



CODEX ASTARTES

SUPPLEMENTUM EXORCISTS



The Exorcists Chapter Astartes are speculated to have come from the Thirteenth Founding, known to many as the Dark Founding, a shadowed time in Imperial history sometime between the 35th and 36th Millennium. Only the highest-ranking members of the Inquisition's Holy Ordo Malleus know their Primarch progenitor, and details of their creation have been placed into the strictest secrecy under Inquisitorial seal. Though appearing to hold to the tenets of the Codex Astartes, the Exorcists maintain two full additional Scout Companies, for a total of twelve companies. It is thought that the rumours surrounding the Chapter's nigh heretical and esoteric training requires a high influx of recruits in order to maintain the Chapter's continuation.

This document contains all of the rules and additional datasheets that you will need in order to fight battles as the space marines of the Exorcists Chapter. This is intended to serve as a fan-made codex supplement to compliment those rules and datasheets contained within the 9th Edition WH40K Space Marines Codex. Where such overlap occurs those parent rules & datasheets will be found in that parent volume instead of being republished here, except in those circumstances where such reproduction is of benefit to the completeness of the Supplementum. In such instances the rules common to those described below are referenced in Codex Space Marines as well as in any of the unique datasheets presented here.

INDEX ASTARTES PROFILE: EXORCISTS CHAPTER

CHAPTER FOUNDING: THIRTEENTH 'DARK' FOUNDING

The Exorcists are a Space Marine Chapter of a very mysterious history. They were formed as an experimental chapter in late M35 or early M36 as part of the 'Thirteenth' or 'Dark' Founding. The Chapter had a somewhat disturbing creation, as they were test subjects for the establishment of a new fighting force of Daemonthunters to compliment the forces of the Grey Knights of Titan. On the subject of their creation a single communication remains, being sent from a Genetor-Major of the Xenobiologis Core, named Lauram Clelland. If such conjecture is correct, they, like the Grey Knights, have a heritage unique among the Astartes in that their Gene-Seed isn't derived from any single one of the Emperor's Twenty Primarchs. Therefore, the gene-father of the Chapter is unknown or is perhaps none-other than the Emperor of Mankind himself.

KNOWN CHAPTER DESCENDANTS:

=||=
**None Officially
Recognized**
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No official records suggest that any successor chapters were created from the Exorcists Chapter. However, members of the Ecclesiarchy were seconded to the Ordo Malleus during the founding of the Chapter to help with the Exorcists creation. One member of that delegation, Cardinal Rodrigo Nessun, went mad after witnessing the high rate of failure of the early initiation process, turning to Chaos worship and fleeing with most of the Space Marines that couldn't be successfully initiated via the unorthodox methods of the Ordo Malleus. These escapees formed the Swords of Epiphany Chaos war band, twisted hollowed-out souls who now devote their energies to the worship of the ruinous powers.

CHAPTER MASTER: SILAS ALBEREC

The present Chapter Master of the Exorcists is Silas Alberec, a mighty warrior with Ogryn-like stature. In addition, he has held many titles including Wielder of Hellslayer, Keeper of Vigils, 3rd Company Captain, and Honoured-Adjutant of the Orison of the Broken Tower, being one of the few non-Psykers outside the Exorcists Librarius to achieve such a status. After taking injury exorcising the Daemon Qaramar in the defense of the Cadian Gate during the 13th Black Crusade, it was feared that the towering Alberec would not survive the plague-ridden wounds inflicted by the Prince of Nurgle. However, with the return of Guilliman and Cawl's revelation of the Primaris Astartes, the Chapter Master successfully crossed the Rubicon Primaris to once again lead the Exorcists into the heart of the Indomitus Crusade Era.

CHAPTER HOMEWORLD: BANISH (QUARANTINED WORLD), NARASIMA SECTOR, EASTERN FRINGE

The worlds of the benighted Narasima Straits in the Narasima Sector have a long and terrible history. At one time this area of space held within it a flourishing human civilization

during the Dark Age of Technology, blending science and psychic understanding seamlessly to create wonders beyond the grasp of the modern Imperium. However, such a society would not survive the perils of Old Night and the coming of warp storms of unprecedented scale and duration. Even with their advanced warp-sciences and psi-craft, the ravages of strife would render the vast majority of worlds as lifeless dead wounds, filled with a warp-spawned corruption that would never release its grip. When the worlds of the Narasima Straits were rediscovered by the nascent Imperium, after the warp storms would abate enough to allow passage, the Narasima Straits would be placed under strict exclusion measures and later by Inquisitorial Quarantine Status.

It is within this lost sector of hellish space that the world of Banish was rediscovered. Within the Narasima Straits the world of Banish had upon it the sole remnant of surviving humans of that advanced ancient civilization. Now devolved into seemingly barbaric feral tribes, their survival was in part due to the psi-shielded sanctuary zones perpetuated by ancient megalithic Gellar-field generators, of unknown and immensely powerful design.

These pockets of habitable land, though barren beyond the extreme, allowed humans to just survive at a low level of technological advancement equivalent to nomadic Bronze and Iron Age Tribes of Old Earth. The remainder of the world has been twisted beyond comprehension into a landscape of maddening Hellwastes defying the basic laws of physics and geology. Vast deserts of black razor-sharp obsidian scree, foreboding mountain ranges of dark honeycombed stone canyons, lonely menhir strewn plains which whisper curses into the minds of travelers, and dense forests of hollow ossified treelike structures that may have once been molded from the skeletal remains of countless billions of living creatures. However, despite the residual warp storm activity of the Narasima Straits that washes against Banish, the world hosts an unprecedented concentration of warp-portals and immaterial tunnel openings

known as Regia Occulta, from which spill a multitude of daemons, warp-entities, and creatures of a huge variety stolen from across space, time and beyond. It is this phenomenon that ensures the world remains under constant Inquisitorial Quarantine and is of great interest to the research of the Inquisitors of the Ordo Malleus.

FORTRESS-MONASTERY: BASILICA MALEFEX

Rising like a dark tower from an ancient Terran child's story the Basilica Malefex is the largest standing manmade structure remaining within the Narasima Straits. The Chapters adopted Fortress-Monastery is a brutalist monolithic structure of ancient providence, located in the midst of Banish's largest Hellwaste in the planet's southern continent, surrounded by unceasing cyclonic duststorms of diamond-sharp fragments for many hundreds of kilometers in size.

Approach to the structure is usually only possible via the twin spires, that part of the Basilica that rises into the higher atmosphere, above the duststorms that can rend even the hardest of void-hardened armour to dust in seconds. The only reason that the Basilica has withstood these immensely destructive storms is due to the protective psychoactive kine-shield projectors studding the lower levels of the Basilica like enormous leering faces and horned skulls. What powers these arcane projectors, as well as the mysterious Megalithic Gellar-Field like generators that maintain Banish's Sanctuary Zones, is still of great conjecture to savants of the Ordo Malleus and the scholarly Exorcists. It is theorized that there may be a connection between the Sanctuary Zones, the Basilica Malefex and the power radiating from the dense clusters of Regia Occulta portals littering Banish's Hellwastes.

The Exorcists Chapter Astartes adopted the Basilica Malefex as their Fortress-Monastery since their founding at the hands of the Ordo Malleus Inquisition, the world of Banish originally serving as a long-term Quarantined Inquisition research station into the effects of

prolonged warp-storm exposure on humans. The Basilica houses the Chapters armouries, command centers, ritual chambers, and many extensive research libraries and laboratories dedicated to the study of arcane lore and esoteric crafts, collated across countless worlds. It also serves as the central hub for the Ordo Malleus's research and training facilities dotting the planet's surface. The 11th and 12th Banish Companies, and their supervising Banish Masters and Captains, provide support, guidance and escort to these Inquisitional expedition teams when venturing beyond the warded safety of the Basilica Malefex and the other Ordo Malleus facilities.

CHAPTER RECRUITMENT: BLACK SHIPS, SCHOLA PROGENIUM, AND BANI'SHAH TRIBESMEN

Unlike most Space Marine Chapters, the Exorcists Chapter Astartes recruits are drawn from a variety of sources. Like the Grey Knight, recruits are often drawn from the Black Ships after they return to Terra and are then taken to Titan for testing. Those who fail the Grey Knights initial testing phase but show promise in resisting warp-based influence are given over to the Ordo Malleus for transfer to Banish to undergo the bio-engineering, psycho-surgeries, and the 666 Verses of Exorcism, to prove that they are capable of withstanding horrors that would break even the greatest of standard Space Marines.

However, unlike the Grey Knights that the Chapter was formed to compliment, the Exorcists also receive recruits from those young orphans of the Schola Progenium of whom Ordo Malleus Inquisitors take great interest. Due in part to any hereditary resistances to psychic influence, daemoniac corruption, and unshakable faith in the Emperor of Mankind. Finally, though they number few in population, the Exorcists also recruit from the tribal nomadic peoples of Banish, known by the rather fanciful name of the 'Bani'shah' by the Ordo Malleus

Inquisitors stationed there. These feral tribesmen make excellent Astartes recruits due to the harsh environment of Banish, and the strange energies that prevent all but the simplest of analog mechanisms from functioning has kept their technological development to the level of Old Earth Bronze and Iron Age tribes. However, it is their native resistance and cultural conditioning necessary to battle emergent warp-entities and daemonic possession events that make them ideal for induction in this Chapter of Daemonhunters. The tribal systems of Banish are complex, with many sub-cultures and nomadic practices that require keen insight to navigate effectively. So, it is often the role of the Bani'shah aspirants inducted into the chapter to travel to and maintain relationships with these tribes, acting as guides and interpreters to Inquisitorial research teams who wish to study the tribal esoteric cultures and anti-daemonic practices of its peoples.

By far the most extreme and troubling practices maintained by the Chapter and their Ordo Malleus advisors are the ritual initiation processes known as "Daemonic Possession Therapies". Each Marine inducted into the Chapter has, under very tight security, been subject to forced possession by a minor denizen of the Warp. The creature is allowed to remain within the host body for up to twelve hours until the banishing rites of Exorcists Librarians and Ordo Malleus Daemonhunters cast them out. Some of the Marines that are subjected to these initiation practices are so physically and psychologically damaged that they are immediately terminated by an attendant battle-brother or 'Vigil-Keeper'. Finally, in their last Possession trial, the initiates must exorcise the daemon themselves by their own power alone, whilst their battle-brothers maintain vigil over them as the 7 Seals of Salomoneth are steadily broken. Most brothers tested as such survive, and need only minor reconstructive and psychoactive surgeries to become fully inducted into the Chapters companies after a minor period of recuperation. These recruits are then taught the many ways of combating Daemons,

trained in the full use of the 666 Verses from the Book of Exorcisms, known as the Liber Exorcismus, and equipped with the weapons of an Exorcist.

To test the first founding battle-brothers of the Exorcists Chapter, the Ordo Malleus deployed the initial inducted marines into combat on a Daemon World on the northern edge of the Eye of Terror. A squad of the Grey Knights was also held in reserve, just in case these first Exorcists turned on their Ordo Malleus creators. However, the Exorcist Space Marines achieved a kill ratio of 97:1, and were recognized for their most impressive prowess, especially against such foul Daemonic entities. Test results showed that their adrenaline production tripled and the levels of serotonin dropped drastically. This made the Marines much more aggressive and gave them increased combat effectiveness. Only 1% of the Marines fell to Daemonic infestation but the arcane research of the Ordo Malleus has mostly eradicated the likelihood of this happening further. On the basis that the many possession therapies, and their own breaking of the Seals of Salomoneth, sear their souls they are effectively invisible to most warp-entities and daemonic spawn of chaos, as their souls do not register easily to the senses of those using the warps power.

CHAPTER APPEARANCE: RED, BLACK, BONE, GOLD & SILVER

The Battle-Brothers of the Exorcists Chapter wear deep red armor, the eye lenses of their helmets producing a greenish hue, with an inlaid bone Aquila on the breastplate. The Chapter's Icon is of a sculpted horned skull, reminiscent of that worn on the right shoulder pauldrons of Codex Astartes Librarians, whilst the surface of their battle plate will often bear many esoteric mandalas, warding sigils, and text extracted from numerous arcane works. The Chapter Icon is displayed on the left shoulder panel, with an accented black power pack and trim on both shoulder guards. Sergeants adorn their

helmet with the standard skull motif as well as a blackened faceplate. Veterans of the Chapter adorn their helmets and other armour trims in deep gold accents, with Veteran Sergeants adding a skull motif as well as a blackened faceplate or helm. The Company or Chapter Commanders will often replace the Gold accents of veterans with deep silver instead, either wholly or as accents upon their armour trim, power packs and helmets.

Finally, the Chapter's specialists maintain the deep red armour of the Exorcists on their arms and pauldrons but will highlight their rank of Librarian, Techmarine, Apothecary or Chaplain with a blue, bare ceramite, white or black helmets, torsos and legs. They then display the iconic device of that specialization on their shoulder guard. Interestingly, Librarians will cover their left pauldrons in a cloth binding, held in place by iron chains, where the horned skull of the Librarius Emblem would be found in other Codex Chapters. Exorcist Chaplains may further char other sections of their armour plate into a blackened colour using black obsidian ash taken from the ravaging duststorm clouds outside the Basilica Malefex, as well as bind their Crozius power weapons to their hands with used cloth bindings from battle-brother initiation rituals.

