

Bell of Lost Souls Presents:

ORDO HERETICUS STRIKE FORCE

An Alternative Adeptus Ministorum Army List



*mkerr, autosavant
bigred, technical servitor*

I'd like to give special thanks to Ourobouros and StJohn70 from Warseer. If you haven't found the WH Tactics thread on warseer.com/forums, then you are missing out on the best darn tactics thread on the internet. You guys are without a doubt the best Witch Hunters players out there and this army list wouldn't have worked without your feedback!

Special thanks to all the regulars at Bell of Lost Souls and Battle Forge Games (www.battleforgegames.com) for their enthusiasm and feedback.

Dedicated to Andy Hoare and Graham McNeill

INTRODUCTION

Find inside this ancient tome many secrets known only to the senior members of the Adeptus Ministorum and the Inquisitors of the Ordo Hereticus. Once you have gathered the information you need for your mission, take care to perform the purging rituals and erase the remainder from your memory. Curiosity and understanding are the paving stones on the road to damnation.

FROM THE AUTHOR

Welcome to the **Ordo Hereticus Strike Force** mini-dex! This is a loving update to an original army list written by Andy Hoare for Citadel Journal #49. When we decided to update some old lists, I knew this one had to be first on my list. It's such a cool army with an amazing background.

I struggled over including the entirety of background section of Andy Hoare's original article. On one hand, I felt that without the original author's perspective, you wouldn't clearly see Mr. Hoare's vision (as I feebly stumbled to update it for the current edition).

But on the other hand, I did not want to reproduce sweeping sections of the author's work without his permission. Even in the spirit of fan-based publishing, I worried I would be treading on thin ice. In the end I decided that Andy's vision statement of the army was too important to leave out. So I've quoted large sections of the article; giving credit to the author and the original (and out of print) publication. So, if you like the army list then I encourage you to get your hands on Citadel Journal #49 to see the original in its entirety. He did a wonderful job capturing an exciting slice of the workings of the Ordo Hereticus.

I would also like to offer a special thank you to the playtesters, especially Ourobouros and StJohn70 from Warseer. Together this mini-dex represents hundreds of hours stolen from our jobs, families and other projects.

So I hope you enjoy using the army list and that it provides as much fun and inspiration as the original. If you try out the list (or just enjoyed reading it), please give us some feedback at Bell of Lost Souls! We'd love to see your comments!

- mkerr



WHAT IS A STRIKE FORCE?

This alternate Witch Hunters army list represents a force of elite Sisters of Battle, hand-picked by a battle-hardened Inquisitor. Together they launch devastating surprise attacks against the enemies of the Imperium.

An Ordo Hereticus Strike Force is the army that hits the ground in a lightning fast attack where speed, precision and secrecy are critical, as opposed to an army organized for an on-going campaign.

WHO IS THIS MINI-DEX FOR?

This article strives to provide Sisters of Battle players with a much needed alternative army list for use in more narrative-based games and campaigns.

It is designed to be balanced for use in any mission against any foe, but do not use the army list without forewarning your opponent. Like Space Marine Drop Pod Assault armies, this list can be very hard for some armies to counter.

HOW THIS MINI-DEX WORKS

This mini-dex is split into three main sections, each dealing with a different aspect of the army.

Ordo Hereticus Strike Force: This section provides background information on the Ordo Hereticus Strike Force.

Strike Force Army List: This section includes the rules you need to use the Ordo Hereticus Strike Force in a Warhammer 40,000 game.

Strike Force Extras: This section rules and background for the Ordo Hereticus special characters and some other fun extras.

Enjoy!

Legal Disclaimer

The authors of this document make no claims on the ownership of Warhammer 40,000 or any of the other fictional residents of that universe. They are property of Games Workshop, Black Library and undoubtedly many other individuals and corporations of whom we are only peripherally aware. The authors of this work receive no monetary benefit from their work and intend neither copyright infringement nor slight to the actual owners. We love the game and the fiction; otherwise we wouldn't be doing this.

ORDO HERETICUS STRIKE FORCE

THE EMPEROR'S JUDGEMENT

The Strike Forces of the Ordo Hereticus are composed of the elite of the Sisters of Battle. Led by an experienced Inquisitor, they launch devastating surprise attacks against the enemies of the Imperial Creed. Often the first sign an apostate Cardinal or heretic demagogue sees of the Strike Force is the vapor trails of their Drop Pods as they plummet from the sky bringing the Emperor's judgement to all who transgress His laws.

The Ordo Hereticus was established over 6,000 years ago in the aftermath of the Age of Apostacy to ensure that no one individual, sub-sect or cult could ever again threaten the security of the Imperium or the spiritual integrity of the Imperial Faith. On many occasions the Ordo will work alongside the Adepta Sororitas, whose role it is to enforce the Ecclesiarchal rule and together the two branches of the Imperium constitute a formidable obstacle to any who would challenge the primacy of the Imperial Creed.

The types of operations embarked upon by the joint forces of the Ordo Hereticus and the Adepta Sororitas are often sensitive, and have at times amounted to little more than barely-sanctioned assassination. The most common mission is a rapid, surgical strike against a religious group. Often the target of the attack will be a member of the Ministorum, perhaps a Cardinal or Missionary whose teachings have strayed too far from the accepted orthodoxy, forcing his excommunication. Such an individual may have a sizable following, and the Ordo will therefore expect stiff resistance to their attack. In such a situation, it is imperative that the attack is carried out in secrecy; no witness are left to spread doubt, and no martyrs to the cause are allowed to inspire further rebellion.

