INTERROGATOR AGENT



APL	MOVE	SAVE	WOUNDS
2	6"	5+	8

NAME	ATK	HIT	DMG	WR
Extended stock relic autopistol	4	3+	2/4	Range 12", Lethal 5+
Fists	3	4+	2/3	-

Inquisitorial Tomes: STRATEGIC GAMBIT if this operative is in the killzone. Select one of the following **INQUISITORIAL TOME** rules for this operative to have, and one for a friendly **INQUISITORIAL AGENT TOME-SKULL** operative to have (they cannot be the same, and ignore the rule you didn't select for each operative):

- **Denunciation:** Whenever a friendly **INQUISITORIAL AGENT** operative is shooting against, fighting against or retaliating against an enemy operative within 2" of friendly operatives with this rule, add 1 to the Atk stat of that friendly operative's weapons.
- **Sanctification:** Whenever an enemy operative is shooting against, fighting against or retaliating against a friendly **INQUISITORIAL AGENT** operative within 2" of friendly operatives with this rule, subtract 1 from the Atk stat of that enemy operative's weapons.

INQUISITORIAL AGENT, IMPERIUM, INQUISITION, LEADER, INTERROGATOR 25

TOME-SKULL



APL	MOVE	SAVE	WOUNDS
2	6"	5+	5

Consecrated Tome: This operative can have an **INQUISITORIAL TOME** rule (see **INTERROGATOR**). Note it keeps that rule even if that friendly **INTERROGATOR** operative is removed from the killzone.

Machine:

- This operative cannot perform any actions other than **Charge**, **Dash**, **Fall Back** and **Reposition**.
- It cannot retaliate or assist in a fight.
- Whenever determining control of a marker, treat this operative's APL stat as 1 lower. Note this isn't a change to its APL stat, so any changes are cumulative with this.
- Whenever this operative has a Conceal order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. Seek, Vantage terrain) except being within 2".

RULES CONTINUE ON OTHER SIDE ▶

INQUISITORIAL AGENT, IMPERIUM, INQUISITION, TOME-SKULL 25

TOME-SKULL



APL	MOVE	SAVE	WOUNDS
2	6"	5+	5

Expendable: This operative is ignored for your opponent's kill/elimination op (when it's incapacitated, and when determining your starting number of operatives). It's also ignored for victory conditions and scoring VPs if either require operatives to 'escape', 'survive' or be incapacitated by enemy operatives (if it escapes/survives/is incapacitated, determining how many operatives must escape/survive/be incapacitated, etc.).

Group Activation: Whenever this operative is expended, you must then activate a ready friendly **INQUISITORIAL AGENT INTERROGATOR** operative (if able) before your opponent activates. The same is true in reverse (**INTERROGATOR** followed by **TOME-SKULL**). When that other operative is expended, your opponent then activates as normal.

AUTOSAVANT AGENT



APL	MOVE	SAVE	WOUNDS
2	6"	4+	7

NAME	ATK	HIT	DMG	WR
Mechanical appendages	3	5+	1/2	-

Scrivener: Each subsequent time your opponent uses each ploy during the battle (excluding Command Re-roll), if this operative is in the killzone, you gain 1CP (to a maximum of 2CP per turning point).

Irrefutable Report: Whenever this operative contests an objective marker or one of your mission markers, it always controls that marker. This takes precedence over all other rules.

Lightly Armed: This operative cannot use any weapons that aren't on its datacard, or perform unique actions.

INQUISITORIAL AGENT, IMPERIUM, INQUISITION, AUTOSAVANT 25

DEATH WORLD VETERAN AGENT



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

	NAME	ATK	HIT	DMG	WR
	Autopistol	4	4+	2/3	Range 8"
	Knife	1	2+	5/7	Lethal 5+
	Polearm	4	3+	4/5	-

Hunter: This operative can perform the **Charge** action while it has a Conceal order.

Weathered: Once per turning point, when this operative is fighting or retaliating, in the Resolve Attack Dice step, you can ignore the damage inflicted on it from one normal success.

INQUISITORIAL AGENTS, IMPERIUM, INQUISITION, DEATH WORLD VETERAN 25

ENLIGHTENER AGENT



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

	NAME	ATK	HIT	DMG	WR
	Autopistol	4	4+	2/3	Range 8"
	Paired blades	4	3+	3/5	Balanced, Rending

No Escape: Whenever an enemy operative would perform the **Fall Back** action while within control range of this operative, you can use this rule. If you do, roll one D6, subtracting 1 from the result if that enemy operative has a higher Wounds stat than this operative, and adding 1 if that enemy operative is wounded: on a 4+, that enemy operative cannot perform that action during that activation/counteraction (the AP spent on it isn't refunded).

Extract Information: Whenever an enemy operative is incapacitated within this operative's control range, you gain 1CP.

INQUISITORIAL AGENTS, IMPERIUM, INQUISITION, ENLIGHTENER 25

HEXORCIST AGENT



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

	NAME	ATK	HIT	DMG	WR
	Shotgun	4	3+	3/3	Range 6"
	Fists	3	4+	2/3	-

Hexorcise: Whenever an enemy operative is visible to and within 6" of this operative, your opponent cannot re-roll their attack or defence dice for that operative.

CHASTEN 1AP

▶ Select one enemy operative that's a valid target for this operative and within 6" of it, then select one additional rule (including a unique action) that enemy operative has on its datacard (excluding a weapon rule or a rule that states it is ignored for the kill/elimination op). Until the end of that enemy operative's next activation, it's treated as not having that additional rule.

