



IMPERIAL AGENTS

FACTION PACK: VERSION 1.0

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra Detachments and datasheets to FAQs and errata.

The FAQs and Errata section logs changes to printed products. New or revised text is **presented in red**, with a **text highlight** applied to revisions made previously (excluding passages that were added or replaced in full).

Points values for your faction are presented in the Munitorum Field Manual, and wider improvements to the balance of Warhammer 40,000 (which may include changes to your faction's rules) are presented in the Balance Dataslate. All such points values and rules changes are also updated live in the Warhammer 40,000 app.

WHAT'S NEW?

This is the first iteration of this Faction Pack, collecting pre-existing documents into one convenient place. The next time it is updated, this box will summarise what has been added or changed.

CONTENTS

Detachments	2
Veiled Blade Elimination Force	2
Datasheets	4
Sanctifiers	4
FAQs and Errata	6
Legends Datasheets	7



VEILED BLADE ELIMINATION FORCE

The lethally efficient agents of the Officio Assassinorum ordinarily operate alone when stalking their prey. However, when assigned a particularly well-protected or formidable target, assassins from various temples may be brought together alongside other assets drawn from the military, Ecclesiarchal or judicial wings of the Imperium. These bespoke formations possess enough firepower to break through the target's defences and ensure the killing blow is landed.

DETACHMENT RULE



EXTREMIS SANCTION

When pursuing an extremis-level target, the agents of the Officio Assassinorum are expected to push their altered minds and bodies beyond the limits of endurance. Additional equipment, augmentation and ammunition may be provided to complete the task.

OFFICIO ASSASSINORUM units from your army can use the Overkill, Soulless Horror and Shieldbreaker abilities twice per battle, instead of once per battle (but cannot use such an ability more than once in the same battle round).

When mustering your army, each **OFFICIO ASSASSINORUM** unit from your army has the relevant Extremis ability shown on the right, and you must increase the points cost of each of those units by the amount shown. If this causes your army to exceed the points limit for the battle you are playing, you cannot include that unit in your army.

EXTREMIS ABILITIES



DECOY TARGETS +40 PTS

The agents of the Callidus Temple are known to utilise vat-grown doubles to confound their foes.

CALLIDUS ASSASSIN models only. Twice per battle, in your Movement phase, you can select one other friendly **INFANTRY** model that is on the battlefield and not within Engagement Range of one or more enemy units. The selected model is destroyed (ignoring any rules that are triggered when a model is destroyed) and this model is removed from the battlefield and set up again as close as possible to where that destroyed model was and not within Engagement Range of one or more enemy units. This ability cannot be used more than once in the same battle round.

ESOTERIC EXPLOSIVES..... +40 PTS

This Culexus operative has been outfitted with various grenades tailored to destroy their assigned targets.

CULEXUS ASSASSIN models only. Each time this model is targeted with the Grenades Stratagem, 1 mortal wound is inflicted for each D6 roll of 3+ instead of for each 4+.

INTRANEURAL BIOTECH+35 PTS

This Eversor agent's neurons have been surgically spliced to enhance awareness and speed of thought.

EVERSOR ASSASSIN models only. Once per battle round, you can target this model with the Heroic Intervention or Counter-offensive Stratagem for OCP, and can do so even if you have already used that Stratagem on a different unit this phase.

MICROMELTA ROUNDS +45 PTS

These projectiles are tipped with miniaturised melta charges that detonate on impact.

VINDICARE ASSASSIN models only. This model's exitus rifle has the [ANTI-MONSTER 4+] and [ANTI-VEHICLE 4+] abilities.



PRIME TARGET

VEILED BLADE ELIMINATION FORCE – BATTLE TACTIC STRATAGEM

A primary target has been revealed. All efforts must be made to ensure the kill.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **AGENTS OF THE IMPERIUM** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack that targets a **CHARACTER** unit, re-roll a Wound roll of 1. If that attack is made by an **OFFICIO ASSASSINORUM** model and it targets the enemy **WARLORD**, you can re-roll the Wound roll instead.