CHAPTER STRENGTH: 12 Companies containing ~1200 Marines when at Full Strength

Unusual for a Codex Astartes Compliant Chapter the Exorcists maintain 12 companies,

with the full chapter strength numbering approximately 1200 space marines. This includes the Chapter Command Headquarters Staff, one Veteran 1st Company, four Battle Companies, four Reserve Companies, one Reconnaissance Company, and two specialized Banish Scout Companies. The Chapter maintains these two extra Scout Companies, in addition to the 10th Scout Reconnaissance Company containing a Chapter's usual Scout and Vanguard specialists. The 11th and 12th Scout or 'Banish' Companies are formed to ensure a ready supply of candidates for recruitment as full battle-brothers due to the attrition rates faced by Exorcist initiates from the Chapter's unorthodox ritual possession therapies. The 'Banish' Companies also serve another function as guides and escorts to Ordo Malleus Inquisitors making research expeditions into the Hellwastes of Banish, and this entails a longer term of training service to the Chapter before becoming full Brother Astartes.

CHAPTER BATTLE CRY: 666 Verses of Exorcism

Whereas other more bellicose Astartes Chapters bark and yell their catechisms and war cries into the faces of their enemies, the Battle-Brothers of the Exorcists maintain low choir-like chants. These slow and chilling verses are made in a number of dark languages, mixed with litanies in high gothic. Only when they move into close quarters with daemonic opponents, rogue psykers and other foul warp-spawn, are the patient scholarly natures of the Exorcists overcome by a savage instinctual brutality.

ABILITIES OF THE ADEPTUS ASTARTES

A unit's datasheet will list all the abilities it has. Certain abilities that are common to many units are only referenced on the datasheets rather than described in full. These are described below (reproduced from Codex: Space Marines).

ANGELS OF DEATH

Space Marines are amongst the finest warriors in the Imperium. This unit has the following abilities, which are described below: And They Shall Know No Fear; Bolter Discipline; Shock Assault; Combat Doctrines.

And They Shall Know No Fear: Space Marines stand unafraid before the terrors of the galaxy. Each time a Combat Attrition test is taken for this unit, ignore any or all modifiers.

Bolter Discipline: To a Space Marine, the Boltgun is more than a weapon - it is an instrument of Mankind's divinity, the bringer of death to his foes. Instead of following the normal rules for Rapid Fire weapons, models in this unit shooting Rapid Fire bolt weapons make double the number of attacks if any of the following apply:

- The shooting model's target is within half the weapon's range.
- The shooting model is INFANTRY (excluding CENTURION models) and its unit Remained Stationary in your previous Movement phase.
- The shooting model is a TERMINATOR or BIKER.
- For the purposes of this ability, a Rapid Fire Bolt Weapon is any Bolt Weapon with the Rapid Fire weapon type.

Shock Assault: The Adeptus Astartes are elite troops who strike with the fury of a thunderbolt. Few opponents can withstand this onslaught. Each time this unit fights, if it made a charge move, was charged, or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models in this unit.

COMBAT DOCTRINES

When the Adeptus Astartes fight, they employ a set of combat doctrines to eliminate the enemy. After pounding the foe with heavy weapons, warriors advance to lay down a hail of bolter fire before charging forth with chainswords roaring to finish the foe.

If every unit from your army has the ADEPTUS ASTARTES keyword (excluding AGENT OF THE IMPERIUM and UNALIGNED units), this unit gains a bonus (see below) depending on which combat doctrine is active for your army, as follows:

- During the First battle round, the Devastator Doctrine is active for your army.
- During the Second battle round, the Tactical Doctrine is active for your army.
- At the start of the Third battle round, select either the Tactical Doctrine or Assault Doctrine until the end of that battle round, the doctrine you selected is active for your army.
- During the fourth and subsequent battle rounds, the Assault Doctrine is active for your army.

Unless specified otherwise, this bonus is not cumulative with any other rules that improve the Armour Penetration characteristic of a weapon.

Devastator Doctrine: The Codex Astartes explains in detail the strategic value of overwhelming firepower applied to key targets at the optimal time in order to eliminate threats and create tactical openings. While this combat doctrine is active, improve the Armour Penetration characteristic of every Heavy and Grenade weapon that models in this unit are equipped with by an additional -1.

Tactical Doctrine: As the warring armies close upon one another and vicious firefights erupt, the Codex lays out strategies for swiftly seizing the initiative and combining versatility with firepower. While this combat doctrine is active,

improve the Armour Penetration characteristic of every Rapid Fire and Assault weapon that models in this unit are equipped with by an additional -1.

Assault Doctrine: The Codex Astartes leaves no doubt that the killing blow in most

WEAPON DEFINITIONS OF THE ADEPTUS ASTARTES

Some rules refer to 'BOLT', 'FLAME', 'MELTA', 'PLASMA' AND 'FORCE' weapons. The definitions of these weapons for the purposes of such rules can be found below:

BOLT WEAPONS:

A 'BOLT' weapon is any weapon whose profile includes the word 'bolt' (bolt rifle, boltstorm gauntlet, storm bolter etc.), and any Relic that replaces a bolt weapon (e.g., Primarch's Wrath). Rules that apply to bolt weapons only apply to the boltgun profile of combi-weapons, and the boltgun profile of Relics that replace combi-weapons. If a bolt weapon has a shooting and melee profile, rules that apply to bolt weapons only apply to the shooting profile of that weapon (Note that the following weapons found in this Codex Supplementum are also bolt weapons):

- Amorth's Devotion (Chapter Relic)
- Purgator (Silas Alberec)
- Knacktravn (Gnosis Wotan)

FLAME WEAPONS

A 'FLAME' weapon is any weapon whose profile includes the word 'flame' (flamer, flamestorm gauntlet, heavy flamer etc.), any Relic that replaces a flame weapon, and any weapons with the 'incinerator' or 'incendium' words. Rules that apply to flame weapons only apply to the flamer profile of combi-flamers, and the flamer profile of Relics that replace combi-flamers. If a flame weapon has a shooting and melee profile, rules that apply to flame

engagements must be delivered with a decisive close-quarters strike. It presents plentiful tactical means to achieve this end. While this combat doctrine is active, improve the Armour Penetration characteristic of every Pistol and Melee weapon that models in this unit are equipped with by an additional -1.

weapons only apply to the shooting profile of that weapon.

MELTA WEAPONS

A 'MELTA' weapon is any weapon whose profile includes the word 'melta' (meltagun, melta destroyer, multi-melta etc.), any Relic that replaces a melta weapon, and any inferno pistols. Rules that apply to melta weapons only apply to the meltagun profile of combi-meltas, and the meltagun profile of Relics that replace combi-meltas.

PLASMA WEAPONS

A 'PLASMA' weapon is any weapon whose profile includes the word 'plasma' (plasma gun, plasma pistol, heavy plasma cannon etc.), and any Relic that replaces a plasma weapon. Rules that apply to plasma weapons only apply to the plasma gun profile of combi-plasmas, and the plasma gun profile of Relics that replace combi-plasmas.

FORCE WEAPONS

A 'FORCE' weapon is any weapon whose profile includes the word 'force' (force axe, force staff, force sword etc.), and any Relic that replaces a force weapon, as well as any Pscannons, Psybolts, Psyk-Out grenades (Note that the following weapons found in this Codex supplement are also Force weapons):

- Hellslayer (Silas Alberec)
- Shadowspear (Chapter Relic)
- Banish Pattern Pscannon (Special Issue Wargear)
- Oathkeeper (Chapter Relic)
- Psybolt Cache (Stratagem)
- Psyk-Out Grenade Barrage (Stratagem)
- Soulbreaker Bolts (Special Issue Wargear)
- Trismegistus Halberd
- Sanctus Grenades (Chapter Relic)

DETACHMENT RULES OF THE ADEPTUS ASTARTES

An Adeptus Astartes Detachment is one that only includes models with the ADEPTUS ASTARTES keyword (excluding models with the AGENT OF THE IMPERIUM or UNALIGNED keyword). Adeptus Astartes Detachments gain the Company Command ability. ADEPTUS ASTARTES units in Adeptus Astartes Detachments gain the Chapter Tactics ability. Units with the 'TROOP' Battlefield Role in Adeptus Astartes Detachments gain the Objective Secured ability. These detachment abilities are listed below:

COMPANY COMMAND

When Space Marines are deployed to battle, the Honour of leading them often falls to the Captain of a company and his esteemed Lieutenants. You can include a maximum of one CAPTAIN model and two LIEUTENANT models in each Detachment in your army.

CHAPTER TACTICS

Each Chapter has its own combat philosophy suited to the unique skills of its battle-brothers and gene-seed lineage. All ADEPTUS ASTARTES units (other than SERVITOR and BEAST units) with this ability, and all the models within them, gain a Chapter Tactic so long as every unit in their Detachment is from the same Chapter. In this case any EXORCISTS units with the Chapter Tactics ability gains the Liber Exorcismus tactic.

OBJECTIVE SECURED

Some units have an ability called Objective Secured. A player controls an objective marker if they have any models with this ability within range of that objective marker, even if there are more enemy models within range of that objective marker. If an enemy model within range of an objective marker also has this ability (or a similar ability), then the objective marker is controlled by the player who has the

most models within range of that objective marker as normal.

MARTIAL LEGACY

If your army is Battle-forged, then when a unit is included in a Detachment with the Martial Legacy rule, increase that Detachment's Command Cost by 1CP

EXORCISTS CHAPTER TACTICS

LIBER EXORCISMUS

Due to the radical recruitment and initiation rituals of the Exorcists, through overcoming daemonic possession by a warp-entity, strengthens their willpower against the incoming influence and attacks of such beings. When they assault the daemons of the warp, they have an uncanny foreknowledge of the target's weaknesses whilst manifest on the battlefield, as well as the ability to remain shrouded to those enemies relying upon the warp's foul energies in combat.

Units with this tactic gain the following:

- May re-roll all failed to-wound rolls of 1 for attacks made in the Fight Phase against enemy units with the DAEMON keyword.
- All enemy units with the PSYKER or DAEMON keyword that attempt to attack any EXORCISTS INFANTRY or EXORCISTS BIKER units with this tactic during the Ranged and Fight Phases, or when undertaking any Overwatch, suffer a -1 modifier to all to hit rolls.
- Any PSYKERS that target EXORCISTS INFANTRY or EXORCISTS BIKER units further suffer a -1 modifier to any Psychic Tests they make that specifically target those units (this is not cumulative for powers which effect multiple Exorcists units).

EXORCISTS DETACHMENT RULES

In this section you'll find rules for Battle-forged armies that include Exorcists Detachments – that is, Detachments that only include EXORCISTS units.

ABILITIES

If your army is Battle-forged, then in addition to the Detachment abilities gained from Codex: Space Marines, units in your army with the Combat Doctrines ability gain the Verses of the Arcane and Malleus-Operatio abilities so long as, with the exception of UNALIGNED units, every unit from your army is an EXORCISTS unit (see Malleus-Operatio rules below for the noted exceptions to this rule).

VERSES OF THE ARCANE

The Exorcists are experts in the use of arcane knowledge and esoteric texts considered forbidden to other institutions of the Imperium. When in battle these Astartes tap into this higher knowledge through the chanting of various words of power, focusing their minds unto supernatural degrees of concentration when taking aim at their targets to deadly effect.

Whilst the Tactical Doctrine is active any unit with the Verses of the Arcane ability gain a +1 to-wound modifier when resolving an attack made with a Ranged Weapon against all enemy units with the INFANTRY, BEAST, CAVALRY and MONSTER keywords.

CODEX SUPPLEMENT: EXORCISTS CHAPTER SPECIAL RULES

In many Codex: Space Marine Supplements you will find a detachment ability that confers additional bonuses to units with the Combat Doctrines ability while a particular doctrine is active for your army (e.g., Scions of Guilliman in Codex Supplement: Ultramarines, Savage Fury in Codex Supplement: Space Wolves etc.).

MALLEUS-OPERATIO

Unlike other Codex Astartes Chapters, who operate almost wholly independently of many other Imperial Institutions, the Exorcists consider themselves as oathbound warriors to the Emperor's Holy Inquisition. This is particularly true to their Ordo Malleus allies whom they share alongside their home world of Banish. As such Ordo Malleus Agents and Inquisitors often accompany Exorcists forces, and the battle-brothers of the chapter can accommodate for these auxiliary elements within their battle doctrines.

Unless stated otherwise, many other Codex Astartes forces must have an HQ unit with their <CHAPTER> keyword (commonly a <CHAPTER> CAPTAIN) to serve as their Warlord to maintain their Battle-Forged Status. In exception to this rule Exorcist Detachments can be led instead by an INQUISITOR unit, which must have the ORDO MALLEUS keyword (however these Ordo Malleus Inquisitors may not use any Exorcist Wargear Lists, Warlord Traits, Chapter Relics, Stratagems or Psychic Powers that require the unit to have the EXORCIST keyword). In addition, for the purposes of the Combat Doctrines ability, the following statement overrides that found in that section:

Malleus-Operatio: If every unit from your army has the ADEPTUS ASTARTES keyword (excluding AGENT OF THE IMPERIUM, ORDO MALLEUS INQUISITOR, ORDO MALLEUS ACOLYTE, DAEMONHOST and UNALIGNED units), this unit gains a bonus depending on which combat doctrine is active for your army (see Combat Doctrines section).

Whenever a rule allows a unit to gain the bonus of a particular doctrine even though it is not active for the rest of your army (e.g., the Adaptive Strategy Stratagem), then whilst that rule applies to that unit, that unit will also gain the benefit from any such detachment ability.