◆ This operative cannot perform this action while within control range of an enemy operative.

INQUISITORIAL AGENTS, IMPERIUM, INQUISITION, HEXORCIST 25

MYSTIC AGENT



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

	NAME	ATK	HIT	DMG	WR
	Autopistol	4	2+	2/3	Range 8", Seek
	Fists	3	5+	2/3	-

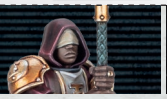
Icon Bearer: Whenever determining control of a marker, treat this operative's APL stat as 1 higher. Note this isn't a change to its APL stat, so any changes are cumulative with this.

Lightly Armed: This operative cannot use any weapons that aren't on its datacard.

RULES CONTINUE ON OTHER SIDE ▶

INQUISITORIAL AGENTS, IMPERIUM, INQUISITION, PSYKER, MYSTIC 25

MYSTIC AGENT



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

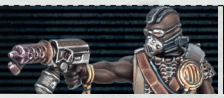
SCRY 1AP

PSYCHIC. Select one friendly **INQUISITORIAL AGENT** operative within 6" of this operative, then select one of the following effects to last until the start of this operative's next activation, until it's incapacitated or until it performs this action again (whichever comes first):

- **Guidance: PSYCHIC**. Whenever the selected operative is shooting, fighting or retaliating, in the Roll Attack Dice step, you can retain one of your fails as a normal success instead of discarding it, or retain one of your normal successes as a critical success instead.
- **Protection: PSYCHIC**. Whenever an operative is shooting the selected operative, in the Roll Defence Dice step, you can retain one of your fails as a normal success instead of discarding it, or retain one of your normal successes as a critical success instead.

This operative cannot perform this action while within control range of an enemy operative.

PENAL LEGIONNAIRE AGENT



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

NAME	ATK	HIT	DMG	WR
Hand flamer	4	2+	3/3	Range 6", Saturate, Torrent 1"
Chainsword	4	4+	4/5	-

Chem-mask: You can ignore any changes to this operative's APL stat, and any changes to its stats from being injured. This operative isn't affected by enemy operatives' Shock and Stun weapon rules.

Cruel: Whenever this operative is shooting against, fighting against or retaliating against a wounded enemy operative, this operative's weapons have the Relentless weapon rule.

INQUISITORIAL AGENT, IMPERIUM, INQUISITION, PENAL LEGIONNAIRE 25

PISTOLIER AGENT



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

NAME	ATK	HIT	DMG	WR
Scoped plasma pistol (standard)	4	3+	3/5	Range 12", Piercing 1
Scoped plasma pistol (supercharge)	4	3+	4/5	Range 12", Hot, Lethal 5+, Piercing 1
Suppressed autopistol	4	3+	2/3	Range 8", Silent
Fists	3	4+	2/3	-

Pistolier: You can ignore any changes to the Hit stat of this operative's ranged weapons.

PISTOL BARRAGE 1AP

Perform two free **Shoot** actions with this operative (this takes precedence over action restrictions). You must select a profile of its scoped plasma pistol for one action and its suppressed autopistol for the other (in any order).

This operative cannot perform this action while it has a Conceal order, or during an activation in which it performed the **Shoot** action (or vice versa).

INQUISITORIAL AGENT, IMPERIUM, INQUISITION, PISTOLIER 25

QUESTKEEPER AGENT



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

NAME	ATK	HIT	DMG	WR
Autopistol	4	4+	2/3	Range 8"
Eviscerator	4	4+	5/6	Brutal

Irrepressible Purpose: If this operative is incapacitated during the **Fight** action, you can strike the enemy operative in that sequence with one of your unresolved successes before this operative is removed from the killzone.

Zealot: Whenever an attack dice inflicts damage of 3 or more on this operative, roll one D6: on a 5+, subtract 1 from that inflicted damage.

INQUISITORIAL AGENT, IMPERIUM, INQUISITION, QUESTKEEPER 25

REQUISITIONED GUN SERVITOR



APL	MOVE	SAVE	WOUNDS
1	5"	4+	11

	NAME	ATK	HIT	DMG	WR
	Heavy bolter (focused)	5	4+	4/5	Heavy (Dash only), Piercing Crits 1
	Heavy bolter (sweeping)	4	4+	4/5	Heavy (Dash only), Piercing Crits 1, Torrent 1"
	Multi-melta	4	4+	6/3	Devastating 4, Heavy (Dash only), Piercing 2
	Plasma cannon (standard)	4	4+	4/6	Blast 2", Heavy (Dash only), Piercing 1
	Plasma cannon (supercharge)	4	4+	5/6	Blast 2", Heavy (Dash only), Hot, Lethal 5+, Piercing 1
	Servo claw	3	4+	4/5	-

Lobotomised: Whenever this operative is activated, if it's visible to and within 3" of another friendly **INQUISITORIAL AGENT** operative (excluding **GUN SERVITOR**) or vice versa, add 1 to this operative's APL stat until the end of that activation.