1CP



HYPERSTIMMS

VEILED BLADE ELIMINATION FORCE – BATTLE TACTIC STRATAGEM

Unenhanced mortal bodies are routinely – and unknowingly – dosed with experimental stimulant cocktails that serve to reinforce their resilience, at least in the short term.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **AGENTS OF THE IMPERIUM CHARACTER** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, add 1 to the Toughness characteristic of models in your unit. In addition, if it is an **EVERSOR ASSASSIN** unit, until the end of the phase, it has the Feel No Pain 4+ ability.



2CP



WILL-SAPPING SALVO

VEILED BLADE ELIMINATION FORCE – STRATEGIC PLOY STRATAGEM

Aiming concentrated volleys of fire toward an exceptionally resilient foe, these agents erode the will of their target, increasing their vulnerability to the concentrated psychic onslaughts of the Culexus Assassin's animus speculum.

WHEN: Your Shooting phase.

TARGET: One **AGENTS OF THE IMPERIUM INFANTRY** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the **[SUSTAINED HITS 1]** ability. In addition, if it is a **CULEXUS ASSASSIN** unit, until the end of the phase, change the Damage characteristic of ranged weapons equipped by models in your unit to 3.



1CP



ORBITAL OVERSIGHT

VEILED BLADE ELIMINATION FORCE – STRATEGIC PLOY STRATAGEM

Aided by orbiting assets, when the assault begins, voidships flood communication networks with jamming frequencies, fire screening bombardments and otherwise mask the agents' approach.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **AGENTS OF THE IMPERIUM INFANTRY** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, your unit can only be selected as the target of a ranged attack if the attacking model is within 18", or, if your unit has the Lone Operative ability, if the attacking model is within 6".



1CP



BLIND GRENADES

VEILED BLADE ELIMINATION FORCE – STRATEGIC PLOY STRATAGEM

These grenades release thick black smoke and broad-spectrum electromagnetic chaff that disrupt vision and foul augury equipment upon detonating.

WHEN: Your opponent's Charge phase, just after an enemy unit has declared a charge.

TARGET: One **AGENTS OF THE IMPERIUM GRENADES** or **VINDICARE ASSASSIN** unit from your army that was selected as one of the targets of that charge and is not within Engagement Range of one or more enemy units.

EFFECT: Until the end of the phase, subtract 1 from Charge rolls made for that enemy unit, or, if your unit is a **VINDICARE ASSASSIN**, subtract 2 from Charge rolls made for that enemy unit instead.



1CP



ENSNARING TRAP

VEILED BLADE ELIMINATION FORCE – STRATEGIC PLOY STRATAGEM

The eyes of the Officio Assassinorum are everywhere. As the foe turns to flee, the noose tightens, agents already forewarned of enemy movements and moving swiftly to cut off all avenues of retreat.

WHEN: End of your opponent's Charge phase.

TARGET: One **AGENTS OF THE IMPERIUM INFANTRY** unit from your army that is within 6" of one or more enemy units and would be eligible to declare a charge against one or more of those enemy units.

EFFECT: Your unit can declare a charge. When doing so, you must select one or more of those enemy units as the targets of that charge, and your unit does not receive a Charge bonus this turn. In addition, if it is a **CALLIDUS ASSASSIN** unit and it makes a Charge move as a result of this Stratagem, until the end of the turn, each time a model in your unit makes a melee attack, add 1 to the Wound roll.



1CP

SANCTIFIERS

M

6"

T

3

SV

6+

W

1

LD

7+

OC

1

5+

INVULNERABLE SAVE



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Holy fire [IGNORES COVER, ONE SHOT, TORRENT]

12"

D6

N/A

6

-1

2

One Shot: The bearer can only shoot with this weapon once per battle.