Another thankfully rare task of these joint forces is to hold in check the power of the Space Marine Chapters. The relationship between the Adeptus Astartes and the Adepta Ministorum is at times strained, as some Chapters adhere to their own views of the Imperial Creed. In any other organization this would result in excommunication, but the Space Marines are of course a rather special case. However, the Ordo Hereticus still maintains a watch over those Chapters who they suspect of having diverged too far from approved dogma.

In such cases a Conclave of Inquisitors will decide upon a course of action, and should an armed response be required this will often be entrusted to the Adepta Sororitas. Few Space Marine Chapters would be asked to move against another except in the direst of circumstances.

Facing an entire Chapter of Space Marines is not a conflict many Imperial leaders would embark upon with any confidence, but where there is no alternative the Ordo may order a mission sent against the command structures of the renegade Chapter in order to disable the entire organization from the top down. The only forces

outside of the Adeptus Astartes themselves with any hope of successfully assaulting a renegade Chapter master and his attendant brethren may be an elite Strike Force of the Adepta Sororitas, led by an experienced and battle-hardened Inquisitor of the Ordo Hereticus.

These Strike Forces are composed of the very best the Adepta Sororitas can field, and are equipped to an even higher standard than is usual within the Orders Militant. Led by a senior member of the Ordo Hereticus, the force can call upon the aid of the Imperial Navy, from whose troop transports they can deploy using the small numbers of drop pods each of the Orders Militant maintains exclusively for these operations.

The Sisters involved are drawn from the ranks of the elite Celestians and Dominions. If conditions allow, and the Imperial Navy is able to assist, the force may also include squads of Seraphim, whose jump packs allow them to deploy from low-flying Navy stratocraft.

A further feature of these joint Strike Forces is the weapon pods specially modified by the Adeptus Mechanicus. These are variants of the Deathwind pods used by the Adeptus Astartes, and are equipped with the favored weapons of the Sisters of Battle, including heavy bolters and multi-meltas.

(most of this section is from the Ordo Hereticus Strike Force article in Citadel Journal #49; written by Andy Hoare)

*"Come in acid-storm they did, with the rain
and the lightning licking the spireport as
they landed. They cut the power to the big
estate-habs. Whole half the hab went dark
with it, and by the time they got it running
again and stopped the riots and scraped up
the dead, it were too late. They never found
no one left up there. Just cold and empty
palaces, not a lick of scrap left in the place.
Five noble houses gone -- and they never
did say why neither. I venture I could make
a guess or two though -- the things you see
when you're cleaning viewports..."*

-- Phormbis, Hive Tranch Windowjack.

STRIKE FORCE ARMY LIST

An Ordo Hereticus Strike Force has the following units available:

HQ 1 Inquisitor Lord, Canoness, Celestian Veteran Squad, Inquisitorial Retinue
ELITE: Imperial Operative, Sisters Repentia
TROOPS: Celestian Squad
FAST ATTACK: Seraphim Squad
HEAVY SUPPORT: Deathwind Drop Pod



STRIKE FORCE SPECIAL RULES

Drop Pods: All units other than the Imperial Operative, Jump Infantry and models in Terminator armor must be deployed in Drop Pods.

Inquisitor Lord: A Strike Force is always led by an Ordo Hereticus Inquisitor Lord, who must occupy one of the army's HQ slots on the force organization chart. To gain access to a Drop Pod, the Inquisitor Lord must join a unit with the Retinue special rule (i.e., Inquisitorial Retinue or Celestian Veteran Squad). An Inquisitor Lord equipped with Terminator armor may always choose to teleport using the Deep Strike rules instead of joining a squad, even when not allowed by the mission being played.

Canoness: A Canoness must join a unit with the Retinue special rule (i.e., Inquisitorial Retinue or Celestian Veteran Squad) to gain access to a Drop Pod. A Canoness equipped with a Jump Pack may choose to Deep Strike instead of joining a squad, even when not allowed to do so by the mission being played.

Retinue: Independent Characters may join a unit with this special ability before deployment to make planetfall.

Imperial Operative: The Inquisition often works in concert with the Officio Assassinorum. A Strike Force may include a single Imperial Operative, most often a member of the Vindicare or Callidus Temple. An Assassin may always deploy using the Infiltration rules, even if the Mission being played does not normally allow Infiltration.

Jump Infantry: Units equipped with Jump Packs may always Deep Strike, even when not allowed by the mission being played.

Army of Martyrs: The elite forces of the Strike Force have already given themselves to the Emperor in preparation of the battle and none expect to return except by the Emperor's Will. As a result, the army does not gain additional faith from Martyrdom. However, each Celestian Veteran squad, Seraphim squad and maximum-sized Celestian squad generates an extra Faith point.

Blessed: A unit or Independent Character with the Blessed rule may always use its unmodified Leadership for any Morale checks or Pinning tests. Additionally, Blessed Independent Characters are so strong in their faith that they are immune to the Instant Death rule.

"Only in Death...": This new Act of Faith may be used at the beginning of the Strike Force player's own Movement phase. To use this Act of Faith the roll must be equal to or under the unit's starting size. If successful, a unit below 50% strength counts as a scoring unit until the beginning of its next Movement phase.

Sarissa: These vicious, spiked combat attachments are used by the Adepta Sororitas to add lethal close combat utility to their standard issue bolter. The sarissa may only be used by a model equipped with a bolter. Models equipped with a sarissa gain the True Grit ability at no extra cost.

