ORDO XENOS INQUISITION ARMY LIST

Forces

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

Using The Army List

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

Ordo Xenos formations come in two types: *Deathwatch detachments* and *Inducted Imperial Guard and Inquisitorial support formations*. Each detachment you include in the army allows you to field any one support formations. Although you can only take a support formation if you first take a detachment, they are treated as separate independent formations during a battle and do not have to move around together.

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

Ordo Xenos armies may be supported by Imperial Navy aircraft, Titan Legion battlegroup or Deathwatch aircraft formations. A maximum of up to a third of the points available to the army may be spent on these formations.

Special Rules

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

SPECIAL RULE

Deathwatch Transports

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

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

You may choose to replace a formation's Rhinos with Deathwatch Drop Pods before each game, after the opposing army is known but before objectives are placed. Formations making a planetfall via Deathwatch Drop Pods (or by another unit with that ability) may be upgraded with Corvus Blackstars, these are assumed to make planetfall alongside the infantry and do not need to be transported in another unit with *planetfall*.

SPECIAL RULE

Ordo Xenos Epic Tournament Special Rules

Landing Craft and Thunderhawk Gunships may only transport Deathwatch detachments. They are not configured to transport inducted Imperial Guard vehicles nor are Imperial Guardsmen or Inquisitorial agents trained in the proper boarding procedures for Adeptus Astartes aircraft.

ORDO XENOS INQUISITION ARMY LIST

Ordo Xenos armies have a strategy rating of 5. Inducted Imperial Guard and Inquisitorial support formations, and Imperial Navy aircraft formations have an initiative rating of 2+. All other formations have an initiative rating of 1+.

DEATHWATCH DETACHMENTS

FORMATION	UNITS	UPGRADES	COST
Assault	Four Deathwatch Assault units	Commander, Corvus Blackstars	225 points
Bike	Four Deathwatch Bike units	Commander, Corvus Blackstars	225 points
Land Speeder	Five Land Speeder Tornadoes	Commander, Typhoons	200 points
Landing Craft	One Landing Craft		350 points
Scout	Four Deathwatch Scout units plus transport	Commander, Corvus Blackstars, Razorbacks	250 points
0–1 Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Terminator	Four Deathwatch Terminator units	Commander, Corvus Blackstars, Dreadnoughts, Land Raiders	350 points
Veterans	Four Deathwatch Veteran units plus transport	Commander, Corvus Blackstars, Dreadnoughts, Land Raiders, Razorbacks	225 points

INDUCTED IMPERIAL GUARD AND INQUISITORIAL SUPPORT FORMATIONS

(Any one Inducted Imperial Guard or Inquisitorial support formation may be fielded per each Deathwatch detachment.)

FORMATION	UNITS	UPGRADES	COST
Infantry	One Ordo Xenos Inquisitor and twelve Infantry units	Commissar, Hydra, Inquisitor Lord	250 points
	(add seven Chimera)		(+150 points)
Rough Rider	Six Rough Riders	Commissar	150 points
Sentinel	Four Sentinels	Commissar	100 points
Storm Trooper	One Ordo Xenos Inquisitor, seven Inquisitorial Storm Troopers and four Rhinos	Commissar, Inquisitor Lord	200 points
	(replace four Rhinos with four Chimera or Valkyries)		(+100 or +150 points)
Leman Russ	Six Leman Russ	Commissar, Hydra	400 points

ORDO XENOS UPGRADES

(Each upgrade may be taken once per formation.)

UPGRADE	UNITS		COST
Battle Barge	Replace the Strike Cruiser with a Battle Barge		+150 points
Commander	Add any one of the following characters to any unit in the formation:	Captain, Chaplain, Librarian	+50 points
		0–1 Supreme Commander per army	+100 points
Commissar	Add one Commissar character to any unit in the formation		+25 points
Corvus Blackstars	Add any number of Corvus Blackstars, up to the number required to transport the formation		+50 points each
Dreadnoughts	Add up to two Venerable Dreadnoughts		+75 points each
Hydra	Add one Hydra		+50 points
Land Raiders	Add any number of Land Raiders, up to the number required to transport the formation		+75 points each
			+125 points per pair
0–1 Inquisitor Lord	Add one Ordo Xenos Inquisitor Lord character per army to an Ordo Xenos Inquisitor unit		+50 points
Razorbacks	Add any number of Razorbacks, up to the number required to transport the formation		+25 points each
Typhoons	Replace up to five Land Speeders with an equal number of Land Speeder Typhoons		+10 points each

IMPERIAL ALLY AND DEATHWATCH AIRCRAFT FORMATIONS

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

IMPERIAL NAVY AIRCRAFT

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

TITAN LEGION BATTLEGROUPS

FORMATION	UNITS	COST
Reaver	One Reaver Class Titan	650 points
Warhound	One Warhound Class Titan	275 points
Warhound Pack	Two Warhound Class Titans	500 points
Warlord	One Warlord Class Titan	825 points