Meltagun [MELTA 2]

12"

1

4+

9

-4

D6

Ministorum flamer [IGNORES COVER, TORRENT]

12"

D6

N/A

5

0

1

Ministorum hand flamer

12"

D6

N/A

4

0

1

[IGNORES COVER, PISTOL, TORRENT]



Plasma gun – standard [RAPID FIRE 1]

24"

1

4+

7

-2

1



Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]

24"

1

4+

8

-3

2



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Burning hands [DEVASTATING WOUNDS]

Melee

1

2+

6

-2

3

Close combat weapon

Melee

2

3+

3

0

1

Death Cult blades [PRECISION]

Melee

4

2+

4

-2

1

Sanctifier melee weapon

Melee

3

3+

3

0

1



Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, RETINUE, SANCTIFIERS



ABILITIES

CORE: Scouts 6"

FACTION: Assigned Agents

Ministorum Sermon: While this unit contains a **MINISTORUM PRIEST**, each time a model in this unit makes a melee attack, add 1 to the Wound roll.

Cherub: Once per battle, you can target this unit with the Command Re-roll Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

Designer's Note: Place a Cherub token next to the unit, removing it once this ability has been used.

FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

SANCTIFIERS



ATTACHED UNIT

If a **MINISTORUM PRIEST** or **INQUISITOR** model from your army with the Leader ability can be attached to a **SISTERS OF BATTLE SQUAD**, it can be attached to this unit instead. If a **MINISTORUM PRIEST** or **INQUISITOR** model from your army is attached to this unit during the Declare Battle Formations step, that model gains the Scouts 6" ability.

WARGEAR ABILITIES

Salvationist Medikit: In your Command phase, if the bearer is on the battlefield, you can return up to D3 destroyed models [excluding **CHARACTER** models] to this unit.

Simulacrum Imperialis: Improve the Leadership characteristic of models in the bearer's unit by 1.

WARGEAR OPTIONS

- 1 Missionary model can have its 1 plasma gun replaced with 1 meltagun.
- 1 Missionary model equipped with 1 plasma gun can be equipped with 1 holy fire (this model's plasma gun cannot be replaced).
- 1 Sanctifier model can have its 1 Sanctifier melee weapon replaced with 1 Ministorum hand flamer and 1 close combat weapon.
- 1 Sanctifier model can have its 1 Sanctifier melee weapon replaced with 1 close combat weapon and 1 simulacrum imperialis.

UNIT COMPOSITION

- 1 Miraculist
- 1 Salvationist
- 1 Death Cult Assassin
- 2 Missionaries
- 4 Sanctifiers

The Miraculist is equipped with: holy fire; burning hands.

The Salvationist is equipped with: close combat weapon; Salvationist medikit.

The Death Cult Assassin is equipped with: Death Cult blades.

1 Missionary is equipped with: plasma gun; Sanctifier melee weapon.

1 Missionary is equipped with: Ministorum flamer; Sanctifier melee weapon.

Every Sanctifier is equipped with: Ministorum hand flamer; Sanctifier melee weapon.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, RETINUE, SANCTIFIERS



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM



IMPERIAL AGENTS

UPDATES & ERRATA

Page 86 – Inquisitor, Leader section

Delete 'DEATHWATCH KILL TEAM'

Page 88 – Inquisitor Draxus, Leader section

Delete 'DEATHWATCH KILL TEAM'

Page 90 – Inquisitorial Agents, Inquisitorial Henchmen section

Change to:

'If your Army Faction is not **AGENTS OF THE IMPERIUM**, then for each **INQUISITOR** unit you include in your army, you can include one **INQUISITORIAL AGENTS** unit in your army that does not count towards the number of **RETINUE** units your army can include (see Assigned Agents, page 75).'

Page 93 – Voidsmen-at-Arms, Navy Bodyguard section

Change to:

'If your Army Faction is not **AGENTS OF THE IMPERIUM**, then for each **VOIDFARERS CHARACTER** unit you include in your army, you can include one **VOIDSMEN-AT-ARMS** unit in your army that does not count towards the number of **RETINUE** units your army can include (see Assigned Agents, page 75).'

Page 105 – Sisters of Battle Immolator, invulnerable save

Remove asterisk.