Medicus Ministorum: Once per player turn, a model equipped with a medicus ministorum may use it to allow any friendly model within 6" to ignore a failed Save (of any sort). The medicus may not be used to against an attack that causes Instant Death or a close combat weapon that ignores armor saves. In order to use the medicus, the bearer cannot be Falling Back, Locked in close combat or Pinned. Chirurgeons and Sisters Hospitaller are equipped with a Medicus Ministorum.

Crusader Seals: When a unit with a model bearing crusader seals makes a Consolidate move due to the Righteous Zeal special rule, you may re-roll the D6 when determining the distance moved. You must take the second roll, even if it worse than the first.

Sister Dialogus: One of these members of the Sisterhood can use her considerable language skills to translate prayers spoken in High Gothic to other languages so they can be understood by those around her. For this reason, a Sister Dialogus adds +D3 Faith points to the army.

Archaotech: Inquisitors often come into possession of ancient or alien technology. Some more radical Inquisitors even use this arcane and potentially dangerous technology to predict the movements of their enemies. The archaotech allows the Strike Force player to choose to pass a single failed Reserves roll. The archaotech does not have to be on the table for the Strike Force player use its power, but the bearer must be alive. Only one piece of archaotech can be activated each turn and the ability only works once per game.

The strange energies of the archaotech give the bearer a 5+ Invulnerable save.

HQ

ORDO HERETICUS INQUISITOR LORD

60 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Inquisitor Lord	5	5	3	3	3	5	3	10	3+

Unit Composition:

- 1 Inquisitor Lord

Unit Type:

- Infantry

Wargear:

- Power armor
- Bolt pistol, with psycannon bolts
- Close combat weapon
- Frag grenades
- Krak grenades

Special Rules:

- Independent Character
- Hexagrammic Wards
- Iron Will
- Psyker

An Inquisitor Lord may replace all wargear with Terminator armor, storm bolter with psycannon bolts and power weapon for +30 points.

He may be given all of the options listed in this entry, except meltabombs. He may replace his storm bolter with a combi-weapon for +5 points. He may replace his power weapon with a force weapon for +30 points.

Options:

- Replace close combat weapon with one of the following:
 - power weapon +10 points
 - force weapon..... +40 points
- May take one of the following:
 - bolter with Psycannon bolts +5 points
 - combi-weapon +10 points
 - eviscerator +20 points
- May take any of the following:
 - meltabombs +5 points
 - psychic hood +20 points
 - Rosarius +20 points
- An Inquisitor Lord is a psyker and may purchase one or more Ordo Hereticus psychic powers from the Codex: Witch Hunters

Hexagrammic Wards: The Inquisitor Lord is protected by powerful charms of faith. These wards can be deadly to psykers that use their powers against the Inquisitor. Any enemy psyker that uses any psychic power that would target the Inquisitor Lord or joined unit suffers a Perils of the Warp attack, regardless of whether they pass their psychic test. This power has no effect on psychic powers that do not require a psychic test.

INQUISITORIAL RETINUE

50 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Henchman	3	4	3	3	1	3	1	8	4+
Priest	3	4	3	3	2	4	2	8	4+

Unit Composition:

- 5 Henchmen

Unit Type:

- Infantry

Wargear:

- Carapace armor
- Laspistol
- Frag grenades
- Krak grenades

Special Rules:

- Devoted
- Retinue

Character:

- One Henchman may be upgraded to a Priest with a close combat weapon for 20 pts

- A Priest may replace his combat weapon with an eviscerator for 20 pts or a power weapon for 10 pts
- One Henchman may be upgraded to a Chirurgon 15 pts
- Up to two Henchmen may be upgraded to a Lexmechanic with archaotech for 20 pts

Options:

- The squad may include up to five additional Henchmen for +10 pts each
- Henchmen (not Priests, Lexmechanics or Chirurgons) may take a boltgun with psycannon bolts for free
- Up to 2 Henchmen may replace their boltgun with one of the following:
 - flamer +6 points
 - meltagun +10 points
 - plasma gun +15 points
- Up to three Henchmen replace their boltgun with one of the following:
 - eviscerator +20 points
 - heavy bolter or multimelta +10 points
 - plasma cannon +30 points
 - power weapon & suppression shield.. +20 points
- One Henchman may have meltabombs for +5 pts

Transport:

- The squad must select a Drop Pod as a dedicated transport vehicle for 50 pts

Devoted: If an Inquisitor suffers a wound from any source (including Perils of the Warp), he may allocate that wound to any model with the devoted rule within 6". This wound is allocated before saving throws are attempted.

Retinue: Independent Characters may join an Inquisitorial Retinue before deployment to make planetfall.

HQ

CANONESS

60 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Canoness	4	5	3	3	3	4	3	10	3+

Unit Composition:

- 1 Canoness

Unit Type:

- Infantry

Wargear:

- Power armor
- Bolt pistol
- Close combat weapon
- Frag grenades
- Krak grenades

Special Rules:

- Independent Character
- Adepta Sororitas
- Blessed
- Faithful

Blessed: The Canoness (and any joined unit) may always use her unmodified Leadership 10 for any Morale checks or Pinning tests. Additionally, a Canoness is so strong in her faith that she is immune to the Instant Death rule.

Faithful: A Canoness is Faithful and adds 2 Faith points to the army's Faith point total.

Options:

- May replace bolt pistol with one of the following:
 - inferno pistol +15 points
 - plasma pistol +15 points
- May replace close combat weapon with a power weapon for 15 pts
- May take one of the following:
 - blessed weapon +30 points
 - bolter with sarissa +3 points
 - combi-weapon +10 points
 - eviscerator +20 points
- May take any of the following:
 - cloak of st aspira +20 points
 - jump pack +20 points
 - meltabombs +5 points

"My blade can shear through adamantium as if it were paper, but it is a blunt club compared to the edge of my will."