INQUISITORIAL AGENT, IMPERIUM, INQUISITION, GUN SERVITOR 32

SISTER OF SILENCE PROSECUTOR



APL	MOVE	SAVE	WOUNDS
2	6"	3+	8

	NAME	ATK	HIT	DMG	WR
	Boltgun	4	3+	3/4	-
	Gun butt	4	4+	2/3	-

Psychic Null: PSYCHIC ranged weapons cannot inflict damage on this operative. For the effects of **PSYCHIC** actions, this operative cannot be selected and is never treated as being within those actions' required distances. Whenever an operative is within 6" of this operative:

- That operative cannot perform **PSYCHIC** actions or use **PSYCHIC** additional rules.
- That operative cannot use **PSYCHIC** ranged weapons.
- **PSYCHIC** melee weapons have no weapon rules and cannot have Dmg stats higher than 3/4.

INQUISITORIAL AGENT, IMPERIUM, ANATHEMA PSYKANA, SISTER OF SILENCE, PROSECUTOR 32

SISTER OF SILENCE VIGILATOR



APL	MOVE	SAVE	WOUNDS
2	6"	3+	8

	NAME	ATK	HIT	DMG	WR
	Executioner greatblade	4	3+	4/6	Lethal 5+

Psychic Null: PSYCHIC ranged weapons cannot inflict damage on this operative. For the effects of **PSYCHIC** actions, this operative cannot be selected and is never treated as being within those actions' required distances. Whenever an operative is within 6" of this operative:

- That operative cannot perform **PSYCHIC** actions or use **PSYCHIC** additional rules.
- That operative cannot use **PSYCHIC** ranged weapons.
- **PSYCHIC** melee weapons have no weapon rules and cannot have Dmg stats higher than 3/4.

INQUISITORIAL AGENT, IMPERIUM, ANATHEMA PSYKANA, SISTER OF SILENCE, VIGILATOR 32

SISTER OF SILENCE WITCHSEEKER



APL	MOVE	SAVE	WOUNDS
2	6"	3+	8

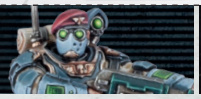
	NAME	ATK	HIT	DMG	WR
	Flamer	4	2+	3/3	Range 8", Saturate, Torrent 2"
	Gun butt	4	4+	2/3	-

Psychic Null: PSYCHIC ranged weapons cannot inflict damage on this operative. For the effects of **PSYCHIC** actions, this operative cannot be selected and is never treated as being within those actions' required distances. Whenever an operative is within 6" of this operative:

- That operative cannot perform **PSYCHIC** actions or use **PSYCHIC** additional rules.
- That operative cannot use **PSYCHIC** ranged weapons.
- **PSYCHIC** melee weapons have no weapon rules and cannot have Dmg stats higher than 3/4.

INQUISITORIAL AGENT, IMPERIUM, ANATHEMA PSYKANA, SISTER OF SILENCE, WITCHSEEKER 32

TEMPESTUS SCION GUNNER



APL	MOVE	SAVE	WOUNDS
2	6"	4+	8

NAME	ATK	HIT	DMG	WR
Flamer	4	2+	3/3	Range 8", Saturate, Torrent 2"
Grenade launcher (frag)	4	3+	2/4	Blast 2"
Grenade launcher (krak)	4	3+	4/5	Piercing 1
Hot-shot volley gun (focused)	5	3+	3/4	Piercing Crits 1
Hot-shot volley gun (sweeping)	4	3+	3/4	Piercing Crits 1, Torrent 1"
Meltagun	4	3+	6/3	Range 6", Devastating 4, Piercing 2
Plasma gun (standard)	4	3+	4/6	Piercing 1
Plasma gun (supercharge)	4	3+	5/6	Hot, Lethal 5+, Piercing 1
Gun butt	3	4+	2/3	-

INQUISITORIAL AGENT, IMPERIUM, ASTRA MILITARUM, TEMPESTUS SCION, GUNNER 25

TEMPESTUS SCION MEDIC



APL	MOVE	SAVE	WOUNDS
2	6"	4+	8

NAME	ATK	HIT	DMG	WR
Hot-shot lasgun	4	3+	3/4	-
Gun butt	3	4+	2/3	-

Medic!: The first time during each turning point that another friendly INQUISITORIAL AGENT operative would be incapacitated while visible to and within 3" of this operative, you can use this rule, providing neither this nor that operative is within control range of an enemy operative. If you do, that friendly operative isn't incapacitated, has 1 wound remaining and cannot be incapacitated for the remainder of the action. After that action, that friendly operative can immediately perform a free **Dash** action, but must end that move within this operative's control range. Subtract 1 from this and that operative's APL stats until the end of their next activations respectively, and if this rule was used during that friendly operative's activation, that activation ends. You cannot use this rule if this operative is incapacitated, or if it's a **Shoot** action and this operative would be a primary or secondary target.

RULES CONTINUE ON OTHER SIDE ▶

INQUISITORIAL AGENT, IMPERIUM, ASTRA MILITARUM, TEMPESTUS SCION, MEDIC 25

TEMPESTUS SCION MEDIC

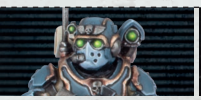


APL	MOVE	SAVE	WOUNDS
2	6"	4+	8

MEDIKIT 1AP

- Select one friendly INQUISITORIAL AGENT operative within this operative's control range to regain up to 2D3 lost wounds. It cannot be an operative that the Medic! rule was used on during this turning point.
- This operative cannot perform this action while within control range of an enemy operative.