WARLORD TRAITS

If your Warlord is a CHARACTER unit from the Exorcists Chapter, you can also use the Exorcists Chapter Warlord Trait or Exorcists Orison Warlord Trait table to determine what

Warlord Traits they have. Replace the <CHAPTER> keyword in all instances in that Warlord Trait (if any) with the EXORCISTS keyword.

CHAPTER RELICS

Exorcists Chapter Warlords have access to the Exorcists Special-Issue Wargear Relics and the Relics of the Banish lists.

STRATAGEMS

Units from Exorcists Chapter are considered to have the EXORCISTS keyword for the purposes of using Exorcists Stratagems.

EXORCISTS STRATAGEMS

If your army is Battle-forged and includes any Exorcists Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here, in addition to those listed in the Codex Space Marines list of Stratagems, and can spend Command Points to use them. These reflect the unique strategies used by the Exorcists on the battlefield.

1. ORISON OF THE BROKEN TOWER # 2CP

Exorcists – Battle Tactic Stratagem

The Sub-Cults of the Exorcists Astartes specialize in the use of different branches of arcane knowledge within their Book of Lore to best match their battle tactics to bypass the armour or protective wards used by their foes. The Orison of the Broken Tower focuses on the use of the esoteric arts to enhance their psychic powers and force weapons to shatter their daemoniac opponent's defenses.

Use this Stratagem at the start of the Command Phase by selecting one unit with the PSYKER keyword. Until the end of the battle round each time that unit inflicts a wound on an enemy unit with a Psychic Power during the Psychic Phase, and or a Force Weapon during the Shooting and Fight Phases, it further inflicts one additional Mortal Wound to the target in addition to any other damage caused. This Stratagem may only be used once per Battle Round.

PSYCHIC POWERS

LIBRARIAN units from the Exorcists Chapter can know psychic powers from the Katharos Discipline. When such a model uses one of these psychic powers, replace the <CHAPTER> keyword in all instances on that power (if any) with that of the EXORCISTS keyword.

2. ORISON OF THE OBELISK THELEMUS # 2CP

Exorcists – Battle Tactic Stratagem

The Sub-Cults of the Exorcists Astartes specialize in the use of different branches of arcane knowledge within their Book of Lore to best match their battle tactics to bypass the armour or protective wards used by their foes. The Orison of the Obelisk Thelemus focuses on the use of the esoteric arts to enhance their ranged weapons and ordinance to obliterate their aetheric enemies.

Use this Stratagem at the start of the Command Phase by selecting one unit with the VEHICLE, DEVASTATOR, or TECHMARINE keyword. Until the end of the battle round each time that unit inflicts a wound on an enemy unit with a Heavy or Grenade Weapon in the Shooting Phase, it further inflicts one additional Mortal Wound to the target in addition to any other damage caused. This Stratagem may only be used once per Battle Round.

3. ORISON OF THE ENOCHIAN GUARD # 2CP

Exorcists – Battle Tactic Stratagem

The Sub-Cults of the Exorcists Astartes specialize in the use of different branches of arcane knowledge within their Book of Lore to best match their battle tactics to bypass the armour or protective wards used by their foes. The Orison of the Enochian Guard focuses on the use of the esoteric arts to enhance their close combat weapons to strike clean through the protective auras of their immaterial enemies.

Use this Stratagem at the start of the Command Phase by selecting one unit with the TERMINATOR keyword. Until the end of the battle round each time that unit inflicts a wound on an enemy unit in the Fight Phase using a Melee Weapon, it further inflicts one additional Mortal Wound to the target in addition to any other damage caused. This Stratagem may only be used once per Battle Round.

4. PSYBOLT CACHE # 1CP

Exorcists – Wargear Stratagem

The Exorcists often use specialised bolt munitions of the Ordo Malleus research stations based on Banish to aid in their armed assaults. By using these sanctified bolts, empowered with arcane incantations, a battle-brother can infuse the explosive energy of their salvos with even greater stopping power.

Use this Stratagem before an EXORCISTS unit shoots in their Shooting Phase or when undertaking any Overwatch. The Strength and Armour Penetration characteristics of any Bolt Weapons that unit shoots are improved by 1 this phase. For example, a heavy bolter (S5, AP-1) would become S6, AP-2. In addition, this bonus works in conjunction with any AP modifiers provided using the Combat Doctrines abilities used by the Chapter Astartes.

5. PSYK-OUT GRENADE BARRAGE # 1CP or 3CP

Exorcists – Wargear Stratagem

Apart from their usual tactical layout of conventional Frag and Krak grenades, many units of the Exorcists Chapter often carry a limited number of Psyk-Out Grenades, special anti-psionic explosives that can directly attack the substance that connects a daemon or psyker to the dread energies of the warp. In times of great need, a unit can use all their limited supply of such weapons in a single cleansing barrage.

Use this Stratagem before an EXORCISTS unit equipped with Frag or Krak Grenades shoots in their Shooting Phase or when undertaking Overwatch. The unit can choose to have one member of their number throw a Psyk-Out

Grenade instead of a standard Frag or Krak Grenade for 1 CP. The unit can also choose for the cost of 3CP to instead have all members of the unit throwing Psyk-Out Grenades instead of firing with any of their other Ranged weapons. However, any unit that conducts such a massed volley of Psyk-Out Grenades may not be chosen to use the Stratagem again, for either 1 CP or 3 CP, for the rest of the battle.

6. ARTIFICERS OF THE HOLY ORDOS # 1CP

Exorcists – Requisition Stratagem

The extensive Chapter Fleet of the Exorcists maintain vast repositories of lore and sacred artifacts bequeathed to them by the master artisans of the Ordo Malleus of the Imperial Inquisition.

Use this Stratagem before the battle. Select one EXORCISTS model from your army that has the word 'Sergeant' in their profile. That model can select one item from the Special-Issue Wargear list. All of the Relics your army includes must be different and be given to different models.

7. PARAGON OF THE CHAPTER # 1CP

Exorcists – Requisition Stratagem

To be admitted into the highest ranks of the Exorcists Chapter, or the honorary voted memberships of the Chapters Orison Sub-Cults, require the highest of achievements in the slaying of manifest creatures of the warp. Such endeavors create some of the greatest daemon slayers and champions in the service of the Imperium.

Use this Stratagem after nominating an EXORCISTS CHARACTER model that is not a named character to be your Warlord. You can generate one additional Warlord Trait for them; this must be from the Exorcists Chapter Warlord Traits or the Exorcists Orison Warlord Traits tables. All of the Warlord Traits your army includes must be different (if randomly generated, re-roll duplicate results). You can only use this Stratagem once per battle.

8. DAEMON SLAYERS # 1CP

Exorcists – Battle Tactic Stratagem

From the earliest beginning of their induction into the chapter, the Astartes of the Exorcists

are first and foremost trained in the arts of warfare against the Daemonic entities of the Warp, both martially and mentally. When confronting the Daemon, both manifest in fake matter or clothed in the flesh of the possessed, the battle-brothers of the chapter briefly lose their calm demeanor, gaining an unparalleled aggressive urge that must be focused wholly towards their foe until its defeat.

Use this Stratagem before an EXORCISTS unit makes an attack against an enemy unit with the DAEMON keyword in either the Shooting or Fight Phase, or when undertaking Overwatch. The EXORCISTS unit gains a +1 to hit and +1 to wound bonus on all attacks made with Ranged or Melee weapons against such enemy units until the end of that chosen phase.

9. UNICURSAL HEXAGRAMS # 1CP

Exorcists – Epic Deed Stratagem

The battle-brothers of the Exorcists are trained rigorously in the arts of Hexagrammatic Warding and the creation of Warp-Resistance Sigils and Mandala. These are employed routinely by the Exorcists when combating the foul corruption of warp-spawned monstrosities and deranged psykers, to neutralize and turn their sorcery back upon them.

Use this Stratagem when an enemy unit targets an EXORCISTS unit with a Psychic Power during the Psychic Phase. The targeted unit may attempt to Deny the Witch as if it were a Psyker, adding +1 D6 to the roll if the unit in question has the PSYKER keyword or is in possession of an Ability or Relic that allows them to also make Deny the Witch attempts (e.g., Hexagrammatic Wards). Should the Deny the Witch test be successful the Psychic Power is cancelled out and the PSYKER unit of the psychic attack suffers from the Perils of the Warp (D3 Mortal Wounds), whereas if the source unit of the psychic attack also has the DAEMON keyword it suffers the full 3 Mortal Wounds instead of rolling for the Perils of the Warp.

10. BANISH COMPANY SERGEANT # 1CP

Exorcists – Requisition Stratagem

After becoming full Astartes certain veterans will return to Banish, to join the 11th and 12th Banish Companies as instructors and experts in the ways of fighting Daemons. These Veteran Sergeants will readily combine the higher refined practices of the Exorcists and their Ordo Malleus Inquisitor mentors with the seemingly barbarian ritualistic practices of the Tribal Shamans of Banish. Wearing a variety of tribal fetishes and warding talismans they form an important conduit between the Chapter and the tribal peoples of Banish, filling the role of guide, examiner and vigil-keeper for Exorcists initiates.

Use this Stratagem before the battle. Select one EXORCISTS SCOUT unit from your army that has the word 'Sergeant' in their profile. This unit gains the gains the BANISH COMPANY keyword, with the Sergeant model in that unit gaining +1 W and +1 A to their profile. Whilst that BANISH COMPANY 'Sergeant' model remains with the unit and is not slain, that EXORCISTS SCOUT unit gains the Objective Secured ability. In addition, the unit gains and the following new Tribal Fetish Cloaks ability:

Tribal Fetish Cloaks: any BANISH COMPANY EXORCISTS SCOUT unit may replace any Camo-Cloaks they are equipped with for 'Tribal Fetish Cloaks' at no cost. These cloaks provide the user with an additional -1 to-hit modifier against all incoming Melee and Ranged attacks from enemy PSYKER and DAEMON units, as well as an additional -1 modifier to any Psychic Tests for attacks in the enemy Psychic Phase that would directly affect them. Please note that these effects are in addition to those provided by the Exorcists Liber Exorcismus Chapter Tactic.

KATHAROS DISCIPLINE

PSYKER models in Exorcists Detachments can know all of their psychic powers from the Katharos Discipline instead of the Librarian or Obscuration disciplines. Before the battle, generate the psychic powers for PSYKER models that know powers from the Katharos Discipline using the table below. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers the PSYKER knows.

1. SANCTIFIED GROUND

The Librarians of the Exorcists are able to channel wards of protection into the very ground beneath their feet, imbuing the walls and ruins around them with increased arcane might.

Blessing (AURA): Sanctified Ground has a warp charge value of 5. If manifested, all friendly EXORCISTS units within 9" of this PSYKER gain the following ability until the start of your next Psychic phase.

Rules: Units effected by this blessing receive an additional +1 armour save modifier against all incoming ranged attacks as though they were in Light Cover even if they are exposed. Those models already on or within Light Cover gain an additional +2 to their saving throw. The bonus to the unit's armour saves do not apply to any Invulnerable Saves that the unit may have.

2. SWELL THE EMPYRIC TIDE

In the same manner that the battle-brothers of the Grey Knights can utilise the waxing and waning tides of the warp to aid them in combat, so too can the Librarians of the Exorcists call upon such surging powers to enhance their battle brother's abilities.

Blessing: Swell the Empyric Tide has a warp charge value of 6. If manifested, select one friendly EXORCISTS unit within 12" of this PSYKER. Until the start of your next Psychic Phase the unit gains the following ability.

Rules: The unit benefits from the ability to re-roll any failed to-wound rolls they make against enemy targets in the Fight Phase. In addition, should the blessed unit attempt to-wound any models with the DAEMON keyword, these models are successfully wounded on a minimum to-wound roll of 4+ being required, irrespective of any differences in Strength or Toughness values between the two units (i.e., an attacking EXORCIST unit under the influence of the blessing with a Strength value lower than the opposing DAEMON unit's Toughness is only required to make a 4+ roll to-wound in the Fight Phase, whilst an EXORCIST unit with a higher Strength value than the opposing DAEMON unit's Toughness may still wound the opposing unit on a 2+ or 3+ roll (this cannot be reduced below a 4+ roll to-wound irrespective of any opposing modifiers or stratagems in place).

3. CALMING THE STORM

In contrast to the other powers, which build and launch warp-fuelled attacks upon their enemies, Librarians within the Exorcists Chapter have further studied the subtle arts of instilling calm and dispersing warp-energy. It is by such means that the Exorcists cut their enemies off from the very wellspring of their warp-born powers.

Malediction: Calming the Storm has a warp charge value of 6. If manifested select an enemy unit within 18" of this PSYKER who suffers the following effects until the start of the next Exorcists Psychic Phase.

Rules: All models in an enemy unit targeted by the Malediction suffer a -1 modifier to their Strength and Leadership values until the start of the next Exorcists Psychic Phase. However, should the targeted enemy unit have the PSYKER or DAEMON keyword, that unit suffers from an additional -1 to any Invulnerable Saves they are in possession of (e.g., an Invulnerable Save of 5+ is reduced to a 6+ Invulnerable Save), as well as a -1 to any Psychic Tests or Deny the Witch Tests they attempt whilst under the influence of the Malediction.

4. SOULFYRE BASILICA

As does the Exorcists Fortress Monastery, the Basilica Malefex, stand unbroken upon the vast Hellwastes of Banish, so to do its battle-brothers when their adamant soulfyre is set ablaze by their Brother Librarians.

Blessing (AURA): Soulfyre Basilica has a warp charge value of 7. If manifested all friendly EXORCISTS units within 6" of this PSYKER gain the below abilities until the start of the next Exorcists Psychic Phase.