-- Inquisitor Jaede, Ordo Hereticus

CELESTIAN VETERAN SQUAD

85 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	4	4	3	3	1	4	2	9	3+

Unit Composition:

- 5 Celestian Veterans

Unit Type:

- Infantry

Wargear:

- Power armor
- Bolter
- Bolt pistol
- Frag grenades
- Krak grenades

Special Rules:

- Adepta Sororitas
- Blessed
- Faithful
- Holy Hatred
- Retinue

Character:

- One Veteran may be upgraded to an Imagifier for 15 pts
- One Veteran may be upgraded to a Sister Hospitaller for 15 pts
- One Veteran may be upgraded to a Sister Dialogus for 25 pts

Faithful: All Celestian Veterans are Faithful, regardless of the presence of a Faithful character. Due to the Army of Martyrs special rule, each Celestian Veteran squad adds 2 to the army's Faith point total.

Blessed: Celestian Veterans may always use their unmodified Leadership 9 for any Morale checks or Pinning tests.

Retinue: Independent Characters may join an Inquisitorial Retinue before deployment to make planetfall.

Options:

- The squad may include up to five additional Celestian Veterans for +16 pts each
- Up to 3 Veterans may replace their bolters with one of the following:
 - eviscerator +20 points
 - flamer +6 points
 - meltagun +10 points
 - power weapon +10 points
 - storm bolter +5 points
- The entire squad may upgrade their bolters with sarissas for +1 pt per model
- One Veteran may have meltabombs for +5 pts

Transport:

- The squad must select a Drop Pod as a dedicated transport vehicle for 50 pts

ELITES

SISTERS REPENTIA

100 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Repentia	4	4	3	3	1	3	1	6	4+
Mistress	4	4	3	3	1	4	2	10	4+
Priest	3	4	3	3	2	4	2	8	4+

Options:

- The squad may include up to five additional Sisters Repentia for +20 pts each

Transport:

- The squad must select a Drop Pod as a dedicated transport vehicle for 50 pts

Unit Composition:

- 1 Mistress
- 4 Repentia

with twin neural whips for free

Unit Tpe:

- Infantry

- One Sister Repentia may be replaced by a Priest with a laspistol and close combat weapon for free

Wargear:

- Carapace armor
- Eviscerator

- A Priest may replace his combat weapon with an eviscerator for 20 pts or a power weapon for 10 pts

Special Rules:

- Fanatical
- Holy Rage
- Righteous Zeal

- A Priest may be given crusader seals for +5 pts

Character:

- The Mistress may replace her eviscerator

"A man without faith is a man without a soul. Suffer not the soulless in thy ministry, for they make doors for dangerous forces."

-- Commandments of the Ecclesiarchy

"Move mountains? I'm not sure about that, but after sixteen days of veri-rations, I'd be happy if Faith could move bowels."

-- Josiah Young

Holy Rage: Unless locked in close combat, a unit of Sisters Repentia must move the maximum Movement rate +D6" towards the nearest enemy unit. This extra movement is not affected by difficult terrain. In addition, they must always charge and consolidate into enemy units if able to do so.

Righteous Zeal: In the Shooting phase, any unit of Sisters Repentia that is not Pinned or Falling Back must take a Morale check if it suffers any casualties from enemy shooting, not just when it suffers 25% casualties. Note that Sisters Repentia take Pinning tests as normal. If a Sisters Repentia unit is called upon to make a Morale check and passes it, then the unit must move towards the nearest visible enemy unit. This is identical to a Consolidate move that has been achieved through a 'Massacre' result and follows all the normal rules given in the Warhammer 40,000 rulebook. Should the unit fail this Morale check, it will fall back as normal. Sisters Repentia who pass a Last Man Standing test or are Tank Shocked and pass their test do not benefit from Righteous Zeal. In close combat, the squad automatically passes any Morale checks it is required to take.

Fanatical: A unit of Sisters Repentia deployed via Drop Pod scramble toward their opponent with murderous intent as soon as the doors blast open, unconcerned for their safety amidst the wreckage of their transport. Their zealotry to enter the fray often causes casualties during the turbulent planetfall. Roll a D6 for each member of unit. Each score of 4+ inflicts an automatic wound. Saves may be taken as normal. Unlike other units transported in Drop Pods, Sisters Repentia may assault on the turn they arrive.

"What is your duty? To look the universe in the face and then spit in its eye. To die with a curse on your lips and your finger on the trigger. To know that you are doomed, but try anyway."

-- Inquisitor Soldevan, Ordo Hereticus

TROOPS

CELESTIAN SQUAD

75 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Celestian	4	4	3	3	1	4	1	9	3+
Veteran	4	4	3	3	1	4	2	9	3+

Unit Composition:

- 1 Veteran Superior
- 5 Celestians

Unit Type:

- Infantry

Wargear:

- Power armor
- Bolter
- Bolt pistol
- Frag grenades
- Krak grenades

Special Rules:

- Adepta Sororitas
- Blessed
- Faithful
- Holy Hatred

Character:

- One Celestian may be upgraded with one of the following options:
 - Imagifier for 15 pts
 - Sister Hospitaller for 15 pts

Options:

