THE EMPEROR'S HAND

These datasheets allow you to fight Apocalypse battles with your Inquisition miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

KEYWORDS

On the Inquisition Land Raider Prometheus datasheet you will find the **<Ordo>** keyword. This is shorthand for a keyword of your choosing, as described below.

<ORDO>

All members of the Inquisition belong to an Ordo. Some datasheets specify what Ordo the unit is drawn from, but where a datasheet does not, it will have the **<Ordo>** keyword. When you include such a unit in your army, you must nominate which Ordo it is from. You then simply replace the **<Ordo>** keyword in every instance on that unit's datasheet with the name you chose.

For example, if you were to include an Inquisition Land Raider Prometheus in your army, and you decided it was from the Order Xenos, then its **<Order>** keyword is changed to **Order Xenos**, and its Transport ability would say 'This unit can transport up to 10 friendly **Order Xenos Infantry** models. Each **Terminator** model takes the space of 2 other **Infantry** models.'

INQUISITOR-LORD HECTOR REX

Inquisitor-Lord Hector Rex is a unit that contains 1 model. It is equipped with: Arias. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Inquisitor-Lord Hector Rex	6"	3+	3+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Arias	Melee	Melee	User	9+	9+	-

ABILITIES

Deep Strike

Unquestionable Wisdom: Friendly **Imperium** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

Authority of the Inquisition: This unit can embark aboard any **Imperium Transport**, even though the transport in question might normally only permit models with other Faction keywords to do so. All other restrictions apply normally.

FACTION KEYWORDS: Imperium, Inquisition, Ordo Malleus

KEYWORDS: Light, Infantry, Psyker, Character, Inquisitor, Inquisitor-Lord Hector Rex

INQUISITOR-LORD SOLOMON LOK

Inquisitor-Lord Solomon Lok is a unit that contains 1 model. It is equipped with: Blade of Surety. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Inquisitor-Lord Solomon Lok	6"	3+	3+	1	1	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Blade of Surety	Melee	Melee	User	10+	10+	-

ABILITIES

Ignore Damage (6+)

Unquestionable Wisdom: Friendly **Imperium** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

Authority of the Inquisition: This unit can embark aboard any **Imperium Transport**, even though the transport in question might normally only permit models with other Faction keywords to do so. All other restrictions apply normally.

FACTION KEYWORDS: Imperium, Inquisition, Ordo Xenos

KEYWORDS: Light, Infantry, Character, Inquisitor, Inquisitor-Lord Solomon Lok

INQUISITION LAND RAIDER PROMETHEUS

An Inquisition Land Raider Prometheus is a unit that contains 1 model. It is equipped with: 2 Quad Heavy Bolters; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Inquisition Land Raider Prometheus	10"	5+	3+	2	3	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Multi-melta	Heavy	24"	1	10+	4+	-
Quad Heavy Bolter	Heavy	36"	2	5+	8+	-
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with 1 Multi-melta (**Power Rating +1**).

ABILITIES

Battle Auspex: This unit does not suffer the penalty for attacks made with ranged weapons that target obscured targets.

TRANSPORT

This unit can transport up to 10 friendly **<Ordo> Infantry** models. Each **Terminator** model takes the space of 2 other **Infantry** models.

FACTION KEYWORDS: Imperium, Inquisition, <Ordo>

KEYWORDS: Heavy, Vehicle, Transport, Land Raider, Inquisition Land Raider Prometheus