Rules: All friendly EXORCISTS units within 6" of this PSYKER unit benefit from the ability to either gain a 5+ Invulnerable Save against all incoming attacks, or if already in possession of such an Invulnerable Save gain a +1 bonus to their Invulnerable saving throw (i.e., a 5+ Invulnerable Save becomes a 4+ Invulnerable Save) to a maximum of a 3+ Invulnerable Save. In addition, should any unit within 6" of this PSYKER make a successful invulnerable saving throw whilst within the Engagement Range of any enemy units, roll a D6 for each of those enemy units. On a 4+ that unit suffers D3 Mortal Wounds.

5. WRATH OF TRISMEGISTUS

Himself a powerful psyker and practitioner of the esoteric arts taught by the Inquisitors of the Ordo Malleus, the Exorcists former Chapter Master was the first to channel the innate wrath stirred within him whilst in the presence of the Daemon into a witchfire of the purest form.

Witchfire: Wrath of Trismegistus has a warp charge value of 7. If manifested select an enemy unit within 12" of the PSYKER, and that unit suffers the following effects.

Rules: The effected unit, and all enemy units within 3" of that effected unit, must roll a D6. On the roll of a 4+ that unit suffers a single Mortal Wound. After a first successful roll has been made against a unit, continue to roll a D6 with each further roll of a 5+, and then 6+ if once again successful, causing an additional Mortal

Wound to the target unit, or any other enemy units within 3" if continuously successful or until the targeted unit is destroyed. Should the targeted unit, or other enemy units within 3" of the originally targeted unit contain the PSYKER keyword, the first roll to inflict a Mortal Wound succeeds on a 3+ instead of 4+ (and thus may cause further Mortal Wounds on a 4+, 5+ and 6+ if continuously successful or the target unit is destroyed), whilst those enemy units effected by the attacking power contain the DAEMON keyword the first roll to inflict a Mortal Wound succeeds on a 2+ instead of 4+ (and thus may cause further Mortal Wounds on a 3+, 4+, 5+ and 6+ if continuously successful or the target unit is destroyed).

6. I NAME THEE DAEMON

Many daemonic entities bind others, and are thus likewise bound, to their will through the use of true names. Once a master practitioner of the Chapters arcane rites knows a true name, such beings can be commanded in a similar to act beyond their own diabolical desires and natures.

Malediction: I Name Thee Daemon has a warp charge value of 6. Select a single enemy model with the DAEMON keyword within 12" of the PSYKER, who suffers the following effects if this is successfully manifested.

Rules: The casting PSYKER makes a roll of 3D6. If the value of the combined roll is equal to or higher than the Leadership value of the targeted unit (adding +2 to the value of the total score rolled should the targeted model have the CHARACTER keyword), then the casting psyker may choose to make the enemy model to either make an immediate shooting attack with one Ranged weapon as though it was the Shooting Phase OR make an attack against another enemy model within its Engagement Range, with a Melee Weapon as though it was the Fight Phase. In either case treat the enemy model as if it were a separate model that is part of the casting PSYKER unit's army whilst it makes any Shooting or Melee attacks under the influence of the Malediction.

EXORCISTS CHAPTER WARLORD TRAITS

The masters of the Exorcists are not only mighty warriors but also highly skilled scholars, possessing unique skills in waging war both physically and aetherically.

If an EXORCISTS CHARACTER is your Warlord, he can generate a Warlord Trait from the following Exorcists Chapter table instead of the one in the Warhammer 40,000 rulebook or Codex: Space Marine. You can either roll on the table below to randomly generate a Warlord Trait, or you can select the one that best suits his temperament and preferred style of waging war.

1. GODHAMMMER

The Warlord is a master of the rituals of channeling arcane force, and is able to deliver such furious blows in combat that even the warp itself reels back in shock after each strike.

Add +2 to the strength of this Warlord, and +D3 to the Damage characteristic of any Melee weapons that they use during the fight phase.

2. IMPLACABLE DISCIPLINE (AURA)

Fortified by willpower of the hardest adamant, the unrelenting will of his Warlord galvanizes the minds of his battle-brothers against any outside influence that might threaten their implacable discipline.

All EXORCISTS CORE or EXORCISTS CHARACTER units with 12" of this Warlord gain a +1 to their Ld and are unaffected by any negative Ld modifiers caused by enemy units.

3. UNRELENTING IN THE FACE OF TRAITORS

This champion of the Exorcists has fought on many fields of battle against the vile servants of the ruinous powers, and those heretics whom are damned in their service, and as such

are unrelenting in the pursuit of their utter destruction.

Each time the Warlord scores an unmodified hit roll of a 6 against all enemy units with the CHAOS keyword in the Shooting or Fight Phases of the battle, including any hits resulting from Overwatch, they score 3 hits instead of 1 upon that target unit.

4. TO THE EXCLUSION OF ALL OTHERS

The Warlord has learned through extensive training and use of specialized rituals to seek out the Daemon and Psyker no matter crowds of false believers and heretic souls they often surround themselves by. Such Daemonhunters can therefore direct their battle-brothers attention to these primary threats first and sever the head of the enemy host.

At the start of the Command Phase this warlord may select one EXORCISTS CORE or EXORCISTS CHARACTER unit within 6". Until the start of the next battle round this unit may target any enemy CHARACTER model with the PSYKER or DAEMON keyword, ignoring the Look Out Sir! and Line-of-Sight rules for any ranged weapons they are equipped with. In addition, any selected EXORCISTS CORE and EXORCISTS CHARACTER units may Heroically Intervene up to 6", as if they were characters, whilst under the command of this warlord trait so long as they use this movement to move closer to a CHARACTER model with the PSYKER or DAEMON keyword.

5. EXEMPLAR OF THE FAITH

The Inquisitors of the Ordo Malleus who are based on the Chapters home world of Banish foster some of the greatest champions of the imperial faith in the entire Imperium. The Exorcists focus on the chanting of esoteric wards as part of the battle practice. As such many veteran warriors of the Exorcists take to the chaplaincy's arts of reciting litanies of battle with great fervor, even those serving outside of the ranks of the chapters Chaplains.

If the Warlord does not possess the PSYKER keyword (re-roll this result if they are a

Librarian unit), then the model gains the ability to recite one Litany from the list of Litanies of Battle from Codex: Space Marine in the same manner as a CHAPLAIN (see the **Chaplain** datasheet). However, the model may only know one such Litany and the model must select either the Litany of Hate OR another Litany from the Litanies of Battle. Should that model already possess the CHAPLAIN keyword then they may further know one additional Litany from the Litanies of Battle list, and may re-roll up to one failed Litany Test per Command Phase.

6. MASTER OF THE LIBER EXORCISMUS

As a part of their initiation into the Chapter the Inquisitors of the Ordo Malleus oversee the controlled practices of daemonic possession

EXORCISTS ORISON WARLORD TRAITS

Within the ranks of the Exorcists Chapter Astartes are found a number of informal sub-cults known as 'Orisons' that draw together battle-brothers into scholarly fraternities with aligning esoteric interests and skills in waging war against their daemonic adversaries. Though no battle-brother holds any formal higher rank in an Orison than its other members, as they would in their Company's or Chapter's command structure, certain individuals are often honoured with auspicious titles dependent upon their prowess and knowledge added to the Orison's own Book of Lore. These vary within the many different Orison fraternities but commonly include the title of 'Voted' for those whom garner the greater respect of their fellow Orison Brothers.

If an EXORCISTS CHARACTER is your Warlord, he can generate a Warlord Trait from the following Exorcists Orison Warlord Traits table instead of the one in the Warhammer 40,000 rulebook or Codex: Space Marine. You can either roll on the table below to randomly generate a Warlord Trait, or you can select the

and expulsion in Exorcist initiatives. However, in the continued research of the Ordo many fully-fledged battle-brothers continue to be exposed to the energies of the daemonic entities and mastering the rituals of the Liber Exorcismus to deny the will of the warps corrupting influence.

Your Warlord possesses the ability to make one additional Deny the Witch test per Psychic Phase as if they were a PSYKER. However, this additional test will always succeed on a D6 roll of 4+, irrespective of modifiers or rules affecting standard Deny the Witch tests. In addition, if your warlord possesses the PSYKER keyword then this additional Deny the Witch test will always succeed on a D6 roll of 2+, irrespective of modifiers or rules affecting such Deny the Witch tests.

one that best suits his temperament and preferred style of waging war.

1. VOTED-ADJUNCT OF THE BROKEN TOWER

The Sub-Cults of the Exorcists Astartes specialize in the use of different branches of their stores of arcane Books of Lore to best match their battle tactics to bypass the armour or protective wards used by their foes. Those 'Voted' Adjuncts of the Orison of the Broken Tower, who are held in greatest respect by their fellow brothers, are further able to enhance their Orison's arts of war to empower their psychic powers and force weapons.

At the start of the Command Phase this warlord may select one EXORCISTS unit within 6". Should that unit be the later target for the ORISON OF THE BROKEN TOWER Stratagem in this same battle round, the cost of that Stratagem is reduced to 0CP. In addition, this model gains the following ability:

Voted-Adjunct of the Orison (AURA): all EXORCIST units within 6" of the Warlord may impact the Invulnerable Save of any enemy unit they target with Force Weapons during the

Shooting and Fight Phases by -1 (i.e., an Invulnerable Save of 5+ would be reduced to 6+ whilst the friendly unit is effected by this Aura ability). Should any friendly unit with 6" of this Warlord also be effected by the ORISON OF THE BROKEN TOWER Stratagem, then any enemy unit they target with Force Weapons during the Shooting and Fight Phases will negate any Invulnerable Saves that enemy unit may possess (i.e., an Invulnerable Save of 5+ would be cancelled out whilst the friendly unit is effected by this Aura ability and the ORISON OF THE BROKEN TOWER Stratagem).

2. VOTED-MASON OF THE OBELISK THELEMUS

The Sub-Cults of the Exorcists Astartes specialize in the use of different branches of their stores of arcane Books of Lore to best match their battle tactics to bypass the armour or protective wards used by their foes. Those 'Voted' Masons of the Orison of the Obelisk Thelemus, who are held in greatest respect by their fellow brothers, are further able to enhance their Orison's arts of war to empower their heavy ranged weaponry and explosive ordinance.

At the start of the Command Phase this warlord may select one EXORCISTS unit within 6". Should that unit be the later target for the ORISON OF THE OBELISK THELEMUS Stratagem in this same battle round, the cost of that Stratagem is reduced to 0CP. In addition, this model gains the following ability:

Voted-Mason of the Orison (AURA): all EXORCIST units within 6" of the Warlord may impact the Invulnerable Save of any enemy unit they target with Heavy or Grenade Weapons during the Shooting Phase by -1 (i.e., an Invulnerable Save of 5+ would be reduced to 6+ whilst the friendly unit is effected by this Aura ability). Should any friendly unit with 6" of this Warlord also be effected by the ORISON OF THE OBELISK THELEMUS Stratagem, then any enemy unit they target with Heavy or Grenade

Weapons during the Shooting Phase will negate any Invulnerable Saves that enemy unit may possess (i.e., an Invulnerable Save of 5+ would be cancelled out whilst the friendly unit is effected by this Aura ability and ORISON OF THE OBELISK THELEMUS Stratagem).

3. VOTED-LECTOR OF THE ENOCHIAN GUARD

The Sub-Cults of the Exorcists Astartes specialize in the use of different branches of their stores of arcane Books of Lore to best match their battle tactics to bypass the armour or protective wards used by their foes. Those 'Voted' Lectors of the Orison of the Enochian Guard, who are held in greatest respect by their fellow brothers, are further able to enhance their Orison's arts of war to empower their close combat abilities and melee weapons.

At the start of the Command Phase this warlord may select one EXORCISTS unit within 6". Should that unit be the later target for the ORISON OF THE ENOCHIAN GUARD Stratagem in this same battle round, the cost of that Stratagem is reduced to 0CP. In addition, this model gains the following ability:

Voted-Lector of the Orison (AURA): all EXORCIST units within 6" of the Warlord may impact the Invulnerable Save of any enemy unit they target with Melee Weapons during the Fight Phase by -1 (i.e., an Invulnerable Save of 5+ would be reduced to 6+ whilst the friendly unit is effected by this Aura ability). Should any friendly unit with 6" of this Warlord also be effected by the ORISON OF THE ENOCHIAN GUARD Stratagem, then any enemy unit they target with Melee Weapons during the Fight Phase will negate any Invulnerable Saves that enemy unit may possess (i.e., an Invulnerable Save of 5+ would be cancelled out whilst the friendly unit is effected by this Aura ability and ORISON OF THE ENOCHIAN GUARD Stratagem).

EXORCISTS CHAPTER RELICS OF BANISH

The armouries of the Basilica Malefex on Banish are filled with volumes of esoteric lore and ancient weapons of arcane providence, gathered from the long service of the Chapters activities, or gifted by the members of the Ordo Malleus of the Imperial Inquisition. When required the mightiest heroes of the Chapter can draw upon a variety of powerful artifacts to combat the terrors of the universe and the beyond.

If your army is led by an EXORCISTS WARLORD, you can give one of the following Relics of Banish to an EXORCISTS CHARACTER model from your army instead of giving them a Relic from Codex: Space Marines. These are considered to be Chapter Relics for all rules purposes. Named Characters and VEHICLE units cannot be given the following Relics. Note that some Relics are weapons that replace one of the model's existing weapons. Where this is the case, you must, if you are using point values, still pay the cost of the weapon that is being replaced. Write down any Relics your units have on your army roster for your Order of Battle.