- The squad may include five additional Celestians for +65 pts each
- The Veteran Superior may replace her bolt pistol with a plasma pistol for +15 pts
- The Veteran Superior may replace her bolter with a chainsword for free, with a power weapon for +15 pts, or with an eviscerator for +20 pts
- The Veteran Superior may have meltabombs for +5 pts
- One Celestian may replace her bolter with one of the following:
 - flamer +6 points
 - meltagun +10 points
 - storm bolter +5 points
- If the squad numbers ten models, a second Celestian may replace her bolter with one of the following:
 - heavy bolter +10 points
 - heavy flamer +10 points
 - multimelta +10 points
 - flamer +6 points
 - meltagun +10 points
 - storm bolter +5 points
- The entire squad may upgrade their bolters with sarissas for +1 pt per model

Transport:

- The squad must select a Drop Pod as a dedicated transport vehicle for 50 pts

"The most dangerous weapon this galaxy has ever produced is faith. All other force is merely a shadow of what that terrible power can achieve."
 -- Inquisitor Vaarak, Ordo Hereticus.

Faithful: All Celestians are Faithful, regardless of the presence of a Faithful character. Each Celestian squad adds 1 to the army's Faith point total. Due to the Army of Faith rule, a Celestian squad with ten models adds an extra Faith point (for a total of 2) to the army's Faith point total.

Blessed: Celestians may always use their unmodified Leadership 9 for any Morale checks or Pinning tests.



Sisters Repentia pour from the wreckage of a Drop Pod, urged on by a Priest's unyielding litanies.

FAST ATTACK

SERAPHIM

125 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Seraphim	4	4	3	3	1	4	1	9	3+
Veteran	4	4	3	3	1	4	2	9	3+

Options:

- The squad may include up to five additional Seraphim for +22 pts each
- The Veteran Superior may replace one bolt pistol with a plasma pistol for +15 pts
- Additionally, the Veteran Superior may replace one bolt pistol with a power weapon for +15 pts or with an eviscerator for +20 pts
- Up to two Seraphim may replace their twin bolt pistols with one of the following:
 - twin hand flammers +7 points
 - twin inferno pistols +15 points
- Any Seraphim may have meltabombs for +5 pts

Unit Composition:

- 1 Veteran Superior
- 4 Seraphim

Character:

- One Seraphim may be upgraded to a Sister Hospitaller for 15 pts

Unit Tpe:

- Jump Infantry

Wargear:

- Power armor
- Jump pack
- Twin bolt pistols
- Frag grenades
- Krak grenades

Special Rules:

- Adepta Sororitas
- Angelic Visage
- Blessed
- Faithful
- Hit & Run

Angelic Visage: As long as the Veteran Superior is alive, the squad counts as having a Simulacrum Imperialis. Additionally, any Adepta Sororitas unit with a model within 6" of a Seraphim unit may re-roll failed Morale tests and Pinning checks.

Blessed: Seraphim may always use their unmodified Leadership 9 for any Morale checks or Pinning tests.

Faithful: All Seraphim are Faithful, regardless of the presence of a Faithful character. Due to Army of Martyrs, each Seraphim squad adds 2 to the army's Faith point total.

"The Emperor's will is our torch. With it, we burn away the shadows."

-- Praxedes of Ophelia IV



Inquisitor Lord Gorske prepares to lay the smack down on an unsuspecting Autarch.

HEAVY SUPPORT

DOMINICA PATTERN DEATHWIND DROP POD

110 POINTS

	BS	FA	SA	RA
Drop Pod	2	12	12	12

Unit Composition:

- 1 Drop Pod

Unit Type:

- Open-topped Vehicle

Special Rules:

- Inertial Guidance System
- Immobile
- Automated Weapons

Wargear:

- twin-linked heavy bolters

Options:

- A Deathwind Drop Pod may replace it's twin-linked heavy bolters with one of the following options:
 - twin-linked multimeltas.....+5 points
 - exorcist missiles +40 points

Inertial Guidance System: A Drop Pod must enter play using the Deep Strike rules, even in missions where Deep Strike may not normally be used. In addition, a Drop Pod is fitted with inertial guidance systems designed to ensure that it lands safely. Should a Drop Pod scatter on top of impassible terrain or another model, then reduce the scatter distance by the minimum required in order to avoid the obstacle. Once on the ground, the Deathwind Drop Pod opens and will open fire in the Shooting phase.

Immobile: A Drop Pod may not move once it has entered battle, and counts in all respects as a vehicle that has suffered an Immobilized damage result (which cannot be repaired).

Automated Weapons: A Deathwind Drop Pod opens fire indiscriminately. After landing the Deathwind, each unit, enemy or friendly within 12" and in line of sight comes under attack by a hail of weapon fire. Roll to hit using the Deathwind's BS2 for either D3 twin-linked heavy bolter attacks (heavy 3), D3 twin-linked multi-melta attacks (heavy 1) or D3 exorcist missile launcher attacks (heavy D6) against each target unit. After its first attack, the Deathwind is out of ammunition and cannot fire again.



Confessor Josiah Young joins a group of fallen Sisters Repentia to bring his unique brand of evangelizing to the local population. Sadly, his inspiring words were unrecorded, drowned out by dozen of eviscerators.

"Blessed is the mind too small for doubt."

-- Ecclesiarchy Primer

SPECIAL CHARACTERS

INQUISITOR STANICA GORSKE 170 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Stanica Gorske	5	5	3	3	3	5	3	10	3+

Unit Composition:

- 1 Inquisitor Lord

Unit Type:

- Infantry

Wargear:

- Bolt pistol with Psycannon bolts
- Psychic hood
- Force weapon
- Frag grenades
- Krak grenades

Special Rules:

- Independent Character
- Psyker
- Iron Will
- Hexagrammic Wards

Psychic Powers:

- Gorske has the Emperor's Fury psychic power and may choose any two Ordo Hereticus psychic powers for free.