Page 107 – Imperial Rhino, Transport section

Change to:

'This model has a transport capacity of 12 **AGENTS OF THE IMPERIUM INFANTRY** models. It cannot transport **TERMINATOR** or **OFFICIO ASSASSINORUM** models.'

FAQS

Q: While using the Imperialis Fleet Detachment, if I attach a **CHARACTER** to a unit selected using the Clandestine Operation or Combat Landers Enhancement, does that **CHARACTER** also gain the ability conferred by that Enhancement (i.e. Infiltrators or Deep Strike, respectively)?

A: Yes.

INQUISITOR OSTROMANDEUS

M	T	SV	W	LD	OC
6"	3	3+	4	6+	1
6"	3	4+	3	8+	1
5+ *INVULNERABLE SAVE					

* Inquisitor Ostromandeus only.

INQUISITOR
OSTROMANDEUS

STENTOR-I-52

WARHAMMER LEGENDS



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+	8	-4	D3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hydraulic vox-ram	Melee	3	4+	6	-2	2
Power sword	Melee	5	3+	4	-2	1

WARGEAR ABILITIES

Vox-skull: Once per battle, at the start of any phase, you can select one enemy unit (excluding **MONSTERS** and **VEHICLES**) within 12" of the bearer. That unit must take a Battle-shock test; if that test is failed, until the end of your next turn, that unit cannot have the Benefit of Cover.

Designer's Note: Place a vox-skull token next to the unit, removing it once this ability has been used.

ABILITIES

CORE: Feel No Pain 4+, Leader

FACTION: Assigned Agents

Authority of the Inquisition: While this unit is leading a unit, it can embark within any **TRANSPORT** that its Bodyguard unit can embark within.

Ward Against the Malefic Arts: While this unit is leading a unit, each time a Psychic Attack targets that unit, subtract 1 from the Hit roll and subtract 1 from the Wound roll.

Vox-cast Proclamations (Aura): Each time your opponent targets a unit from their army with a Stratagem, if that unit is within 12" of this unit's Inquisitor Ostromandeus model, increase the cost of that use of that Stratagem by 1CP.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, EPIC HERO, IMPERIUM, INQUISITOR, OSTROMANDEUS



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

INQUISITOR OSTROMANDEUS

WARHAMMER LEGENDS



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Inquisitor Ostromandus – EPIC HERO
- 1 Stentor-I-52 – EPIC HERO

Inquisitor Ostromandus is equipped with: inferno pistol; power sword, vox-skull.

Stentor-I-52 is equipped with: hydraulic vox-ram.

LEADER

This unit can be attached to the following units:

- EXACTION SQUAD
- IMPERIUM BATTLELINE INFANTRY
- IMPERIAL NAVY BREACHERS
- INQUISITORIAL AGENTS
- SISTERS OF BATTLE SQUAD
- SUBDUCTOR SQUAD
- VIGILANT SQUAD

KEYWORDS: INFANTRY, CHARACTER, GRENADES, EPIC HERO, IMPERIUM, INQUISITOR, OSTROMANDEUS



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

UR-025

WARHAMMER LEGENDS

M

5"

T

5

SV

3+

W

4

LD

7+

OC

1

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Mk 1 assault weapon	24"	4	3+	5	-1	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power claw	Melee	2	4+	8	-2	2

ABILITIES

CORE: **Lone Operative**FACTION: **Assigned Agent**

Self Repair: At the start of your Command phase, this model regains 1 lost wound.

Evade and Survive: Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this model, if this model is not within Engagement Range of one or more enemy units, it can make a Normal move.

KEYWORDS: INFANTRY, IMPERIUM, CHARACTER, EPIC HERO, UR-025

FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 UR-025 – EPIC HERO

This model is equipped with: Mk 1 assault weapon;
power claw.