1. SHADOWSPEAR

This relic force spear, once belonging to the Exorcist Librarian Malachite, was used in the instrumental slayer of the unholy daemoniac monstrosity known as the Lord of Shadows. A Greater Daemon of Chaos, this warp entity led the forces of chaos against the Imperium during the Ashen War of 307.M40. Since that time the spear still retains an echo of the daemon's obliteration on Belphego that can still be felt by those connected to the warp when struck.

EXORCISTS LIBRARIAN model equipped with a Force Sword only. This Relic replaces the models Force Sword, and has the following profile:

Weapon	Range	Type	S	AP	D
Shadowspear	Melee	Melee	+3	-3	D3

Shadowspear: this weapon wounds all units with the DAEMON or PSYKER

keyword on a 2+, regardless of the opposing units Toughness value or any opposing modifiers.

2. HEXACURSIAL FORMULAE OF JOHANN THEOPHILUS

Considered mad by some and a genius by others, Inquisitor Johann Theophilus spent a lifetime of service to the Ordo Malleus developing means by which to ward against the corrupting powers of chaos. It is believed that after reviewing ancient texts gathered by the Ordo from across the galaxy, Johann had developed his mathematical formulae after deciphering an artifact of some eons-long dead xenos civilization. The Formulae, expressed in a series of maddeningly complex hexacursial geomorphic designs, are superbly effective in the protection of their bearers from daemoniac or psychic energies. However, the price of this was that the process to decipher the ancient artifact shattered the soul substance of Inquisitor Theophilus into uncountable spirit fragments that now haunt the many corridors of the Ordo Malleus Polar Research Facility on Banish. His often scribing helpful, if not annoying, corrections on the notes of its present Ordo research teams causing much consternation to visiting Inquisitors.

EXORCISTS model with a Storm Shield, Combat Shield or Relic Shield only. The model bearing this relic gains a +1 to the armour saving throws made for the bearer, and a 4+ invulnerable save against incoming attacks. In addition, the bearer gains the following ability:

Formulae of Theophilus (Aura): While a friendly EXORCISTS CORE or EXORCISTS CHARACTER unit is within 6" of the bearer, each time that unit suffers a Mortal Wound roll a D6. On a result of 2+ that Mortal Wound is ignored. However, should any unit seeking the protection of the bearer's relic roll a result of an unmodified 1 on a D6, the Mortal Wound that would wound them effects the bearer of the relic instead. This final Mortal Wound cannot be saved against by this or any other relic, stratagem or trait allowing the user to ignore incoming Mortal Wounds.

3. AMORTH'S DEVOTION

Malachi Amorth was a past Captain of the Exorcists 9th Reserve Company and a Voted-Mason of the Obelisk Thelemus Orison. During his time of long service, he frequently visited Artisans of the Ordo Malleus to service his Master-Crafted Bolt Weapon, which he used with devastating effect whilst directing his Brother-Masons of the Orison of the Obelisk Thelemus. To this day the weapon is known as 'Amorth's Devotion' and wielding this relic is seen as a sign of high honour to those brothers within the Obelisk Thelemus fraternity.

EXORCISTS model with a master-crafted boltgun, master-crafted auto bolt rifle or master-crafted stalker bolt rifle only. This Relic replaces a master-crafted boltgun, master-crafted auto bolt rifle or master-crafted stalker bolt rifle, and has the following profile:

Weapon	Range	Type	S	AP	D
Amorth's Devotion	30"	Heavy	1	5	-2 2

Amorth's Devotion: Each time the bearer of this relic targets an enemy unit, that unit cannot use any Invulnerable Saves they possess against the attack. In addition, the user may target units with the CHARACTER keyword if they further have the DAEMON or PSYKER keyword as well, even if they are not the closest eligible target unit, and ignore the Look out Sir! rule.

4. OATHKEEPER

This Daemon Hammer was a gift from Grandmaster Riesinger of the Grey Knights Astartes, as a sign of deep respect to the many fallen battle-brothers of the Exorcists Chapter's 3rd Company. These heroes of the Imperium gave their lives in the final desperate assaults of the Vensine Crusade, ensuring the successful slaying of the Greater Daemon Lesh'Jae'Thi'Hah and the liberation of the Vensine Sector. To this day the weapon has been named 'Oathkeeper' and is displayed within the Chapter's great audience hall within the Basilica Malefex on Banish, awaiting its next call to duty.

EXORCISTS model with Thunder Hammer only. This Relic replaces the Thunder Hammer with which the bearer was equipped, and has the following profile:

Weapon	Range	Type	S	AP	D
Oathkeeper	Melee	Melee	x2	-3	D3

Oathkeeper: All attacks may with this Relic suffer a -1 to-hit penalty in the Fight Phase. This weapon counts as a Force Weapon, even if wielded by a model without the PSYKER keyword. All attacks made against a model with the DAEMON keyword suffer D6 Damage instead of D3 damage, with any roll of a 1 or 2 counted as a roll of 3.

5. VORDHANE'S MIRROR

Bael Vordhane was a past hero of the Chapter, becoming Chief Librarian of the Exorcists for a limited time after the Indomitus Crusade and the Drennox Cleansing. Before his glorious sacrifice to the claws of the Great Devourer, Vordhane bestowed is Psychic Hood 'Mirror' to his protégé Codicier Dietmar. The scribed secrets of the Fleet Hive Mind contained therein were then utilized by the Inquisitional Odin Task Force to ensure the later defeat of the Tyranids at the Battle of the Aleusian Shoals.

EXORCISTS model with the LIBRARIAN keyword only. Each time a Deny the Witch test is taken for the model bearing this relic, if the unit attempting to manifest that psychic power is within 24" of this model, add 1 to that Deny the Witch test. In addition the bearer of the relic gains the following ability:

Vordhane's Mirror: Each time the bearer of the relic successfully performs a Deny the Witch test, the player is granted +1 CP. In addition, if the source model of the original psychic power that was denied was a Warlord of the enemy force, then the opposing side loses -1 CP from their present total.

6. MALLEUS-EXTREMUS STANDARD

The Grey Knights are the hammer blow to end the corruption of the daemons of chaos as

they surge unbidden through our Reality. The Exorcists Chapter Astartes are the spear strike, often the first thrust into the likely source of the taint before it spreads from the corrupting influence of ancient artifacts, deranged cultists or foul renegade witch covens. Exorcist Veteran Companies are sometimes gifted the relic standard called the 'Malleus-Extremus', the first of such gifted to them on their creation. This simple Aquila Headed Banner Pole contains arcane dark-age teleportation devices that can, when assistance is necessary, call forth the agents of the Ordo Malleus as well as the Knights of Titan as if from the very aether.

EXORCISTS model with ANCIENT keyword only. The model bearing this relic has the usual Astartes Banner (AURA) rules (see Company Ancient datasheet in Codex: Space Marines) as well as the following ability:

Malleus-Extremus: Once per battle during the reinforcements part of the Movement Phase

EXORCISTS CHAPTER SPECIAL-ISSUE WARGEAR

Just as they draw upon the relics of the chapters past heroes, the Exorcists can further rely upon the wealth and skilled artificers of the Inquisitions Ordo Malleus. These Ordo research stations, based upon on their home world of Banish, furnish the battle-brothers of the chapter with potent pieces of equipment that are invaluable for turning back the foul daemons and spawned horrors of the warp.

If your army is led by an EXORCISTS WARLORD or a WARLORD with the ORDO MALLEUS keyword, you can give one of the following: Special-issue Wargear Relics to an EXORCISTS CHARACTER model from your army, instead of giving them a Relic from the Codex: Space Marines. These are considered to be Chapter Relics for all rules purposes. Named Characters and VEHICLES cannot be given any of the following Relics.

the user may teleport up to three friendly INFANTRY units with the EXORCISTS, GREY KNIGHTS or ORDO MALLEUS keywords to be deployed within 12" of the bearer of the relic but no closer than 9" to any enemy units (those models which cannot deploy using the above rules count as destroyed when they fail their attempt to deploy correctly). These summoned units do not require any of the usual rules to use Teleportation (e.g., Wargear, Relic, or Stratagem), and must either be already Deployed on the Battlefield, are already stationed within a Teleportation Chamber, or are in Strategic Reserves waiting to be deployed (or redeployed) using this relic.

"The Daemon has many forms. You must know them all. You must tell the Daemon from his disguise and root him out from the hidden places. Trust no-one, trust not even yourself. It is better to die in vain than to live an abomination. The zealous martyr is praised for his valour: the craven and the unready are justly abhorred."

*Extract from **The First Book of Indoctrinations***

Note that some Relics are weapons that replace one of the model's existing weapons. Where this is the case, you must, if you are using point values, still pay the cost of the weapon that is being replaced. Write down any Relics your models have on the army roster in for your Order of Battle.

1. ADAMANTINE MANTLE

These flowing cloaks are laced through with threads of braided adamantine. When combined with armour and energy fields, it has been shown time and again that these symbols of office are proof against even the very strongest attacks.

When a model with this Relic would lose a wound, roll one D6; on a 5+ that wound is not lost.

2. ARTIFICER ARMOUR

Crafted by the finest artificers of the Chapter, these ornately detailed suits of armour provide superior protective capabilities that rival even Terminator plate. All who set eyes upon the

wearer know that an honoured champion of the Imperium stands before them.

A model with this Relic has a Save characteristic of 2+ and a 5+ Invulnerable Save.

3. HEXAGRAMMATIC WARDS

The Exorcists commonly adorn their battle plates, skin and even their bones with mysterious Hexagrammatic Warding Sigils, whose meanings and origins are often completely unknown by those outside the Chapter and the Inquisition's Ordo Malleus Daemonhunters. These markings ensure that even those brothers without the powers of the Exorcists skilled Librarians can cast back the foul warp-tainted energies of the empyrean and the rogue psykers employing such heretical powers.

A model with this Relic may attempt a Deny the Witch test as in their opponents Psychic Phase, as if they were a Psyker. Should the model already have the PSYKER keyword then they may attempt one additional Deny the Witch test in each of their opponents Psychic Phases.

4. DIGITAL WEAPONS

Digital weapons are concealed lasers fitted into finger rings, bionic implants or the knuckles of a power-armoured gauntlet. Short-ranged and powerful, they are typically triggered in the midst of melee in order to blast the enemy point-blank from an unexpected angle when a weakness in their guard is spotted.

When a model with this Relic fights, it can make 1 additional attack in the Fight Phase using the close combat weapon profile. When resolving that attack, if a hit is scored the target suffers 1 Mortal Wound and the attack sequence ends.

5. BANISH PATTERN PSYCANNON

Commonly wielded by the Grey Knights Astartes of Titan, the devastating Psycannon is an ancient weapon of arcane technology

dating back before the times of Old Night. These Psycannons can take many forms, and in their battles with the Daemonic entities the Inquisitors of the Ordo Malleus of the warp often employ more experimental and less understood models. Due to the close ties between the Exorcists Chapter and the Inquisition's Daemon Hunters, many champions of the Chapter often carry such unique devices made in the Banish Pattern, in replacement of their usual Bolt Weapons.

EXORCISTS model equipped with a Boltgun, Combi-Bolter, Storm Bolter, Bolt Rifle, Heavy Bolt Rifle, Master-Crafted Boltgun, Master-Crafted Auto Bolt Rifle, Master-Crafted Stalker Bolt Rifle, or Master-Crafted Heavy Bolt Rifle only. This Relic replaces the Combi-Bolter, Storm Bolter, Bolt Rifle, Heavy Bolt Rifle, Master-Crafted Boltgun, Master-Crafted Auto Bolt Rifle, Master-Crafted Stalker Bolt Rifle, or Master-Crafted Heavy Bolt Rifle with which the bearer was equipped, and has the following profile:

Weapon	Range	Type	S	AP	D
Banish Psycannon	24"	Heavy	4	7	-1 1

Banish Pattern Psycannon: This weapon counts as a Force Weapon, even if wielded by a model without the PSYKER keyword. In addition, if the user of the weapon remains stationary during their Movement Phase, they may increase the weapons Damage Characteristic to D3 instead of 1.

6. SOULBREAKER BOLTS

Though caches of Psybolt ammunition are often supplied to the Exorcists battle-brothers engaging in assaults on daemonic incursions, the artisans of the Basilica Malefex's Armorium have developed even deadly munitions to vanish their Daemonic foes. The precious rare Soulbreaker Bolts are designed to not only strengthen the users bolt weapon output, but poison their targets with micro-shards of sanctified texts written upon the fragmented bones of "purified" possessed chaos worshippers.

EXORCISTS INFANTRY or EXORCISTS BIKER models with at least one Bolt Weapon profile

only. When you give a model this Relic, select one bolt weapon that model is equipped with. When the bearer shoots with that weapon, you can choose for it to fire a Soulbreaker Bolt. If you do, you can only make one attack with that weapon, but if that attack hits, add an additional +1 to the Strength, AP and Damage output to the weapon (i.e., a Boltgun firing a Soulbreaker Bolt would have a Strength 5, AP -1, D2 profile). In addition, any enemy units with the PSYKER or DAEMON keywords which are wounded but not slain by the attack using the Soulbreaker Bolts, these units suffer a -1 modifier to their to-hit and to-wound rolls, as well as -1 to their Strength, Toughness, and Invulnerable Save (if possessing such an invulnerable saving throw) for the remainder of the battle. Please note that once an enemy unit has been successfully affected by the Soulbreaker Bolt rules, it cannot suffer any further decreases in their abilities by further attacks by these rare Psybolt munitions.