TEMPESTUS SCION TROOPER



APL	MOVE	SAVE	WOUNDS
2	6"	4+	8

NAME	ATK	HIT	DMG	WR
Hot-shot lasgun	4	3+	3/4	-
Gun butt	3	4+	2/3	-

Adaptive Equipment: You can do each of the following once per turning point:

- One friendly INQUISITORIAL AGENT **TEMPESTUS SCION TROOPER** operative can perform the **Smoke Grenade** action.
- One friendly INQUISITORIAL AGENT **TEMPESTUS SCION TROOPER** operative can perform the **Stun Grenade** action.

The rules for these actions are found in universal equipment. Performing these actions using this rule doesn't count towards their action limits (i.e. if you also select those grenades from equipment).

INQUISITORIAL AGENT, IMPERIUM, ASTRA MILITARUM, TEMPESTUS SCION, TROOPER 25

TEMPESTUS SCION VOX-OPERATOR



APL	MOVE	SAVE	WOUNDS
2	6"	4+	8

	NAME	ATK	HIT	DMG	WR
	Hot-shot lasgun	4	3+	3/4	-
	Gun butt	3	4+	2/3	-

SIGNAL 1AP

SUPPORT. Select one other friendly **INQUISITORIAL AGENT** operative in the killzone. Until the end of that operative's next activation, add 1 to its APL stat.

This operative can perform this action twice during its activation, but cannot perform this action while within control range of an enemy operative.

INQUISITORIAL AGENT, IMPERIUM, ASTRA MILITARUM, TEMPESTUS SCION, VOX-OPERATOR

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INQUISITORIAL AGENTS KILL TEAM

ARCHETYPES: ANY

OPERATIVES

- 1 INQUISITORIAL AGENT **INTERROGATOR** operative
- 1 INQUISITORIAL AGENT **TOME-SKULL** operative
- 5 INQUISITORIAL AGENT operatives selected from the following list:
  - **AUTOSAVANT**
  - **QUESTKEEPER**
  - **DEATH WORLD VETERAN**
  - **ENLIGHTENER**
  - **HEXORCIST**
  - **MYSTIC**
  - **PENAL LEGIONNAIRE**
  - **PISTOLIER**
  - **GUN SERVITOR** with one of the following options:
    - Heavy bolter; servo claw
    - Multi-melta; servo claw
    - Plasma cannon; servo claw

CONTINUES ON OTHER SIDE ▶

- 5 INQUISITORIAL AGENT operatives selected from the list on the other side of this card, or **REQUISITIONED** operatives from one group in the Inquisitorial Requisition faction rule (you cannot select **REQUISITIONED** operatives from different groups).

Your kill team can only include each operative on this list once, unless you're not including any **REQUISITIONED** operatives, in which case you can include up to two **GUN SERVITOR** operatives, but each one must have different options. Your kill team (including any **REQUISITIONED** operatives) cannot include more than one weapon with the Piercing 2 weapon rule, and cannot include more than three weapons with the Piercing *X* (excluding Piercing Crits *X*) weapon rule combined.

INQUISITORIAL AGENT FACTION RULE

INQUISITORIAL REQUISITION

Few authorities in the Imperium have greater jurisdiction than the Inquisition. An Inquisitor can, on a whim, requisition forces from virtually any of the Imperium's military branches.

REQUISITIONED operatives can be taken from one of the following groups to supplement an INQUISITORIAL AGENT kill team, as specified in this kill team's selection rules:

- DEATH KORPS
- EXACTION SQUAD
- IMPERIAL NAVY BREACHER
- KASRKIN
- **SISTER OF SILENCE**
- **TEMPESTUS SCION**

CONTINUES ON OTHER SIDE ▶

These operatives have their faction keyword replaced in all instances on their datacards with INQUISITORIAL AGENT (unless they already have it). You cannot use ploys and equipment associated with a **REQUISITIONED** operative's former faction keyword, and you cannot use a **REQUISITIONED** operative's former faction rules unless specified on their Inquisitorial Requisition card (it only applies to those **REQUISITIONED** operatives). Note that with their new faction keyword, **REQUISITIONED** operatives can interact with the INQUISITORIAL AGENT rules.

For example, a **REQUISITIONED VOX-OPERATOR** operative from the DEATH KORPS group would have its DEATH KORPS keyword replaced in all instances on its datacard with INQUISITORIAL AGENT. This allows you to select any other friendly INQUISITORIAL AGENT operative for its **Signal** unique action. However, the Guardsman Orders faction rule isn't permitted, so its Relay Orders additional rule would be ignored. It would now also be a valid operative for the INQUISITORIAL AGENT **MYSTIC** operative's **Scry** unique action.

INQUISITORIAL AGENT

INQUISITORIAL REQUISITION

DEATH KORPS

↘ 6 DEATH KORPS operatives selected from the following list:

- **BRUISER**
- **CONFIDANT** with one of the following options:
  - Boltgun or lasgun; bayonet
  - Bolt pistol or relic laspistol; chainsword
- **GUNNER** with flamer and bayonet*
- **GUNNER** with grenade launcher and bayonet*
- **GUNNER** with meltagun and bayonet*
- **GUNNER** with plasma gun and bayonet*
- **MEDIC**
- **SAPPER**
- **SNIPER***
- **TROOPER**
- **VETERAN**
- **VOX-OPERATOR**
- **ZEALOT**

CONTINUES ON OTHER SIDE ▶

Other than **TROOPER** operatives, your kill team can only include each operative on this list once.

* You cannot select more than three of these operatives combined.