SPECIAL RULES

Emperor's Fury: Inquisitor Gorske can harness his faith to force his enemies back with a powerful blast of psychic energy. This power can be used by a psyker locked in close combat at the end of any Assault phase (after Pile-in). If the psyker passes a Psychic test, all units locked in close combat with him must immediately make a D6" consolidation move in a direction chosen by the psyker, ignoring any units they are locked with. This is handled in the same manner as consolidation, but the affected units may not move off the table, into impassible terrain or within 1" of enemy models. This immediately ends the close combat.

INQUISITOR LORD STANICA GORSKE

Stanica Gorske was one of the most tenacious witch hunters in the history of the order. His uncanny gift for tracking down tainted or possessed psykers often found him with the unenviable task of hunting an errant member of the Inquisition or a fallen Adeptus Astartes Librarian.

He is best known for hunting the radical Inquisitor [name purged], called the Glutton of Ispaarta III, across the Peleregon cluster. Mortally wounded by Gorske, his adversary used an ancient artifact to survive the wound. The powerful warp talisman fused with the radical Inquisitor, creating something not quite human that fed directly on warp energy; gaining almost limitless power.

Gorske finally defeated his adversary on the ashes of Ispaarta III. Gorske was forced to sacrifice the population of a world to overload the alien artifact and fling both of them into a warp rift now known as the *Door of Flesh*. Many within the Ordo Hereticus believe that Gorske and his adversary still struggle within a timeless realm for control of the warp talisman.

"Feed on this."

-- Stanica Gorske

GORSKE'S ADVERSARY 120 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Adversary	3	4	3	3	5	3	3	9	5+

Unit Composition:

- 1 Rogue Psyker

Unit Type:

- Infantry

Special Rules:

- Independent Character
- Not Quite Human
- Psyker
- Warp Glutton

Wargear:

- Close combat weapon
- Power weapon

Psychic Powers:

- Gorske's Adversary is a psyker and has the Witch Hunters Adversary psychic powers Brain Flayer, Soul Shrive and Puppet Dance.

"No morality. No justice. Only hunger."

SPECIAL RULES

Not Quite Human: The power alien artifact embedded in the Adversary's chest gives him incredible psychic power but at the cost of his humanity. He may use two psychic powers per player turn (but not two that count as firing a weapon). Additionally, the Shard increases the range of his psychic powers to 24" and gives him a 5+ Invulnerable save.

Warp Glutton: Perils of the Warp tests are nullified for all psykers, but powers will still pass or fail as normal. If any psyker fails a psychic test (including the Adversary), he digests the Warp energy and immediately gains +1 Wound. There is no limit to the number of wounds he can gain in this manner. Gorske's Adversary is still affected by Hexagrammic Wards.

Stanica Gorske has a special enemy that psychically controls those he encounters. Gorske's Adversary becomes an optional HQ choice for any opponent (except Necrons and any army with a unit or character bearing a Mark of Khorne).

ST PRAXEDES OF OPHELIA IV 140 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Praxedes	5	5	3	4	3	4	3	10	2+

- Unit Composition:**
- 1 Canoness
 - Frag grenades
 - Krak grenades

- Unit Type:**
- Infantry
- Special Rules:**
- Independent Character
 - Adepta Sororitas
 - Blessed
 - Boundless Faith
 - Faithful
 - Furious Charge

- Wargear:**
- Cloak of St Aspira
 - Bolter
 - Bolt pistol
 - Scepter of Vengeance

SPECIAL RULES

Boundless Faith: St Praxedes inspires her followers to perform amazing acts of faith. All models in her unit (including St Praxedes herself) will strike back in close combat even if killed before their turn to attack in Initiative order. The dead models are removed once they have made their attacks.

Scepter of Vengeance: St Praxedes' powerful scepter is a thunder hammer. In addition to the normal effect of a thunder hammer, any model hit by the weapon loses the ability to use psychic powers for the rest of the game. This includes hive mind powers and powers that do not require a psychic test, including Synapse.

SAINT PRAXEDES OF OPHELIA IV

Saint Praxedes was Canoness of the Order of Our Martyred Lady at the start of the Second Tyrannic War. With a force of Battle Sisters she reinforced the Caladenian Imperial Guard on the Cardinal World of Okassis. As the Tyranids assault the Cardinal palace, she led her Battle Sisters and a company of Guardsmen in a gallant counter-attack. Leading from the front of the fighting, she bested a Hive Tyrant and broke the Tyranid attack, buying thousands of refugees fleeing from the conflict the time needed to evacuate the planet.

Not content with this success, the Canoness pressed deep into the heart of the Tyranid swarms, leading her small army in a guerrilla war against the armies of the Hive Mind. The disruption and havoc she wreaked seriously weakened the Tyranid attack on the spaceport saving more lives. As the last of the shuttles soared into orbit and safety, all contact was lost with her army. She was the first Martyr to the Kraken and her name is revered all across the Ultima Segmentum. Some claim that she lives yet, fighting on against the dreaded hordes of the Tyranids from within.

(first appearing in Citadel Journal #49; written by Andy Hoare)

JOSIAH YOUNG 100 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Josiah Young	4	4	3	3	2	4	3	9	4+

- Unit Composition:**
- 1 Priest
 - Rosarius

- Unit Type:**
- Infantry
- Special Rules:**
- Fearless
 - Litanies of Hate
 - Righteous Fury
 - Sacred Rites

- Wargear:**
- His Word

SPECIAL RULES

His Word: Josiah is a fearsome warrior and is armed with an ancient eviscerator called "His Word". He wields the weapon so viciously that each wound caused by Josiah counts as two when determining who won the close combat.