DEATHWATCH AIRCRAFT

FORMATION	UNITS	COST
Thunderhawk Gunship	One Thunderhawk Gunship	200 points

ORDO XENOS FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Captain	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Commander, Invulnerable Save, Leader.*
Chaplain	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Inspiring, Invulnerable Save, Leader.*
Commissar	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Fearless, Inspiring, Leader.*
Librarian	CH	n/a	n/a	n/a	n/a	Smite	(15cm)	Small Arms, EA(+1), MW	*Invulnerable Save, Leader.*
						Power Weapon	(bc)	Assault Weapons, EA(+1), MW	
Ordo Xenos Inquisitor Lord	CH	n/a	n/a	n/a	n/a	Smite	(15cm)	Small Arms, EA(+1), MW	*Fearless, Invulnerable Save, Reinforced Armour, Sniper.*
						Power Weapon	(bc)	Assault Weapons, EA(+1), MW	
Supreme Commander	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Invulnerable Save, Supreme Commander.*
Deathwatch Assault	INF	30cm	4+	4+	5+	Bolt Pistols	(15cm)	Small Arms	*Jump Packs.*
						Power Weapons	(bc)	Assault Weapons, EA(+1), MW	
Deathwatch Bike	INF	35cm	4+	4+	4+	Twin Bolters	(15cm)	Small Arms	*Mounted.*
						Power Weapons	(bc)	Assault Weapons, EA(+1), MW	
Deathwatch Scout	INF	15cm	4+	3+	4+	Stalker Pattern Bolters	30cm	AP4+, D, S	*Infiltrator, Scout.*
						and	(15cm)	Small Arms, S	
Deathwatch Terminator	INF	15cm	4+	3+	3+	2× Cyclone Missile Launcher	45cm	AP5+/AT6+	*Reinforced Armour, Teleport, Thick Rear Armour.*
						Power Weapons	(bc)	Assault Weapons, EA(+1), MW	
Deathwatch Veteran	INF	15cm	4+	3+	4+	Hellfire Heavy Bolter	30cm	AP4+	
						and	(15cm)	Small Arms, EA(+1)	
Infantry	INF	15cm	-	6+	5+	Autocannon	45cm	AP5+/AT6+	*One unit in every two has an Autocannon.*
						Lasguns	(15cm)	Small Arms	
Inquisitorial Storm Troopers	INF	15cm	5+	5+	4+	Plasma Guns	15cm	AP5+/AT5+	
Ordo Xenos Inquisitor	INF	15cm	5+	4+	4+	Missile Launcher	45cm	AP5+/AT6+	*Commander.*
Rough Riders	INF	20cm	6+	4+	6+	Laspistols	(15cm)	Small Arms	*Infiltrator, Mounted, Scout.*
						Power Lances	(bc)	Assault Weapons, EA(+1), FS	
Land Speeder Tornado	LV	35cm	4+	6+	5+	Assault Cannon	30cm	AP5+/AT5+	*Scout, Skimmer.*
						Heavy Bolter	30cm	AP5+	
Land Speeder Typhoon	LV	35cm	4+	6+	5+	Twin Typhoon Missile	45cm	AP3+/AT5+	*Scout, Skimmer.*
						Heavy Bolter	30cm	AP5+	
Sentinel	LV	20cm	6+	6+	5+	Multilaser	30cm	AP5+/AT6+	*Scout, Walker.*
Corvus Blackstar	AV	35cm	5+	6+	3+	Twin Assault Cannon	30cm	AP4+/AT4+	*Planetfall, Reinforced Armour, Skimmer, Transport. May transport two infantry units. Terminator units and units with Mounted or Jump Packs count as two units each. May not be transported by a Landing Craft.*
						Twin Blackstar Rocket Launcher	30cm	AP3+, IC	
						or	30cm	AT4+	
Chimera	AV	30cm	5+	6+	5+	Multilaser	30cm	AP5+/AT6+	*Transport. May transport two infantry units without Jump Packs or Mounted.*
						Heavy Bolter	30cm	AP5+	
Hydra	AV	30cm	6+	6+	5+	2× Twin Hydra Autocannon	45cm	AP4+/AT5+/AA5+	
						Heavy Bolter	30cm	AP5+	
Land Raider	AV	25cm	4+	6+	4+	2× Twin Lascannon	45cm	AT4+	*Reinforced Armour, Thick Rear Armour, Transport. May transport one Terminator unit or two infantry units without Jump Packs or Mounted.*
						Twin Heavy Bolter	30cm	AP4+	