7. MASTER-CRAFTED WEAPON

Within the armouries of each Space Marine Chapter, the finest artificers seek to fashion weapons of ornate magnificence and utter lethality. Those forged upon Banish are brutalist examples of the weapon smith's craft, be they potent firearms or gilt-chased blades.

When you give a model this Relic, select one weapon that model is equipped with (this cannot be a weapon whose profile includes the word 'master-crafted'). Add 1 to the Damage

Characteristic of that weapon. That weapon is considered to be a Chapter Relic.

8. The 7TH SEALS OF SALOMONETH

As part of the shadowed rituals of possession undertaken by the Exorcists Astartes during their initiation rites, the space marines are wrapped in ceremonial bindings accounting to the 7 mystical Seals of Salomoneth. These bindings represent the 7 levels of immaterial strife, which must be mentally broken through in order to exorcise the presence of the possessing warp-entity deliberately forced into their flesh and minds. Only once the last and final 7th Seal is broken, and the Astartes sheds his bindings, can he be truly thought of as a capable battle-brother of the Exorcists. Some members of rank, particularly those in the Chapters Chaplaincy, often collect and wear these Broken 7th Seals as they oft contain the echoing final soul rending cries of the daemons whilst they were cast back into the abyssal depths from whence they emerged in the Hollow Forests and Hellwastes of Banish.

Whilst the bearer of this Relic is within 6" of any enemy units, those enemy units suffer a -2 modifier to their Leadership Value. In addition, should any enemy units within 6" of the relics bearer have the DAEMON or PSYKER keyword, they further automatically count as being Understrength Units for the purposes of all Combat Attrition tests they are required to take.

CRUSADE RULES

In this section you'll find additional rules for playing Crusade Battles with the Exorcists, such as Agendas, Battle Traits, and Crusade Relics that are bespoke to the EXORCISTS Units. You can find out more about Crusade armies in the Warhammer 40,000 Core Book.

AGENDAS

If your Crusade army includes any EXORCISTS units, you can select one Agenda from the Exorcists Agendas listed below. This is a new category of Agendas, and follows all the normal rules for Agendas present in the Warhammer 40,000 Core Book (for example, when you select Agendas, you cannot choose more than one from each category).

1. EXORCISTS AGENDA - DENY THE WARP

The Exorcists Astartes have pronounced abilities in combating the immaterial powers of the warp. This is obtained through their Ordo Malleus training, daemoniac possession therapies, and experience with surviving extended periods within the warp-scarred Hellwastes of Banish. As such Exorcists forces are tasked with suppressing the energies of the warp whilst undertaking their primary mission objectives.

You can only select this Agenda if your opponent's army includes any PSYKER units.

Keep a Deny the Warp tally for each unit from your army. Add 1 to a unit's Deny the Warp tally each time a unit passes a Deny the Witch test as a result of a PSYKER unit attempting to manifest a psychic power. Add 2 to a unit's Deny the Warp tally each time it destroys a unit with the PSYKER keyword.

Each unit gains a number of experience points equal to its Deny the Warp tally.

2. EXORCISTS AGENDA - CAST OUT THE DAEMON

First and foremost, the battle-brothers of the Exorcists Astartes were created to combat the

daemoniac spawn of the warp. As noted by the Genitor-Magi monitoring the first Exorcists combat actions against daemoniac opponents, the Exorcists exhibit enhanced adrenaline production in tandem with dropping serotonin levels. The Marines of the Chapter therefore become much more aggressive and drawn towards such entities.

You can only select this Agenda if your opponent's army includes any DAEMON or CHAOS units.

Keep a Cast Out the Daemon tally for each unit from your army. Add 1 to a unit's Cast Out the Daemon tally each time it destroys an enemy unit with the DAEMON keyword.

Each unit gains 1 experience point for every 2 marks on its Cast Out the Daemon tally.

3. EXORCISTS AGENDA - DAEMONIC ARTIFACT

Exorcists Agenda

Whereas the Grey Knights are employed to counter full-scale Daemoniac Incursion Events, the Exorcists Astartes are more often deployed in more subtle ways, especially when interaction is required with other Imperial Agencies or Citizens investigating unearthed artifacts or ruins of daemoniac origin. The securing of such sites is of primary interest to the brothers of the Exorcists Chapter.

If you selected this Agenda, then after both sides have finished deploying, your opponent must set up one objective marker anywhere on the battlefield that is not within their own deployment zone. This objective marker represents the Daemoniac Artifact, but does not count as an objective marker for any other rule purposes. EXORCISTS INFANTRY units from your army can perform the following action:

Daemoniac Artifact (ACTION): At the end of your Movement phase, one Exorcists Infantry unit from your army can start to perform this action if it is within 3" of the Daemoniac Artifact objective marker and no enemy units (excluding AIRCRAFT) are within 3" of that objective marker. This action is completed at the start of your next Command phase. If completed, remove the Daemoniac Artifact objective marker from the battlefield.

If a unit completed this action, it gains 3 experience points. If that unit is also wholly within your deployment zone at the end of the battle, it gains 5 experience points instead and, before your next battle, you can use either the Relic Requisition or the Noted-Brother of the Orison Requisition once for ORP.

4. EXORCISTS AGENDA - 666 VERSES OF EXORCISM

Exorcists Agenda

Not only are the Astartes of the Exorcists experienced in the physical combating of the foul spawn of the warp but also esoterically through the employ of arcane sigils, warding symbols, and powerful incantations drawn from the six-hundred-and-sixty-six verses of exorcism from the Liber Exorcismus. In particular such incantations are of great utility in further dispelling the grip of immaterial entities upon the physical vessels they often possess.

You can only select this Agenda if your opponent's army includes any POSSESSED, WRAITH CONSTRUCT, RUBRIC, DAEMON ENGINE or PSYKER units.

Keep a 666 Verses of Exorcism tally for each unit from your army. Add 1 to a unit's Deny the Warp tally each time a unit completes the 666 Verses of Exorcism Action (see below). All EXORCISTS INFANTRY units can attempt the following action.

666 Verses of Exorcism (ACTION): At the end of your Movement phase, one EXORCISTS INFANTRY unit from your army that is within 6" of any units with the POSSESSED, WRAITH CONSTRUCT, RUBRIC or DAEMON ENGINE keyword or any IMPERIUM PSYKER units which have suffered the Perils of the Warp during the course of the battle (if the Imperium Psyker slain by the Perils of the Warp, leave that model on the Battlefield for the duration of the battle as a target for this action). The Action is completed at the end of your turn. If the unit successfully performs this action, it gains 5 experience points and your Crusade Force gains a +1 bonus Requisition point.

5. EXORCISTS AGENDA - HEROES QUARRY

Exorcists Agenda

The Orison sub-cult fraternities of the Exorcists Chapter focus their attentions onto developing specialized combat practices connected to the chapter's esoteric libraries of arcane knowledge. A key requirement to be accepted into the fraternities of the various Orisons is the slaying of manifest daemons, and many a champion and hero of the Exorcists seek out such entities to prove their worth for recognition by their fellow Orison brothers.

At the start of the battle, identify all enemy units with either the CHARACTER, BEAST, MONSTER or DAEMON keyword and a Wounds characteristic of at least 5 in opponent's army. These are the chosen Heroes Quarry for the champions of the Exorcists force to slay. When any of the Quarry targets are destroyed by an attack made by an EXORCISTS CHARACTER model from your army, that model's unit gains an equivalent number of experience points to the number of wounds they inflicted on that enemy unit.

REQUISITIONS

If your Crusade army includes any EXORCISTS units, you can spend Requisition points (RPs) on any of the following Requisitions in addition to those presented in Codex: Space Marines or within the Warhammer 40,000 Core Book.

NOTED-BROTHER OF THE ORISON 1RP

As tall trees come from the smallest seeds, so do the legendary champions of the Astartes so begin their ascent from Sergeants. This is also true of the members of the Orison Fraternities whose greatest 'Voted' members began leading their Squad-Brothers into war.

Purchase this Requisition when you add a Crusade Card for an EXORCISTS CORE unit to your Order of Battle. Select one model in that unit with the word 'Sergeant' in their profile. That model becomes a 'Noted-Brother', and add 1 to its Wounds and Attacks characteristic. Select one of the following Orisons for which this model has become 'Noted' by: Broken Tower, Obelisk Thelemus, or Enochian Guard. For the purposes of that corresponding Orison's Stratagem, the unit led by that 'Noted-Brother' causes +D3 additional Mortal Wounds for those inflicted under the effects of that stratagem.

DAEMONSLAYER CADRE 1RP

The Terminator Veterans of the Exorcists 1st Company have faced many unimaginable terrors from the beyond, and are some of the most experienced slayers of daemons within the Imperium. The greatest of these Terminator Veterans are often grouped into dedicated Daemonslayer Cadres who use their specialized knowledge to greatest devastating effect.

Purchase this Requisition when you add a unit with the TERMINATOR keyword (excluding CHARACTER units) to your Order of Battle. That unit gains 6 experience points (and therefore gains the Blooded Rank), and select one Battle Honour for them as normal.

CHAOSBANE LEGEND 1RP

This Hero's deeds in fighting back the taint of Chaos have become Legendary even within their time of service to the Chapter and beyond. Such is the reputation of this champion that even the foul servants of the ruinous powers flinch at the presence of the 'Chaosbane'.

Purchase this Requisition after a battle. Select one EXORCISTS CHARACTER unit from your army that has an Exorcists Warlord Trait and has slain at least one enemy CHARACTER or DAEMON model with the CHAOS faction keyword. If the CHARACTER you selected is a Named Character, this Requisition costs 0RP, otherwise it costs 1RP. The selected Character now always Fights First whilst within Engagement Range of any units with the CHAOS faction keyword during the Fight Phase, before all other units can fight (where two such units with this Fight First rule, use the standard rules for determining who goes first at the Start of the Fight Phase). Increase that CHARACTER's Crusade Points total by 1.

WITCHFINDERS 1RP

The Feral Tribes of the Bani'shah maintain a deep-rooted mistrust of Psykers who operate outside of their strict Shamanic Traditions. Those recruits taken from the natives of Banish often retain this mistrust, often seeking out and neutralizing such perilous practitioners of warp-craft before they become the vessels of immaterial predators.

Purchase this Requisition at any time. Select one EXORCISTS INFANTRY or EXORCISTS BIKER unit from your army that is not a CHARACTER. Each unit can only be selected for this Requisition once. Add 1 to that unit's Ballistic Skill characteristic, and that unit gains the following ability:

Witchfinders: Each time this model makes a Ranged attack against a unit with the PSYKER keyword, it can ignore all Line-of-Sight and Look Out Sir! rules for targeting that unit.

BATTLE TRAITS

When an EXORCISTS unit gains a Battle Trait, you can use one of the tables below instead of one of the tables in Codex: Space Marines or the Warhammer 40,000 Core Book to determine what Battle Trait the unit has gained. To do so, roll one D3 or D6 as instructed and consult the appropriate table, or choose a Battle Trait from the appropriate table that tells the best narrative for your unit. If a unit gains one of these Battle Traits, replace all instances of the EXORCISTS keyword on that Battle Trait (if any) with the name of the Chapter that your unit is drawn from. All the normal rules for Battle Traits apply (e.g., a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the unit's Crusade card when it gains a Battle Trait and increase its Crusade Points accordingly, as described in the Warhammer 40,000 Core Book.

EXORCISTS LIBRARIAN UNITS ONLY

D6 Trait

Guardian of the Basilica Librarium

The great libraries of the Exorcists Fortress-Monastery of the Basilica Malefex contain within them some of the most extensive collections of esoterica and daemotological lore outside of Terra's great Inquisitional Archivus-Primus. However, such collections are steeped in enough warp-tainted energies that they attract many forms of aetheric predators or imprisoned daemonic creatures. As such it is the responsibility of veteran Librarians to undertake guard duties to prevent unwanted trespassers into these sacred halls or potential escapes of the hall's darker inhabitants.

1-3

Each time this unit successfully manifests the Smite psychic power, this power always inflicts D6 Mortal Wounds on the target instead of only D3 when rolling a Psychic Test result of 10 or less.

Spirit-Hunter

Of all the members of the Exorcists, it is the Chapters Librarians who have the closest ties to the warp. Such connection is supremely dangerous for any psykers, especially those visiting the warp-scared worlds of the Narasima Straits. Therefore, the Librarians of the Exorcists often undertake greater esoteric studies on their awareness of the warp, as well as the myriad of immaterial beings connected to it.

4-6

This model uses an extension to its version of the Chapter Tactic Liber Exorcismus with the following ability: **Spirit-Hunter**: May re-roll all failed to-wound rolls of 1 for attacks made in the Fight Phase against enemy units with the PSYKER, DAEMON, WRAITH CONSTRUCT, or RUBRIC keyword.

EXORCISTS UNITS ONLY (excluding VEHICLES)

D6 Trait

Soul-Seared

Exorcists often continue to undertake monitored daemonic possession therapies, even after they are fully initiated into the Chapter. Such regular breaking of the 7th Seals of Salomoneth creates battle-brothers with exceptional resistances to daemonic and psychic influence, earning them the respected title of Soul-Seared.

1

Whenever this unit, or any other EXORCISTS units within 6" of it, attempts to undertake a Deny the Witch test (or equivalent test provided to them by any Stratagems, Abilities, Relics or Wargear) they may re-roll any failed result once per Psychic Phase.