KEYWORDS: INFANTRY, IMPERIUM, CHARACTER, EPIC HERO, UR-025



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

ESPERN LOCARNO

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

6"

3

5+

3

7+

1

4+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Laspistol [PISTOL]	12"	1	4+	3	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Force-orb cane [PSYCHIC]	Melee	1	4+	6	-1	D3

ABILITIES

CORE: **Leader**

FACTION: **Assigned Agent**

The Third Eye (Psychic): At the start of your Shooting phase, select one enemy unit within 12" of this model. That enemy unit must take a Battle-shock test.

Gaze into the Immaterium (Psychic): Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" horizontally of this model.

KEYWORDS: INFANTRY, IMPERIUM, CHARACTER, NAVIS IMPERIALIS, EPIC HERO, PSYKER, ESPERN LOCARNO



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Espern Locarno – EPIC HERO

This model is equipped with: laspistol; force-orb cane.

LEADER

This model can be attached to the following units:

- IMPERIAL NAVY BREACHERS
- VOIDSMEN-AT-ARMS

KEYWORDS: INFANTRY, IMPERIUM, CHARACTER, NAVIS IMPERIALIS, EPIC HERO, PSYKER, ESPERN LOCARNO



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

NEYAM SHAI MURAD

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

6"

3

4+

4

6+

1

4+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Negotiator pistol [PRECISION]	12"	2	3+	4	-2	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	3	0	1

ABILITIES

CORE: **Infiltrators, Leader**

FACTION: **Assigned Agent**

Backroom Deals: While this model is leading a unit, models in that unit have the Infiltrators ability.

Warrant of Trade: If your army includes one or more units with this ability, after players have deployed, select up to D3 **IMPERIUM BATTLELINE** units from your army and redeploy them. You can use this ability to place those selected units into Strategic Reserves, regardless of how many units are already in Strategic Reserves. If both players have abilities that redeploy units, roll off: the winner chooses who redeploy units first.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, NAVIS IMPERIALIS, CHARACTER, EPIC HERO, NEYAM SHAI MURAD



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Neyam Shai Murad – EPIC HERO

This model is equipped with: 2 negotiator pistols; close combat weapon.

LEADER

This model can be attached to the following units:

- IMPERIAL NAVY BREACHERS
- VOIDSMEN-AT-ARMS

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, NAVIS IMPERIALIS, CHARACTER, EPIC HERO, NEYAM SHAI MURAD



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

JANUS DRAIK

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
6"	3	4+	4	6+	1
4+ INVULNERABLE SAVE					

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heirloom pistol [ANTI-INFANTRY 4+, PISTOL]	12"	1	3+	4	-1	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Monomolecular rapier [SUSTAINED HITS 1]	Melee	4	3+	3	-2	1

ABILITIES

CORE: **Infiltrators, Leader**

FACTION: **Assigned Agent**

Backroom Deals: While this model is leading a unit, models in that unit have the Infiltrators ability.

Warrant of Trade: If your army includes one or more units with this ability, after players have deployed, select up to D3 **IMPERIUM BATTLELINE** units from your army and redeploy them. You can use this ability to place those selected units into Strategic Reserves, regardless of how many units are already in Strategic Reserves. If both players have abilities that redeploy units, roll off: the winner chooses who redeploy units first.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, NAVIS IMPERIALIS, CHARACTER, EPIC HERO, JANUS DRAIK



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Janus Draik – EPIC HERO

This model is equipped with: heirloom pistol; monomolecular rapier.

LEADER

This model can be attached to the following units:

- IMPERIAL NAVY BREACHERS
- VOIDSMEN-AT-ARMS

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, NAVIS IMPERIALIS, CHARACTER, EPIC HERO, JANUS DRAIK



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

DAMNED LEGIONNAIRES

WARHAMMER LEGENDS

M **T** **SV** **W** **LD** **OC**
5" **4** **3+** **2** **6+** **1**
4+ **INVULNERABLE SAVE**



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Bolt pistol [IGNORES COVER, PISTOL]

12"

1

3+

4

0

1

Boltgun [IGNORES COVER]

24"

2

3+

4

0

1

Flamer [IGNORES COVER, TORRENT]

12"