Leman Russ	AV	20cm	4+	6+	4+	Battle Cannon Lascannon 2× Heavy Bolter	75cm 45cm 30cm	AP4+/AT4+ AT5+ AP5+	*Reinforced Armour.*
Razorback	AV	30cm	5+	6+	5+ (4+)	0–1× Twin Lascannon 0–1× Twin Heavy Bolter	45cm 30cm	AT4+ AP4+	*Transport. May transport one infantry unit (except a Terminator unit) without Jump Packs or Mounted. Armed with either a Twin Lascannon or a Twin Heavy Bolter. Razorbacks armed with a Twin Heavy Bolter have their firefight value increased to 4+.*
Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	Small Arms	*Transport. May transport two infantry units (except Terminator units) without Jump Packs or Mounted.*
Valkyrie	AV	35cm	5+	6+	5+	Multilaser 2× Heavy Bolter 2× Rocket Pod	30cm 30cm 30cm	AP5+/AT6+ AP5+ 1BP, D, SS	*Scout, Skimmer, Transport. May transport two infantry units without Jump Packs or Mounted.*
Venerable Dreadnought	AV	15cm	4+	3+	4+	0–1× Missile Launcher 0–1× Twin Lascannon 0–1× Assault Cannon 0–1× Power Fist	45cm 45cm 30cm (bc)	AP5+/AT6+ AT4+ AP5+/AT5+ Assault Weapons, EA(+1), MW	*Fearless, Reinforced Armour, Walker. Armed with either a Missile Launcher and Twin Lascannon, or an Assault Cannon and Power Fist. Counts as a Dreadnought for the purposes of being transported.*
Landing Craft	AC/ WE	Bomber	4+	5+	3+	2× Twin Lascannon 3× Twin Heavy Bolter	45cm 15cm	AT4+ AP4+/AA5+	*Damage Capacity 4, Fearless, Planetfall, Reinforced Armour, Transport. May transport twelve infantry units, Attack Bikes or Dreadnoughts; Terminator units and Dreadnoughts count as two units each; plus any six armoured vehicle units (except Dreadnoughts); Land Raiders count as one and a half units each, rounding up. Critical Hit Effect: The unit and all units being carried are destroyed. All units within 5cm suffer a hit.*
Thunderhawk Gunship	AC/ WE	Bomber	4+	6+	4+	Battle Cannon 2× Twin Heavy Bolter Twin Heavy Bolter Twin Heavy Bolter	75cm 30cm 15cm 15cm	AP4+/AT4+, FxF AP4+/AA5+, FxF AP4+/AA5+, Left AP4+/AA5+, Right	*Damage Capacity 2, Planetfall, Reinforced Armour, Transport. May transport eight infantry units, Attack Bikes or Dreadnoughts; Terminator units and Dreadnoughts count as two units each. Critical Hit Effect: The unit and all units being carried are destroyed.*
Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14BP, MW	*Slow and Steady, Transport. May transport 60 infantry units, Attack Bikes, or Dreadnoughts; plus 60 armoured vehicle units (except Dreadnoughts); plus nine Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried.*
Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5BP, MW	*Transport. May transport 20 infantry units, Attack Bikes, or Dreadnoughts; plus 20 light vehicles or armoured vehicle units (except Attack Bikes and Dreadnoughts); plus six Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried.*

Deathwatch Drop Pod	Special	n/a	n/a	n/a	n/a	Deathwind	15cm	AP5+/AT5+	*Planetfall, Transport. May transport one formation of only the following units: Deathwatch Scout, Deathwatch Terminator, Deathwatch Veteran, Venerable Dreadnought. After the drop pod lands, its Deathwind attacks all enemy units within 15cm. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty. Then any troops carried in the drop pod must disembark within 5cm of the drop pod or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the drop pod. Drop pod models should be removed from the board once the formation they transport has disembarked. Counts as a Drop Pod for the purposes of being transported. Counts as a Drop Pod for the purposes of being transported.*

SPECIAL RULE

They Shall Know No Fear[1]

Space Marines are renowned for their tenacity and bravery. This is represented by the following rules:

- It takes 2 Blast markers to suppress a Space Marine unit or kill a unit in a broken formation (ignore any leftover Blast markers).
- Space Marine formations are only broken if they have 2 Blast markers per unit in the formation.
- Space Marines formations only count half their number of Blaster markers in assault resolution (rounding down—note that assault resolution will not receive +1 for having no Blast markers if the formation has 1 Blast marker before rounding down). Halve the number of extra hits suffered by a Space Marine formation that loses an assault, rounding down in favour of the Space Marines.
- When a broken Space Marine formation rallies, it receives a number of Blast markers equal to the number of units, rather than half this number. Space Marines with the Leader special ability remove 2 Blast markers instead of 1.

1. They Shall Know No Fear

Q: How many Blast markers does a broken Space Marine unit count as having when working out the result of an assault?

A: One per unit.

IMPERIAL NAVY FORCES

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

TITAN LEGION FORCES

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

SPECIAL RULE

Imperial Void Shields[2]

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

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

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

2. Imperial Void Shields

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

A: No.

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

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

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

A: Yes.

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

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

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

A: No.