Sacred Rites: Josiah is Faithful and adds 2 Faith points to the army's Faith Point total. In addition, any unit he joins becomes Faithful and can benefit from one Act of Faith per player turn (reducing the army's Faith total in the normal fashion).

JOSIAH YOUNG CONFESSOR OF CHARDON V

As a youth, Josiah exemplified all of the stubbornness and enswerving loyalty prized by the Ecclesiarchy. He could have been a high ranking cleric., but the savage blood of his feral upbringing failed to give Josiah the prudence to keep his tongue (or his viscious chainsword) under control.

When Chardon V's defense force fell to the seductions of a chaos cult, he took it upon himself to save their souls. When his fiery words failed, he picked up his eviscerator and led a small force against the traitors. Accounts of the battle credit him with extracting eighty bloody confessions before he was pulled into the warp, still screaming for the eighty-first, a daemon possessed officer, to repent.

"They martyr's grave is the keystone of the Imperium"

-- Liber Imperialis.

STRIKE FORCE EXTRAS

RECAPTURE THE SHRINE

The shrine of an Imperial saint has been defiled by an enemy force. Such a desecration cannot be allowed. The Ordo Hereticus spare no effort to reclaim it and descend upon the heretics with righteous fury.

ATTACKER'S OVERVIEW

A daring surprise attack is your best hope to reclaim the Imperial shrine. The shrine is not only an important symbol to the local population, but a strategic asset as well. The unclean shall not be allowed to continue to taint hallowed ground. Soon you shall cleanse it in the blood of heretics.

DEFENDER'S OVERVIEW

The city and this sad excuse for a temple fell with relative ease to the might of your overwhelming force. The locals cower in fear as you crush their symbols beneath your heel. Desecrating the shrine of their false god will complete your victory and ensure that the people of this planet bow to your will.

SCENARIO SPECIAL RULES

Dusk & Dawn, Strike Force, Victory Points and special *Reserves* rules (see below). However, instead of rolling a die, the attacking player may choose the result of the *Dusk & Dawn* roll.

SETUP

1 Set up the terrain in a mutually agreeable manner with the building representing the shrine in the exact center of the table. The shrine should be at least 6" x 6".

2 The defender sets up all infantry units and up to one Heavy Support non-infantry unit within 12" of the shrine, and one HQ choice inside the shrine. The remainder is deployed within 12" of any short board edge.

3 The attacker must deploy his entire army in reserve and may only be deployed using drop pod assault or similar rules (e.g., Drop Pods, Deep Strike or Summoning).

4 Roll a D6 to determine the choice for first turn.

RESERVES

The defender's reserves can move on from either short board edge.

GAME LENGTH

The game lasts for six turns.

LINE OF RETREAT

Any units forced to fall back will do so towards the nearest board edge.

STRIKE FORCE

Both the Attacker and Defender begin rolling for Reserves (including units deployed via Deep Strike, Summoning or other special rules) on Turn 1 instead of Turn 2.



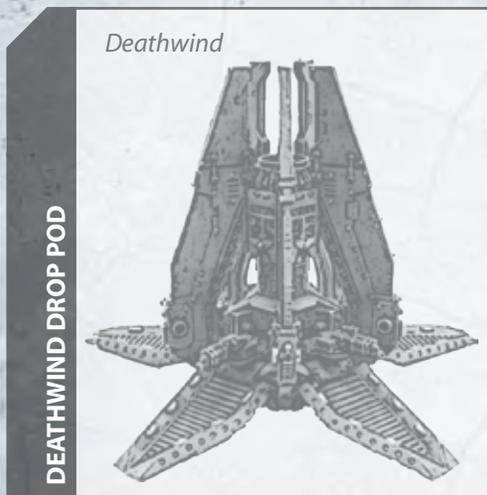
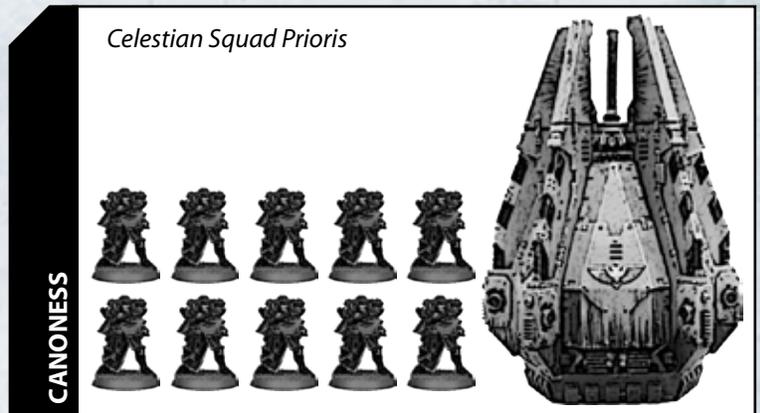
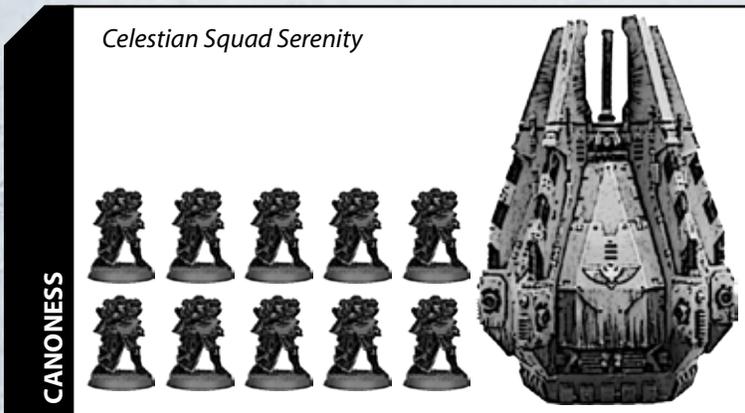
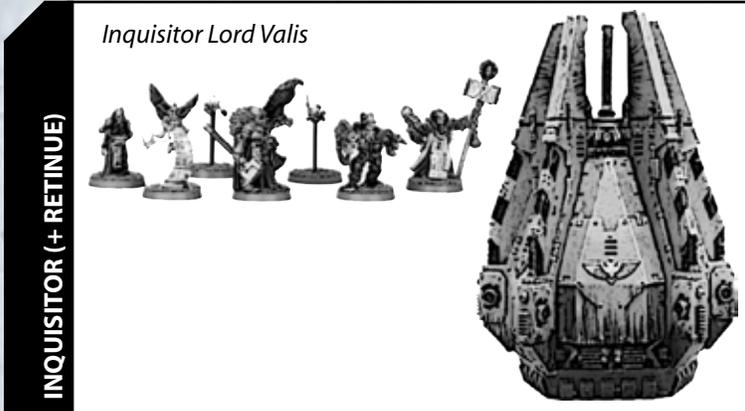
Seraphim of the Order of the Valorous Heart stand defiant on holy ground against a Xenos raiding party.