Brothers of the Orison

2 *The Sub-cults of the Exorcist Orisons are not formal standing formations within the Chapters order of battle but instead informal fraternities that aim to enhance their abilities and dedicated books of lore associated to a specific area of esoteric specialism. Such brothers with long standing membership within these fraternities can call upon their understanding of their Book of Lore as required as the mission dictates.*

Select one of the follow Orisons for which this unit belongs: Broken Tower, Obelisk Thelemus, or Enochian Guard. Each time this unit is selected for the corresponding Orison stratagem (Broken Tower, Obelisk Thelemus, Enochian Guard) that stratagem costs OCP to use.

Inner Brutality

3 *The Exorcists maintain their scholarly character as long as they can when in the presence of the Daemon and the Witch but even these marines cannot deny the hatred towards such entities.*

While this unit is within Engagement Range of a DAEMON or PSYKER units, it is always treated as having made a charge move for the purposes of the Shock Assault ability.

Adaptative Tactics

4 *Though the Exorcists Chapter maintains its war doctrines closely to the Codex Astartes, it understands that at times when confronting the entities of the immaterial adhering to such rigid tactics can result in failure. As such certain elements of the Chapter are encourage to adapt as needed in the face of such unpredictable enemies from the warp.*

Each time this unit is selected for the Adaptive Strategy stratagem, that stratagem costs OCP to use.

Seekers of the Arcane

Often tasked with securing arcane relics, cyclopean ruins and ritual sites connected with warp incursions or worship, Exorcists can hold such sites of interest until their commanders can send reinforcements.

5 Whilst this unit is within 3" of any Objective Marker related to Missions containing the words 'Relic' 'Artifact' 'Ritual' (i.e., the Relic, the Ritual etc.) it has the Objective Secured ability. If this unit already has the Objective Secured ability, then for the purposes of determining which player controls an objective marker, each model in this unit counts as two models.

Malleus-Imperatus

6 *The Exorcists Chapter maintains a close relationship with the Ordo Malleus of the Holy Inquisition. Many Squads are tasked with the duty to accompany Inquisitor Daemonhunters, alongside the Grey Knights Chapter Astartes, when combating major Daemonincursions events*

Whilst this unit is within 3" of any unit with the INQUISITOR and ORDO MALLEUS keyword, or GREY KNIGHT units, they may re-roll all failed to-hit and to-wound rolls made against enemy units with the DAEMON or CHAOS keywords.

EXORCISTS CHARACTER ONLY (excluding PSYKERS)

D6 Trait

Brother Almoner

1-3 *The Exorcists Chapter encounters the destructive energies of the warp manifesting into the material universe. As such many champions of the Chapter receive additional training by members of the Apothecarion-Malefex in 'medicaesoterica' practices, adopted from the tribal shamanic traditions of Banish's natives. Such members of the Almoner fraternity help stave off the worst of the damage when eruptive warp energy spills forth from the minds of Psykers who loose control of their abilities.*

Whenever an EXORCISTS unit suffer from the effects of the Perils of the Warp (e.g., a Psyker or other unit with range of a Psyker who is slain by the Perils of the Warp) these EXORCISTS units only suffer a maximum damage of 1 Mortal Wound whilst they are within 3" of this model. However, should the bearer of this trait also have the APOTHECARY keyword, then all Mortal Wounds resulting from any Perils of the Warp effects are negated whilst these EXORCISTS are within 3" of this Battle Traits bearer.

Honoured Orison Brother

Those who gain the high respect of their fellow Orison brethren gain the title of 'Honoured'. Such Honoured heroes are able to channel the knowledge of their fraternities Book of Lore to devastating effect.

4-6 Should this unit be targeted for an Orison Stratagem (i.e., Broken Tower, Obelisk Thelemus, Enochian Guard) the CP cost is reduced to 0. In addition, this model inflicts a -1 modifier to Invulnerable Saves on all hits made during the Fight Phase, which increases to negating all Invulnerable Saves if under the effect of an Orison Stratagem.

CRUSADE RELICS

When an EXORCISTS CHARACTER gains a Crusade Relic, you can instead select one of the Relics listed below. All the usual rules for selecting Crusade Relics, as described in the Warhammer 40,000 Core Book, apply. If a model from your army is given a Crusade Relic, replace all instances of the EXORCISTS keyword on that Crusade Relic's rules (if any) with the name of the chapter that your model is drawn from.

ARTIFICER RELICS

An EXORCISTS CHARACTER model can be given one of the following Artificer Relics instead of one of the ones presented in the Warhammer 40,000 Core Book.

SANCTUS GRENADES

The Ordo Malleus research teams assigned to Banish are comprised of some of the greatest artificers in anti-psionic wargear within the Imperium, save perhaps those in service to the Grey Knights of Titan and the Inquisitions secret Armouria-Primus. One such area of research includes the perfection of Psyk-Out Grenades for combating the foul servants of Chaos. The 'Sanctus Grenades' are a primary example of these master-crafted weapons that can blast apart whole hordes of warp spawned horrors with cleansing righteous energies.

The bearer of the relic gains access to the following Sanctus Grenades weapon profile and ability:

Weapon	Range	Type	S	AP	D
Sanctus Grenade	6"	Grenade	D3	4	0 D3

Sanctus Grenade: Blast. When resolving an attack made with this weapon against a PSYKER unit or a DAEMON unit, a hit roll of 6+ inflicts D3 mortal wounds on the target and the attack sequence ends.

ATHAME BLADE

Many Exorcists, particularly those recruited from amongst the tribal peoples of Banish, often wield crudely shaped chipped-stone blades called 'Athames' instead of their standard issue

combat blades. Though these daggers may look like the crude works of many primitive cultures, they are in fact examples of the artificer-wrought psi-weapons made by the tribal Shaman's of the Bani'shah. Made from the darkest-ore chiseled from the warp-scarred canyons of Banish's Highwastes, these blades are shaped into detailed geomantic designs and carved with esoteric warding pictograms. The greatest of these Athame Blades are powerful weapons against the predations of warp-entities that emerged on Banish, and can slice through the aetheric attacks and defenses of such creatures with surprising ease.

The bearer of the relic gains access to the following Athame Blade weapon profile and ability:

Weapon	Range	Type	S	AP	D
Athame Blade	Melee	Melee	+1	-1	D3

Athame Blade: When making an attack with this weapon the bearer gains +1 A value. When resolving an attack made with this weapon the enemy unit may not use any Invulnerable Saves, they are equipped with. Finally, should a model with the PSYKER keyword roll any double when attempting a Psychic Test within 6" of the relic's bearer, they suffer Perils of the Warp (D3 Mortal Wounds) on a roll of any doubles, and the full 3 Mortal Wounds should they roll a Double 1 or 6 as the result.

ANTIQUITY RELICS

An EXORCISTS CHARACTER model of Heroic rank or higher can be given the following Antiquity Relic instead of one of the ones presented in the Warhammer 40,000 Core Book. Add 1 to a unit's total Crusade points for each Antiquity Relic it has - this is in addition to the +1 from gaining a Battle Honour, for a total of +2.

BLOODSHROUD

This blood-red cloak was originally worn by Captain Hieronymus Daoloth who led the 2nd Company of the Chapter at the time of Angron's Dominion of Fire in mid M38. The Demon-Primarch led fifty thousand Khorne Berserkers to slaughter their way through Imperial space for over two centuries. The wars and rebellions

the forces of Khorne sparked ravaged over seventy sectors. In the end it took four Space Marine chapters including elements of the Exorcists 1st, 2nd and 4th Companies to halt this devastation and retake what was lost. In his epic confrontation with the possessed World Eater's Horde of Lord Khurgask at the Gates of Naimon on Durstsworld, Daoloth's brutal righteous fury clashed with insensate rage of the berserker horde. It was only until the Exorcist's Captain was steeped in the blood of a countless traitors and their neverborn allies that he severed the horned-head of Lord Khurgask a pile of gore and twisted corpses at the foot of the unbreeched fortress walls. To this day the Bloodshroud cloak bares the blood-stained hue of that day's slaughter, and as if in memory of Daoloth's deeds lights the same fire of righteous fury within its bearer when facing the foul warriors of the Blood God.

This Relic if taken replaces any Cloak, Mantle or other such type of Wargear or Relic the bearer is equipped with. The bearer of the Relic gains access to the following Bloodshroud ability:

Bloodshroud: When a model with this Relic would lose a wound, roll one D6; on a 4+ that wound is not lost. In addition, whilst the bearer of this Relic is within Engagement Range of any unit with the KHORNE keyword, that model may fight-twice in the Fight Phase each time it makes an attack.

LEGENDARY RELICS

An EXORCISTS CHARACTER of Legendary Rank can be given one the following Legendary Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. In order to give a model a Legendary Relic, you must also pay 1 Requisition point (if you do not have enough Requisition points, you cannot give that model a Legendary Relic). Add an additional 2 to a unit's total Crusade points for each Legendary Relic a it has - this is in addition to the +1 from gaining a Battle Honour, for a total of +3.

TRISMEGISTUS HALBERD

A true example of the psionic artificers' arts from the armouries of Titan, this Nemesis Halberd belonged to Enoch Trismegistus, the

first Chapter Master of the Exorcists. Given to him by his mentors from the Grey Knights and the Ordo Malleus on his ascension to Chapter Master, Enoch wielded this weapon with great martial prowess. On the tragic day of his death whilst fighting back the horrors of warp it is thought that the Halberd became infused with a portion of Enoch's immense psychic power. To this day the blade still thrums with aetheric force and can in times of true need when drawn call forth the power of the wielder's own soul, even though they may not have the psykers gift.

The item replaces any Power Sword, Power Axe, Relic Blade, Master-Crafted Power Sword, Force Sword, or Force Axe. The bearer of the relic gains access to the following The Trismegistus Halberd weapon profile and ability:

Weapon	Range	Type	S	AP	D
Trismegistus Halberd	Melee	Melee	*	-3	3

Trismegistus Halberd: When making an attack with this weapon the bearer determines the attacks strength value "*" as equal to their own Leadership Characteristic, with all hits made by the weapon acting as though they were from a Force Weapon, even if the bearer of the Relic does not have the PSYKER keyword. In addition, all hits made against enemy units with the DAEMON keyword suffer D3+3 Damage instead of just Damage 3.

TRISMEGISTUS AEGIS

This master-crafted relic suit of unique Terminator Armour belonged to Enoch Trismegistus, the first Chapter Master of the Exorcists. This rare Aegis pattern of armour presented to him by the Daemonhunter Mystics of the Inquisition's Ordo Malleus on his ascension to the role of Exorcists Chapter Master. The armour is said to contain the blessed bone shards recovered from over a million imperial martyrs who were brutally sacrificed by the Dark Apostle Jarulek, during the Word Bearer's assault on the Shrine World of Roasch. Enoch took up the mantle of the Aegis alongside that of his duty as Chapter Master of the newly founded Chapter, vowing to avenge the martyred citizens of Roasch with a righteous ferocity. All those who have since adorned this exquisite armour have commented upon the

great strength it bestows its wearer in the face of the foul spawn of the warp and their traitorous brethren, turning back killing blows unto such aggressors as if assisted by the souls of those one million martyred souls.

EXORCISTS model with the TERMINATOR keyword only. The bearer of the relic gains access to the following Trismegistus Aegis ability in addition to the 5+ Invulnerable Save and Teleportation special deployment abilities for that models Terminator Armour:

Trismegistus Aegis: Each time the bearer of this Relic suffers a Mortal Wound roll a D6. On the roll of a 4+ that Mortal Wound is negated and has no effect. In addition, each time the bearer of the Relic rolls a 4+ to successfully negate any Mortal Wound, all enemy units with the DAEMON or CHAOS keyword which are within engagement range of the relic's bearer suffer 1 Mortal Wound.

NAMED CHARACTERS OF THE EXORCISTS CHAPTER

CHAPTER MASTER SILAS ALBEREC, KEEPER OF VIGILS AND ADJUNCT OF THE BROKEN TOWER

A mighty warrior with Ogryn-like stature, Silas has become a living legend within the Exorcists Chapter as well as to the wider forces of the Imperium. As a Neophyte, Alberec was assigned to a small task force assisting Ordo Malleus Inquisitor Khazan against a Daemonic infestation on the Mars Class Battle Cruiser, the Sundered Star. When the ship phased into the Warp suddenly, the nightmarish realm flooded the ship and Imperial casualties were enormous. Silas Alberec was one of the few to survive, dragging the maimed Inquisitor to a life-pod before the vessel disappeared forever. This act of courage helped earn him many honors and set the path to his rank as a Captain of the Chapter. In addition, he has held titles of Keeper of Vigils, as well as Captain of the 3rd Company, and Honoured-Adjunct of the Orison of the Broken Tower, one of the few non-

Psykers outside the Exorcists Librarius to achieve such a status.

During the Badab War, Silas Alberec commanded the Exorcists contingent where he gained great fame in several engagements. These include taking the armed merchantman Soyuz-Maru and leading the attack on Sentinel-Sigma Station during the fall of Badab. During this battle he slew the Astral Claws Chaplain Arkil Lionsmane in personal combat with his great sigil encrusted war mace 'Hellslayer', made from the darkest black-ore Silas chiseled himself from the daemon infested canyons of Highwaste Vatnhelsbore on Banish. This weapon thrums with a ferocious psychic resonance due to the number of vanquished etheric entities trapped within its deep psionically-charged core.