INQUISITORIAL AGENT

INQUISITORIAL REQUISITION

EXACTION SQUAD

↘ 5 EXACTION SQUAD operatives selected from the following list:

- **CASTIGATOR**
- **CHIRURGANT**
- **GUNNER** with one of the following options:
  - Grenade launcher; repression baton
  - Heavy stubber; repression baton
  - Webber; repression baton
- **LEASHMASTER**
- **MALOCATOR**
- **MARKSMAN**
- **REVELATUM**
- **R-VR CYBER-MASTIFF**
- **SUBDUCTOR**
- **VIGILANT**
- **VOX-SIGNIFIER**

CONTINUES ON OTHER SIDE ▶

Other than **SUBDUCTOR** and **VIGILANT** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to two **SUBDUCTOR** operatives.

Permitted EXACTION SQUAD faction rules: Ruthless Efficiency, Repress.

INQUISITORIAL AGENT

INQUISITORIAL REQUISITION

IMPERIAL NAVY BREACHERS

↘ 5 IMPERIAL NAVY BREACHER operatives selected from the following list:

- **ARMSMAN**
- **AXEJACK**
- **C.A.T. UNIT***
- **ENDURANT**
- **GHEISTSKULL***
- **GRENADIER**
- **HATCHCUTTER**
- **SURVEYOR**
- **VOID-JAMMER**
- **GUNNER** with one of the following options:
  - Navis las-volley; gun butt
  - Meltagun; gun butt
  - Plasma gun; gun butt

Other than **ARMSMAN** operatives, your kill team can only include each operative on this list once. Your kill team can only include a **GHEISTSKULL** operative if it also includes a **VOID-JAMMER** operative, and it can only include a **C.A.T. UNIT** operative if it also includes a **SURVEYOR** operative.

CONTINUES ON OTHER SIDE ▶

* These operatives count as half a selection each, meaning you can select both of them and it's treated as one selection in total.

Permitted IMPERIAL NAVY BREACHER faction rule: Void Armour.

INQUISITORIAL AGENT

INQUISITORIAL REQUISITION

KASRKIN

↘ 5 KASRKIN operatives selected from the following list:

- **COMBAT MEDIC**
- **DEMO-TROOPER**
- **GUNNER** with flamer and gun butt*
- **GUNNER** with grenade launcher and gun butt*
- **GUNNER** with hot-shot volley gun and gun butt*
- **GUNNER** with meltagun and gun butt*
- **GUNNER** with plasma gun and gun butt*
- **RECON-TROOPER**
- **SHARPSHOOTER***
- **TROOPER**
- **VOX-TROOPER**

Other than **TROOPER** operatives, your kill team can only include each operative on this list once.

* You cannot select more than two of these operatives combined.

INQUISITORIAL AGENT

INQUISITORIAL REQUISITION

SISTERS OF SILENCE

↘ 5 **SISTER OF SILENCE** operatives selected from the following list:

- **PROSECUTOR**
- **VIGILATOR**
- **WITCHSEEKER**

INQUISITORIAL AGENT

INQUISITORIAL REQUISITION

TEMPESTUS SCIONS

↘ 5 **TEMPESTUS SCION** operatives selected from the following list:

- **GUNNER** with flamer and gun butt
- **GUNNER** with grenade launcher and gun butt
- **GUNNER** with hot-shot volley gun and gun butt
- **GUNNER** with meltagun and gun butt
- **GUNNER** with plasma gun and gun butt
- **MEDIC**
- **TROOPER**
- **VOX-OPERATOR**

Other than **TROOPER** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to two **GUNNER** operatives.

INQUISITORIAL AGENT

MARKER/TOKEN GUIDE


Denounce token


Denunciation token


Sanctification token


Medic token


Protection token


Guidance token


Chasten token


Quarry token


Weathered token


Servo-skull token


Tome-skull marker


Inquisitorial Rosette token

INQUISITORIAL AGENT

STRATEGY PLOY

DENOUNCE

None escape the long arm of the Inquisition. Those denounced and proclaimed guilty quail before its vengeful Agents.

Select one enemy operative and roll one D3. In the Firefight phase of this turning point, that enemy operative cannot be activated or perform actions until it's the last enemy operative to be activated, or your opponent has completed the activation of a number of enemy operatives equal to the result of the D3 (whichever comes first). This ploy costs you 1 additional CP for each previous time you've used it during the battle (e.g. 1CP the first time you would use it, 2CP the second time, etc.).

INQUISITORIAL AGENT

STRATEGY PLOY

INTENSE SCRUTINY

There is no hiding from the all-seeing eyes of the Inquisition.

Whenever you're selecting a valid target for a friendly INQUISITORIAL AGENT operative, enemy operatives within 4" of it cannot be in cover (instead of 2"). While this can allow such operatives to be targeted (assuming they're visible), it doesn't remove their cover save (if any), unless the friendly INQUISITORIAL AGENT operative is within 2" as normal.

INQUISITORIAL AGENT

STRATEGY PLOY

QUARRY

For those judged guilty, there is no escape. Once marked for execution, the Inquisition's quarry is doomed.

Select one enemy operative to be your quarry for the turning point. Whenever a friendly **INQUISITORIAL AGENT** operative is shooting against, fighting against or retaliating against your quarry, that friendly operative's weapons have the Ceaseless weapon rule. Whenever your quarry is incapacitated, you can select a new enemy operative to be your quarry (and can continue to do so during this turning point).

INQUISITORIAL AGENT

STRATEGY PLOY

IRREFUTABLE JURISDICTION

The Agents of the Inquisition are emboldened by their near-limitless authority, and will bow before neither traitor nor xenos.

Whenever an operative is shooting a friendly **INQUISITORIAL AGENT** operative that's within 3" of an objective marker, you can re-roll one of your defence dice. If that friendly operative contests that marker, you can re-roll any of your defence dice results of one result instead (e.g. results of 2).

INQUISITORIAL AGENT

FIREFIGHT PLOY

ABSOLUTE AUTHORITY

All who know of the Inquisition fear its limitless reach. Those unfortunate enough to draw the ire of its Agents are often stricken by fear.

Use this firefight ploy during the battle, when an opponent uses a strategy or firefight ploy (excluding Command Re-roll or one that costs 0CP). Their ploy isn't used, the CP spent on it is refunded and they cannot use that ploy again during this turning point. This ploy cannot be used to stop the same ploy more than once per battle.

INQUISITORIAL AGENT

FIREFIGHT PLOY

RELENTLESS IN PURSUIT

The Inquisition pursues its foes with dogged and relentless determination.

Use this firefight ploy when an enemy operative within 2" of a ready friendly **INQUISITORIAL AGENT** operative performs an action in which it moves. After it moves, that friendly **INQUISITORIAL AGENT** operative can either perform a free **Reposition** action, but must end that move within 2" of that enemy operative, or a free **Charge** action, but must end that move within control range of that enemy operative. If neither is possible, that friendly operative cannot perform those actions, this ploy isn't used and the CP spent on it is refunded.

INQUISITORIAL AGENT
FIREFIGHT PLOY

THE EMPEROR'S WILL

The Agents of the Inquisition enforce the Emperor's will. This authority emboldens them in their duties.

Use this firefight ploy when a friendly **INQUISITORIAL AGENT** operative is activated. Until the end of that operative's activation, you can ignore any changes to its stats (including its weapons' stats).

INQUISITORIAL AGENT
FIREFIGHT PLOY

INTIMIDATING PRESENCE

Those that bear the sigils and authority of the Inquisition are rightly feared, even by the mightiest of foes.

Use this firefight ploy when an enemy operative visible to and within 3" of a friendly **INQUISITORIAL AGENT** operative, or visible to and within 6" of a friendly **MYSTIC** operative, performs the **Pick Up Marker** or a mission action (excluding **Breach** and **Operate Hatch**). Your opponent must spend 1 additional AP for that enemy operative to perform that action (if they cannot or choose not to, the AP spent on it is refunded).

INQUISITORIAL AGENT
FACTION EQUIPMENT

INQUISITORIAL ROSETTE

A symbol of an Inquisitor's near-boundless authority, the rosette is feared by all.

Once per battle, when a friendly **INQUISITORIAL AGENT** operative is activated, if you've used the Quarry strategy ploy during this turning point, you can use this rule. If you do, you can select a new enemy operative to be your quarry until the end of the turning point.

INQUISITORIAL AGENT
FACTION EQUIPMENT

COMBAT DAGGERS

In the press of melee combat, a simple dagger can be the difference between life and death.

Friendly **INQUISITORIAL AGENT** operatives have the following melee weapon. Whenever a friendly **SISTER OF SILENCE** operative is using it, add 1 to its Atk stat.

NAME	ATK	HIT	DMG
Combat dagger	3	4+	3/4

INQUISITORIAL AGENT
FACTION EQUIPMENT

ARMOURED BODYSUITS

Lightweight yet tough, these form-fitting bodysuits provide an extra layer of protection to the wearer.

Whenever an operative is shooting a friendly **INQUISITORIAL AGENT** operative (excluding **TOME-SKULL**) that has a 5+ Save stat, you can retain one of your defence dice results of 4 as a normal success.

NOTES:

INQUISITORIAL AGENT
FACTION EQUIPMENT

SERVO-SKULL

Servo-skulls are diminutive floating servitors that can be crafted and programmed to assist their operators with a wide range of tasks.

Once per battle, one friendly **INQUISITORIAL AGENT** operative can perform a mission action for 1 less AP.

NOTES:

INQUISITORIAL AGENTS: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

ERRATA — OCTOBER '26

This section collects amendments to the rules. Amended text for clarification and edits are shown in blue, while amended text for balance updates are shown in magenta.

STRATEGY PLOYS, DENOUNCE

Relevant part of second sentence changed to read:
'[...], or your opponent has completed the activation of a number of enemy operatives equal to the result of the D3 (whichever comes first).'

FIREFIGHT PLOYS, INTIMIDATING PRESENCE

Relevant part of first sentence changed to read:
'[...], performs the **Pick Up Marker** or a mission action (excluding **Breach** and **Operate Hatch**).'

PREVIOUS ERRATAS

TEAM SELECTION

Additional text added to end of kill team restrictions paragraph:
'Your kill team (including any **REQUISITIONED** operatives) cannot include more than one weapon with the Piercing 2 weapon rule, and cannot include more than three weapons with the Piercing X (excluding Piercing Crits X) weapon rule combined.'

HEXORCIST OPERATIVE, CHASTEN ACTION

Relevant part of effect changed to read:
'[...] (excluding a weapon rule or a rule that states it is ignored for the kill/elimination op).'