D6

N/A

4

0

1

Heavy flamer [IGNORES COVER, TORRENT]

12"

D6

N/A

5

-1

1

Meltagun [MELTA 2]

12"

1

3+

9

-4

D6

Multi-melta [HEAVY, MELTA 2]

18"

2

4+

9

-4

D6



Plasma gun – standard [RAPID FIRE 1]

24"

1

3+

7

-2

1



Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]

24"

1

3+

8

-3

2



Plasma pistol – standard [PISTOL]

12"

1

3+

7

-2

1



Plasma pistol – supercharge [HAZARDOUS, PISTOL]

12"

1

3+

8

-3

2



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Astartes chainsword

Melee

5

3+

4

-1

1

Close combat weapon

Melee

3

3+

4

0

1

Power weapon

Melee

3

3+

5

-2

1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, RETINUE, DAMNED LEGIONNAIRES



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

ABILITIES

CORE: **Deep Strike**

FACTION: **Assigned Agents**

Grim Spectres: In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. That enemy unit must take a Battle-shock test.

WARGEAR OPTIONS

- The Legionnaire Sergeant's boltgun can be replaced with one of the following:
 - 1 bolt pistol and 1 power weapon
 - 1 plasma pistol and 1 power weapon
 - 1 bolt pistol and 1 Astartes chainsword
 - 1 plasma pistol and 1 Astartes chainsword
 - One Legionnaire's boltgun can be replaced with one of the following:
 - 1 Heavy flamer
 - 1 Multi-melta
 - One Legionnaire's boltgun can be replaced with one of the following:
 - 1 Flamer
 - 1 Meltagun
 - 1 Plasma gun
-

UNIT COMPOSITION

- 1 Legionnaire Sergeant
- 4-9 Legionnaires

Every model is equipped with: boltgun; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, RETINUE, DAMNED LEGIONNAIRES



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

INQUISITOR IN TERMINATOR ARMOUR

WARHAMMER LEGENDS

M

5"

T

4

SV

2+

W

5

LD

6+

OC

1

4+

INVULNERABLE SAVE



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Combi-weapon

24"

1

3+

4

-2

1

[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]

Psycannon [PSYCHIC]

24"

3

3+

8

-1

2

Psychic shock wave

18"

2D6

N/A

3

-1

1

[DEVASTATING WOUNDS, PSYCHIC, TORRENT]

Storm bolter [RAPID FIRE 2]

24"

2

3+

4

0

1



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Close combat weapon

Melee

3

3+

4

0

1

Force weapon [PSYCHIC]

Melee

4

3+

5

-2

D3

Inquisitorial melee weapon

Melee

5

3+

4

-2

1

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Assigned Agents**

Authority of the Inquisition: While this model is leading a unit, it can embark within any **TRANSPORT** that its Bodyguard unit can embark within.

Power of the Rosette: Each time you target this model's unit with a Stratagem, roll one D6: on a 3+, you gain 1CP.

WARGEAR ABILITIES

Blessed Wardings: While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability against mortal wounds.

Psychic Gifts: The bearer has the **PSYKER** keyword.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, TERMINATOR, IMPERIUM, INQUISITOR



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

WARGEAR OPTIONS

- This model's storm bolter can be replaced with 1 combi-weapon.
- This model's blessed wardings can be replaced with 1 psychic gifts and 1 psychic shock wave.
- If this model is equipped with 1 psychic gifts, its Inquisitorial melee weapon can be replaced with 1 force weapon.
- If this model is equipped with 1 psychic gifts, its storm bolter can be replaced with 1 psycannon.

UNIT COMPOSITION

- **1 Inquisitor in Terminator Armour**

This model is equipped with: storm bolter; Inquisitorial melee weapon; blessed wardings.

LEADER

This model can be attached to the following units:

- **IMPERIUM BATTLELINE INFANTRY**
- **INQUISITORIAL HENCHMEN**

KEYWORDS: INFANTRY, CHARACTER, GRENADES, TERMINATOR, IMPERIUM, INQUISITOR



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM