor may be accompanied by a single Demiurg capital ship, Corsair Eldar cruiser or Tau cruiser. If taken, the Inquisitor's ship loses its Deathwatch contingent along with their leadership and boarding value bonus.

Ordo Malleus Inquisitors

Inquisitors of this Ordo are more knowledgeable of the dire threat Chaos poses to all of humanity than virtually anyone in the Imperium. Some radical Inquisitors of this Ordo come to believe they can actually control this to an extent, turning Chaos against itself to humanity's benefit. For no change in their cost, a fleet led by an Ordo Malleus Inquisitor may take as reserves any Chaos ship listed in the Bastion Fleet List on p.29 of Armada. These vessels are free of the "Strange Happenings" special rule as long as the Inquisitor's ship remains in play, but the fleet may not take any Grey Knights vessels, and the Inquisitor's ship loses its Grey Knights contingent along with their leadership, boarding value and other bonuses. Likewise, Chaos opponents gain no benefits, as the Grey Knights are absent.