Since that time Silas Alberec has gone on to become the Chapter Master of the Exorcists, committing the entire Exorcists Chapter's 12 Companies and Fleet in the great void war above Armageddon in 998.M41. Later the Chapter's strength would be sent into the frontline defense of Hive Infernus, as well as the clearing of the Diablo Mountain Range by its highly effective Vanguard and Scout Company elements.

After taking injury exorcising the Daemon Qaramar in the defense of the Cadian Gate during the 13th Black Crusade, it was feared that the towering Alberec would not survive the plague-ridden wounds inflicted by that foul Nurgle Prince. However, with the return of Guilliman and Cawl's revelation of the Primaris Astartes, the Chapter Master successfully crossed the Rubicon Primaris to once again lead the Exorcists into the heart of the Indomitus Crusade Era. Exorcists Chapter elements proved instrumental during the Drennox Cleansing, and in their valiant return to the rescue of trapped Imperial forces on the surface of the now daemon infested world of Armageddon.

See the SILAS ALBEREC datasheet for rules to be able to use this unit within the Order of Battle for an EXORCIST detachment.

BANISH MASTER GNOSIS WOTAN, SALGAN'NATH'S DOOM AND WATCHMAN OF THE DROMMULBORE HIGHWASTE

The Exorcists Chapter appears at first glance to fully follow the tenets of the Codex Astartes. Only as one begins to examine the Chapter Cults inner workings that one begins to see other Sub-Cults, such as the informal Orisons. Furthermore, the Chapter unusually maintains two additional Scout Companies in addition to the 10th Scout and Reconnaissance Company containing a Chapter's usual Scouts and Vanguard specialists. The 11th and 12th Scout or 'Banish' Companies are formed to ensure a ready supply of candidates for recruitment due to the attrition rates faced by Exorcist initiates from the Chapter's unorthodox ritual possession therapies. The 'Banish' Companies also serve another important function and this entails a longer term of training service to the Chapter before becoming full Astartes.

By the nature of Banish's residual warp storm damage, and the density of its Regia Occulta phenomena outside the Chapter and Ordo-Malleus warded bastion stations, technology malfunctions very easily and only the simplest of analog mechanisms will continue to work for any duration. This effect is but one factor that has kept the peoples of Banish at the technological advancement of the Bronze and Iron Age tribes of Old Terra. The 'Bani'shah' as the Inquisitors fancifully know them are composed of many nomadic tribes who move across the 'Heiliglundha' or Sanctuary Lands. The Bani'shah Caravans cross the smallest stretches or skirt the edges of the most dangerous zones of the haunted Hollow Forests, the arid Hellwastes, or the terrifyingly abstract Highwastes only when needed.

The Bani'shah tribes, such as the Ing, Gundahari, Wotan and Egon, comprise those human populations who had managed to survive since the catastrophic warp storms of Old Night ravaged their ancestral worlds of the Narasima Straits. In fact, the term 'Bani'shah' is not often recognized by the natives of Banish

themselves, and when pressed use the term 'Des Utter-Nekala' which roughly translates as 'remnants' or 'survivors' in Low Gothic. Since that time these hardy tribal peoples have developed highly effective shamanic traditions to combat the many immaterial dangers that erupt through the many Regia Occulta warp tunnels on Banish. However, though as hardy and excellent recruiting stock for the Chapter Astartes of the Exorcists, such threats often manifest that require purging to ensure the safety of the Imperium's grasp upon this world. Armed in only the most basic of carapace war plate and armaments that can operate in Banish's tainted climate, it is the duty of the Exorcists 11th and 12th companies to combat these regular warp-threats on Banish as well as guide and provide escort to Ordo Malleus researchers to certain sites of specific interest. The undertaking of these duties helps to train and forge the best candidates to join the main chapter.

Gnosis Wotan, a Veteran Scout Master of the Chapter, often returns to Banish's wilds to train and keep-vigil over many of the Chapters recruits as they undergo their trials. Bearing the title of 'Watchman' Gnosis takes scouting patrols into the maddening canyons of the Drommulbore Highwaste, a place of nightmares made manifest, where once he defeated the daemon Salgan'nath. Thus, preventing it from completing its full manifestation into our reality.

See the GNOSIS WOTAN datasheet for rules to be able to use this unit within the Order of Battle for an EXORCIST detachment.



NAMED
CHARACTERS

CHAPTER MASTER SILAS ALBEREC
KEEPER OF VIGILS AND ADJUNCT OF THE BROKEN TOWER

CHAPTER MASTER SILAS ALBEREC

175 Pts / P#8

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Silas Alberec	6"	2+	2+	5	5	7	5	9	3+

Your order of battle may only include one SILAS ALBEREC model in any EXORCISTS army. If the model is included, and if it is the only CHAPTER MASTER model in the army, then they must be chosen as the forces WARLORD. Silas Alberec is a single model and is equipped with Purgator, Hellslayer, Frag Grenades, Krak Grenades.

Weapon	Range	Type	S	AP	D	Abilities
Purgator	12"	Pistol 1	6	-2	2	-
Hellslayer	Melee	Melee	X2	-3	D3	This weapon grants the user the PSYKER keyword for the purpose of the Orison of the Broken Tower rules only.
Frag Grenades	6"	Grenade D6	3	0	1	Blast
Krak Grenades	6"	Grenade 1	6	-1	D3	-

Other Wargear	Abilities
Iron Halo	This unit has a 4+ Invulnerable save.
Hexagrammatic Wards	This unit may attempt a Deny the Witch test as in their opponents Psychic Phase, as if they were a Psyker.

Wargear Options
None

Abilities

Angels of Death: (See Codex: Space Marines)

Rites of Battle (Aura): While a friendly EXORCISTS CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Chapter Master: In your Command phase, select one friendly EXORCISTS CORE or EXORCISTS CHARACTER unit within 6" of this character. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.

Ogryn-like Stature: This unit moves the standard 6" with the MK X GRAVIS keyword and has an additional +1 Strength. When charging it gains an additional +1 Attack, in addition to their Shock Assault rule, but only for any single Fight Phase immediately after a successful Charge move into combat.

Honoured-Adjunct of the Broken Tower: Should this unit be targeted for the ORISON OF THE BROKEN TOWER Stratagem, the cost of that Stratagem reduced to 0CP. In addition, this model inflicts a -1 modifier to Invulnerable Saves on all hits made during the Fight Phase, which increases to negating all Invulnerable Saves if under the effect of the ORISON OF THE BROKEN TOWER Stratagem.

Warlord Trait

Should this unit be selected to be the Detachments Warlord then they must always select the following Warlord Trait from the list available to the Exorcist Chapter.

IMPLACABLE DISCIPLINE (AURA): All EXORCISTS CORE and EXORCISTS CHARACTER units within 12" of this Warlord gain a +1 to their Ld and are unaffected by any negative Leadership modifiers caused by enemy units.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, EXORCISTS

KEYWORDS: INFANTRY, PRIMARIS, CHARACTER, MK X GRAVIS, CHAPTER MASTER, SILAS ALBEREC



NAMED
CHARACTERS

BANISH MASTER GNOSIS WOTAN
WATCHMAN OF THE DROMMULBORE HIGHWASTE

BANISH MASTER GNOSIS WOTAN

80 Pts / P#4

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Gnosis Wotan	6"	2+	2+	4	4	4	3	8	4+

Your order of battle may only include one GNOSIS WOTAN model in any EXORCISTS army. Gnosis Wotan is a single model and is equipped with Knacktravn, Athame Blade, Bolt Pistol, Frag Grenades, Krak Grenades.

Weapon	Range	Type	S	AP	D	Abilities
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Knacktravn	30"	Assault 1	4	-2	2	-
Athame Blade	Melee	Melee	+1	-1	D3	+1 A value in Melee. Ignores Invulnerable Saves. All enemy Psykers suffer Perils of the Warp on any double rolled, while double 1's or 6's inflicts 3 Mortal Wounds.

Bolt Pistol	12"	Pistol 1	4	0	1	-
Frag Grenades	6"	Grenade D6	3	0	1	Blast
Krak Grenades	6"	Grenade 1	6	-1	D3	-

Other Wargear	Abilities
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Tribal Fetish Cloak Provides an additional -1 to-hit modifier against all incoming Melee and Ranged attacks from enemy PSYKER and DAEMON units, as well as an additional -1 modifier to any Psychic Tests for attacks in the enemy Psychic Phase that would directly affect them.

Hexagrammatic Wards	This unit may attempt a Deny the Witch test as in their opponents Psychic Phase, as if they were a Psyker.
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Wargear Options

None

Abilities

Angels of Death: (See Codex: Space Marines); **Concealed Positions:** (See Codex: Space Marines); **Outflank:** (See Codex: Space Marines)

Tactical Precision (Aura): While a friendly EXORCISTS CORE unit is within 6" of this unit, each time a model in that unit makes an attack, re-roll a wound roll of 1.

Banish Company Command: When a model with the BANISH MASTER or BANISH CAPTAIN keyword is included in an EXORCISTS detachment, up to three EXORCISTS SCOUT SQUAD units may be included in the detachment as a 'Troop' instead of 'Elite' Battlefield Role, gaining the Objective Secured ability.

Banish Master (AURA): Any EXORCISTS units with the SCOUT keyword gain the Hexagrammatic Ward ability whilst they remain with 6" of this model.

Artificer Scout Carapace: Ranged attacks originating from a distance greater than 12" suffer a -1 to-hit modifier against this model. Each time a ranged attack is made against this model while receiving the benefits of cover, +1 to any armour saving throw made against that attack.

Warlord Trait

Should this unit be selected to be the Detachments Warlord then they must always select the following Warlord Trait from the list available to the Exorcist Chapter.

TO THE EXCLUSION OF ALL OTHERS: At the start of the Command Phase select one EXORCISTS CORE or EXORCISTS CHARACTER unit within 6". Until the start of the next battle round this unit may target any enemy CHARACTER model with the PSYKER or DAEMON keyword, ignoring the Look Out Sir! and Line-of-Sight rules for any ranged attacks. Selected EXORCISTS CORE and EXORCISTS CHARACTER units may Heroically Intervene up to 6", as if they were characters, to use this movement to move closer to a model with the PSYKER or DAEMON keyword.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, EXORCISTS
KEYWORDS: INFANTRY, CHARACTER, SCOUT, BANISH MASTER, GNOSIS WOTAN

SUPPLEMENTUM

EXORCISTS

DESIGNERS NOTES

The Exorcists Chapter, like many of those Astartes Chapters which have close ties to the Imperial Inquisition, are a fascinating focus for the imagination of WH40K players. My interest in developing an Index Astartes began after reading the short story '*Within These Walls*' by C.Z. Dunn. A marvelous look into the character of the mysterious Exorcists and a highly recommended read. Due to the mystery over the Chapter founding and the highly unorthodox daemonic possession therapy they undertake, I wanted to further explore these darker themes with this Fanmade Supplementum to the current 9th Edition of the Codex: Space Marines.

Unlike the Grey Knights, who may or may not be the parent to the Exorcists Chapter, the Astartes of the Basilica Malefex are the reverse side of the coin. The Grey Knights are the shining heroes of the Imperium who were created at a time of strife to utilize their combined psychic might and greater purity in the face of the darkness of Chaos. On the reverse we have the Exorcists who have sacrificed a part of their souls' purity through the deliberate tainting of their bodies by daemonic possession, thus becoming inexplicitly closer to the foul spawn of the warp they hunt. I thought this was a great start on which to build upon, drawing a lot from what has already been excellently produced by Games-Workshop in its excellent War for Armageddon and Badab War Campaign Supplements.

I was further inspired by the great work of Brother Tyler, a long-time Veteran of the Bolter & Chainsword Community, whose work throughout all the various editions of WH40K has attempted to consolidate and keep the flavour of the Exorcists Chapter alive in his numerous Exorcists Index Astartes articles. I very much thank him for his help on managing the forum posts on the Exorcists on B&C. In particular his very constructive comments on the past draft version of my Exorcists and Red Hunters Fandex Supplements, as well as his amazing templates to help other produce much more professionally looking documents. I'd also like to thank all the other comments, feedback, and advice received from the overall Warhammer Community, especially those who've quickly play-tested some of the initial rules which led to the much more

usable fan-made rules presented here. It appears that Games-Workshop will update the lore and rules for the Exorcists Chapter in the coming month in the 462 White Dwarf Index: Exorcists, which I'm very excited about, so I wanted to complete this Fandex Supplementum on the eve of their arrival so that I can move onto the other Fandexes and Supplements I want to work on.

A key part of why I've enjoyed making this Supplementum was partly to work upon the lore surrounding the Chapters homeworld of Banish. I imagined this quarantined world to be a scarred place, once majestic in its promise, now twisted by dark energies into a barren world of survivors holding on in the face of nightmares made flesh. I saw a world and the peoples it contains as though they were wanderers in a dream, drawing upon the myths and legends from the Bronze and Iron Ages of Northwest Europe colliding with the cultures of the Indus Valley Civilization and the first nation peoples of Australia. A hard world with hardy nomadic people clinging to complex system of meaning to interpret the dream or nightmare like quality of Banish's warp-scarred environment. There is also a little sprinkling of the occult, Victorian mysticism, and of course the undercurrent of Lovecraftian Cthuloid horror.

Finally, I was inspired by the artistic works of the dark surrealists when looking for a way to express the mood of the Exorcists Chapter and the world of Banish. In this work I decided to highlight the works of the excellent Polish artist Zdzisław Beksiński, a true master of the dark surrealists whose mind very much rests forever in the tides and currents of the unknowable great ocean of the immaterial. If you've never heard of him, I highly recommend that you go look for his amazing body of work.