ORDO HEREDICUS STRIKE FORCE

POINTS: 50 + MODELS

With the might of the Imperium at his disposal, an Inquisitor can assemble a mighty force to enforce Imperial creed. With the fate of millions of worlds at stake, the Ordo Hereticus must be ever vigilant of the witch, the mutant, the heretic, and the traitor. The attentions of the members of the Ordo Hereticus must face inward to protect against internal threats.

When necessary, the militant arm of the Ordo Hereticus can perform surgical attacks to remove an enemy of the Imperial Cult without causing undue harm to the planet's civilian population. These strike forces can deploy from Imperial Guard Strike Cruisers to land anywhere on a planet's surface. The speed of the assault often catches the heretic by surprise, giving the Inquisitor and Adepta Sororitas the advantage.



Inquisitor Lord Valis' Black Eagle Strike Force Liberation of Chrysalis III

Two thousand years after the end of the Age of Apostasy, Inquisitor Lord Valis discovered a cult centered on the insane tyrant Lord Vandire. Fearful of another 'Plague of Unbelief', the Ordo Hereticus sanctioned the removal of the cult with extreme prejudice. The temple would be reduced to rubble so completely that no two ceramite stones could remain touching. It would be erased from history.

Lord Valis was chosen to lead the assault and given command of the Adepta Sororitas Mission of the Exalted Word, Order of the Ebon Chalice. The strike force landed at the height of an unholy festival and took the cult by complete surprise. Many of the cult members tried to flee instead of facing the wrath of Imperial justice, but no soul escaped the well-disciplined forces. Only scorched earth remains in the location of the cursed temple for fear of attracting His fury.

FORMATION:

- 1 Inquisitor (and Inquisitorial Retinue)
- 1 Canoness (and Celestian Veteran Squad)
- 2+ Celestian Squads
- 0+ Deathwind Pods

Note: All units must come from the OHSF army list.

SPECIAL RULES:

Lightning Strike: In addition to his normal strategic assets, the Ordo Hereticus Strike Force player gains the Careful Planning strategic asset.



ADEPTICON 2008

CROWNE PLAZA HOTEL IN ROSEMONT, IL APRIL 11TH- 13TH, 2008

THE ULTIMATE GAMES WORKSHOP CLUB-RUN EVENT!

WWW.ADEPTICON.ORG



Mark your calendars and make your travel plans, because AdeptiCon returns on April 11 – 13, 2008, for its sixth year of miniature wargaming excitement. We'll have 24,000 sq. feet of space for our tournaments, seminars, demos, and much, much more.



Be a part of our exciting tournaments, including the 40K National Team Tournament, the largest 40K tournament in the world!



Don't miss out on your chance to take home some of our legendary prize support!

Take your skills to the next level by attending our Hobby Seminars, taught by our award-winning lineup of instructors!



2007 Rogue Demon Best of Show by Bennet Blalock Doane



Online registration for AdeptiCon 2008 is now open! To register, or for more information, go to www.adepticon.org and take part in the greatest convention in the Games Workshop hobby!

What's Happening at AdeptiCon 2008?

Warhammer 40K Events:

- 40K Gladiator Tournament
- 40K National Team Tournament
- 40K Championships

Warhammer Fantasy Battles Events:

- Fantasy Escalation Tournament
- Fantasy Championships
- Fantasy Team Tourney

Lord of the Rings Team Tournament

Specialist Games Events:

- Battlefleet Gothic Championships
- Space Hulk

Forge World Events:

- Aeronautica Imperialis

Warhammer Ancient Battles Events

- Legend of the Old West
- Legends of the High Seas

Hobby Seminars

Open Gaming Tables

Hobby/Painting Area

Bitz Trading

AdeptiCon Codicier/Loremaster Challenges

Rogue Demon Painting Competition

AdeptiCon Vendor Hall

FØR GAMERS, BY GAMERS