INTERROGATOR OPERATIVE, INQUISITORIAL TOMES RULE

First paragraph changed to read:
'**STRATEGIC GAMBIT** if this operative is in the killzone ~~and/or when this operative is activated~~. Select one of the following **INQUISITORIAL TOME** rules for this operative to have, and one for a friendly **INQUISITORIAL AGENT** **TOME-SKULL** operative to have (they cannot be the same, and ignore the rule you didn't select for each operative): [...]'

Relevant part of Denunciation rule changed to read:
'Whenever a friendly **INQUISITORIAL AGENT** operative is shooting against, fighting against or retaliating against an enemy operative within 2" of friendly operatives with this rule, [...]'

Relevant part of Sanctification rule changed to read:
'Whenever an enemy operative is shooting against, fighting against or retaliating against a friendly **INQUISITORIAL AGENT** operative within 2" of friendly operatives with this rule, [...]'

PISTOLIER OPERATIVE, PISTOL BARRAGE ACTION

Condition changed to read:
'This operative cannot perform this action while it has a Conceal order, or during an activation in which it performed the **Shoot** action (or vice versa).'

TOME-SKULL OPERATIVE, MACHINE RULE

Final bullet point changed to read:
'Whenever this operative has a Conceal order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. Seek, Vantage terrain) except being within 2".'

TOME-SKULL OPERATIVE, EXPENDABLE RULE

Relevant parts of second sentence changed to read:
'It's also ignored for victory conditions and scoring VPs if either require operatives to 'escape', 'survive' or be incapacitated by enemy operatives [...]'

TOME-SKULL OPERATIVE, CONSECRATED TOME RULE

Second paragraph deleted:
'~~The first time this operative is incapacitated during the battle, you can set it back up within control range of a friendly **INTERROGATOR** operative in a location it can be placed, and select an **INQUISITORIAL TOME** rule for it to have. If you do, that **INTERROGATOR** operative cannot itself have an **INQUISITORIAL TOME** rule for the rest of the battle (although it can continue to change this operative's as normal).~~'

MYSTIC OPERATIVE, SCRY ACTION

Second sentence of condition deleted:
'~~This operative can perform this action twice during its activation, but you must select different effects if it does.~~'

QUESTKEEPER OPERATIVE, EVISCERATOR WEAPON

Hit stat changed to '4+'.

TEMPESTUS SCION MEDIC OPERATIVE, MEDIC! RULE

Changed to read:
'The first time during each turning point that another friendly **INQUISITORIAL AGENT** operative would be incapacitated while visible to and within 3" of this operative, you can use this rule, providing neither this nor that operative is within control range of an enemy operative. If you do, that friendly operative isn't incapacitated, has 1 wound remaining and cannot be incapacitated for the remainder of the action. After that action, that friendly operative can ~~then~~ immediately perform a free **Dash** action, but must end that move within this operative's control range. Subtract 1 from this and that operative's APL stats until the end of their next activations respectively, and if this rule was used during that friendly operative's activation, that activation ends. You cannot use this rule if this operative is incapacitated, or if it's a **Shoot** action and this operative would be a primary or secondary target.'

AUTOSAVANT OPERATIVE, SCRIVENER RULE

Relevant part changed to read:
'Each subsequent time your opponent uses each ploy during the battle (excluding Command Re-roll), if this operative is in the killzone, you gain 1CP [...]'

FACTION EQUIPMENT, ARMOURED BODYSUITS

Relevant part changed to read:
'Whenever an operative is shooting a friendly **INQUISITORIAL AGENT** operative (excluding **TOME-SKULL**) that has a 5+ Save stat, […]'

FACTION EQUIPMENT, SERVO-SKULL

Relevant part changed to read:
'Once per battle, […]'

PREVIOUS RULES COMMENTARIES

This section provides clarification on ambiguous and complex rules interactions.

Q: *When using the Quarry strategy ploy, if my quarry is incapacitated while shooting multiple operatives during an action (e.g. as a result of the Blast or Torrent weapon rules) when do I select a new operative to be my quarry?*

A: At the end of that action, after incapacitated operatives are removed.

Q: *If I requisition **EXACTION SQUAD** operatives, can my other **INQUISITORIAL AGENT** operatives benefit from the permitted Ruthless Efficiency faction rule?*

A: No. Only the requisitioned **EXACTION SQUAD** operatives can use the Ruthless Efficiency faction rule. Note that this means a requisitioned **EXACTION SQUAD** operative will not be able to select an enemy operative as the valid target of a **Shoot** action if one of your other **INQUISITORIAL AGENT** operatives that aren't **EXACTION SQUAD** are within that enemy operative's control range.

Q: *When using the Absolute Authority firefight ploy, can I use it after seeing some of the effects of a ploy the opponent uses? For example, if they must select an operative, can I use it after they select them?*

A: No. You must use it when the ploy is declared, but before any of its rules are resolved. Note that we expect players to be sporting and give their opponent the opportunity to use Absolute Authority when they declare a ploy, before resolving its rules.

Q: *When using the Intense Scrutiny strategy ploy, if my opponent has a rule that says it cannot be selected as a valid target, taking precedence over all other rules except being within 2" (e.g. **HERNKYN YAEGIR** In Position), does this increase the 2" distance exception to 4"?*

A: Yes.

INQUISITORIAL AGENT OPERATIVES

The reach of the Inquisition extends across the vastness of the Imperium. Inquisitorial kill teams bring together agents from all strata of Imperial society, from elite soldiers to zealous priests. Together, these disparate elements combine their skills to deadly effect, enabling them to root out and destroy heretics, aliens and the servants of Chaos.

INTERROGATOR AGENT

Ruthless, resourceful and skilled in all manner of clandestine and war-making skills, Interrogators are selected by the Inquisitor they serve for their dogged determination and unflagging loyalty, and are on the path to becoming Inquisitors themselves.

TOME-SKULL

These familiars are specialised servo-skulls designed to secure and hold open a treasured volume. The books chosen by Interrogators for a Tome-skull to bear into the field are seeped in holy power and filled with arcane lore, sanctifying ground and renouncing daemonic spirits.

AUTOSAVANT AGENT

Little remains of the original Human the Autosavant once was. Much of their form has been replaced with bionics dedicated to the recording of information. Whether in their base of operations or the heat of battle, they never cease their scribblings of every word and deed they witness.

QUESTKEEPER AGENT

Questkeepers – known also as Knight-Errants, Penitents and many other names – are fanatical zealots dedicated to the Imperial Creed. With an intense hatred for foes of the Emperor, they execute sworn quests to slaughter heretics and traitors.

DEATH WORLD VETERAN AGENT

Every Inquisitor knows that death worlds produce the toughest soldiers in the Imperium. Many go to great lengths to draft experienced death worlders, for these warriors' fighting skills are vital for hunting down the heretic.





ENLIGHTENER AGENT

Known to some as Excruciators or Truth-Peelers, these sadistic individuals are highly valued by Inquisitors for their utter lack of mercy and uncanny skill in extracting valuable information, even from the most uncooperative of prisoners.

GUN SERVITOR

More machine than Human, Gun Servitors are commonplace across the Imperium, and lobotomised to the extent that they lack any kind of capacity for independent thought. Used to fulfil mundane and difficult tasks, they carry hefty loads often including heavy weapons.

HEXORCIST AGENT

Hexorcists are holy men and women that are often mistaken for priests by the uninitiated. They believe that the Imperial Faith will only be spread at the barrel of a gun, and are experienced enough in the galaxy's many horrors to know they must fight tooth and nail for it.

MYSTIC AGENT

Using their empyric senses to 'see' hidden truths and the souls of those they hunt, Mystics engage in the most arcane of missions. They provide vital support to their team, scrying the future for dangers or creating shields of psychic energy.

PENAL LEGIONNAIRE AGENT

There are few better sources of expendable fighters with unusual skills and a need for repentance than an Imperial Penal Legion. These hardened criminals are useful with a blade and have nothing left to lose – perfect for the kind of suicidal missions Inquisitorial Agents must face in the Emperor's service.

PISTOLIER AGENT

Sometimes known as Desperadoes, these Agents are skilled killers who have honed their talents in the crime-ridden underbowels of hive worlds. Alongside the quick draw they have learned the value of the silent kill, as well as the ostentatiously explosive.

INQUISITORIAL AGENTS KILL TEAM

Below you will find a list of the operatives that make up a **INQUISITORIAL AGENTS** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

- 1 **INQUISITORIAL AGENTS** **INTERROGATOR** operative
- 1 **INQUISITORIAL AGENTS** **TOME-SKULL** operative
- 5 **INQUISITORIAL AGENTS** operatives selected from the following list:
  - **AUTOSAVANT**
  - **QUESTKEEPER**
  - **DEATH WORLD VETERAN**
  - **ENLIGHTENER**
  - **HEXORCIST**
  - **MYSTIC**
  - **PENAL LEGIONNAIRE**
  - **PISTOLIER**
  - **GUN SERVITOR** with one of the following options:
    - Heavy bolter; servo-claw
    - Multi-melta; servo-claw
    - Plasma cannon; servo-claw
- 5 **INQUISITORIAL AGENTS** operatives selected from the list above, or **REQUISITIONED** operatives from one group in the Inquisitorial Requisition faction rule (you cannot select **REQUISITIONED** operatives from different groups).

Your kill team can only include each operative on this list once, unless you're not including any **REQUISITIONED** operatives, in which case you can include up to two **GUN SERVITOR** operatives, but each one must have different options. Your kill team (including any **REQUISITIONED** operatives) cannot include more than one weapon with the Piercing 2 weapon rule, and cannot include more than three weapons with the Piercing *X* (excluding Piercing Crits *X*) weapon rule combined.

ARCHETYPES

This team can pick any archetype. Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

INTERROGATOR



TOME-SKULL



AUTOSAVANT



QUESTKEEPER



DEATH WORLD VETERAN



ENLIGHTENER



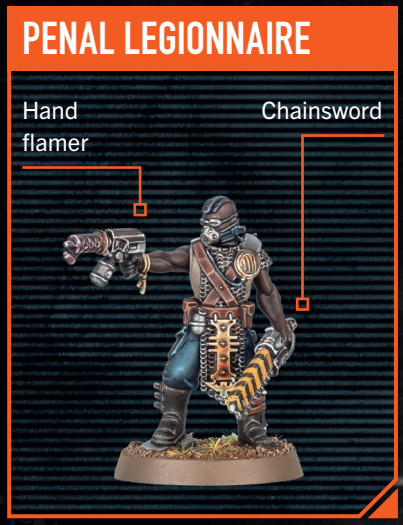
HEXORCIST



MYSTIC



PENAL LEGIONNAIRE



PISTOLIER



REQUISITIONED GUN SERVITOR

