

WARHAMMER
40,000
KILL TEAM



INQUISITORIAL AGENT 

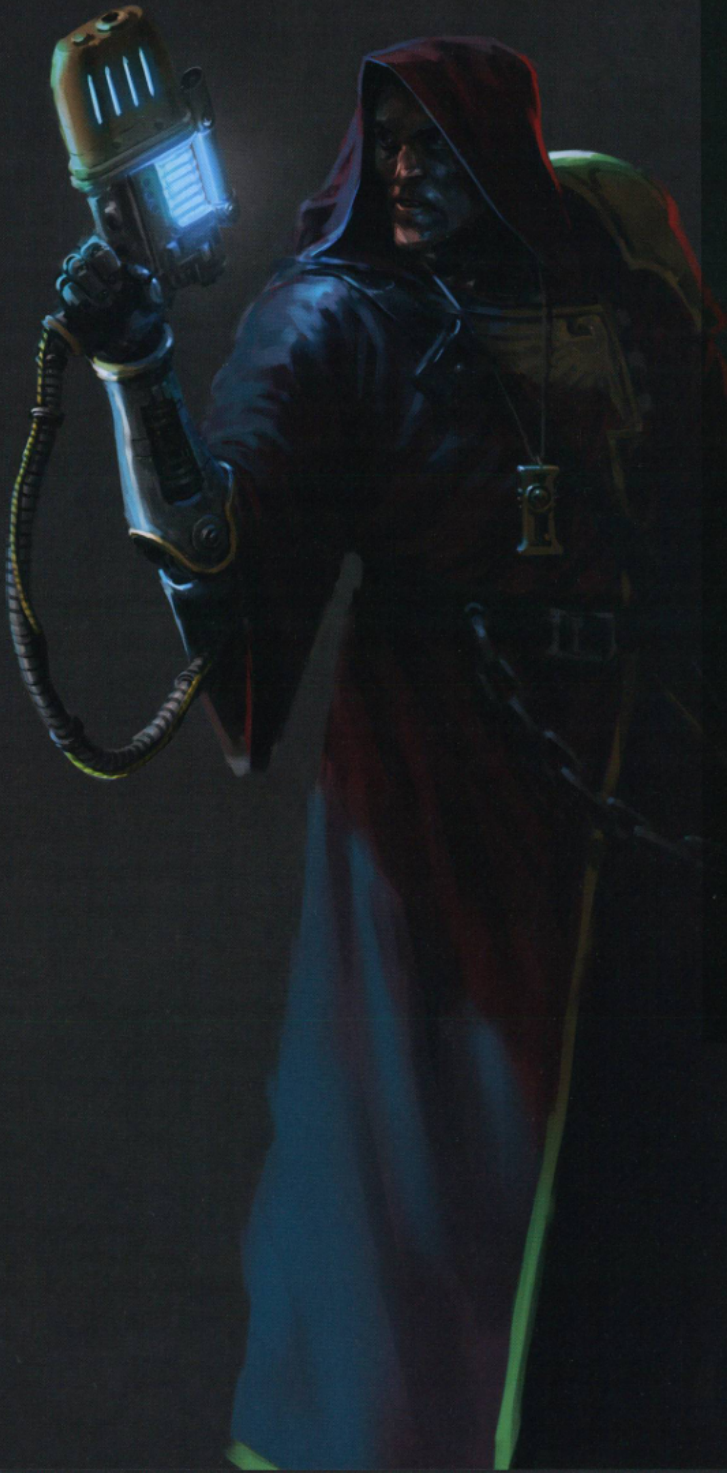
ARCHETYPE: ANY

INQUISITORIAL AGENT KILL TEAM

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Below you will find a list of the operatives that make up an **INQUISITORIAL AGENT** kill team, including, where relevant, any wargear those operatives must be equipped with.

INQUISITORIAL AGENTS • OPERATIVES



OPERATIVES

An **INQUISITORIAL AGENT** kill team consists of 12 **INQUISITORIAL AGENT** operatives, or 7 **INQUISITORIAL AGENT** operatives and 1 Ancillary Support option (see opposite).

INQUISITORIAL AGENT operatives are selected as follows:

- ▶ 1 **INTERROGATOR** operative.
- ▶ 1 **TOME-SKULL** operative.
- ▶ **INQUISITORIAL AGENT** operatives selected from the following list. Either select 10 operatives, or 5 if you wish to select an Ancillary Support option.
 - **AUTOSAVANT**
 - **QUESTKEEPER**
 - **DEATH WORLD VETERAN**
 - **ENLIGHTENER**
 - **GUN SERVITOR** equipped with one of the following options:
 - Heavy bolter (max one per kill team); servo claw
 - Multi-melta (max one per kill team); servo claw
 - Plasma cannon (max one per kill team); servo claw
 - **HEXORCIST**
 - **MYSTIC**
 - **PENAL LEGIONNAIRE**
 - **PISTOLIER**

Your kill team can only include each operative above once, unless you are not including an Ancillary Support option, in which case you can include up to two **GUN SERVITOR** operatives.

'IT IS A COMMON TRUISM THAT THE GALAXY IS HOME TO MYRIAD TERRORS. ONLY WE KNOW WHAT A HORRIFIC UNDERSTATEMENT THAT IS. ONLY WE CAN HANDLE THE BURDEN OF THAT KNOWLEDGE.'

- Inquisitor Draergos, Ordo Malleus

ANCILLARY SUPPORT

Ancillary Support are operatives that supplement existing kill teams. The Ancillary Support options listed below are available for **INQUISITORIAL AGENT** kill teams, as specified on the previous page.

For this kill team, the operatives in these options have their Faction keyword replaced in all instances on their datacards with **INQUISITORIAL AGENT** (unless they already have it). You cannot use ploys, equipment and Spec Ops rules associated with an operative's original Faction keyword, and you cannot use a Faction ability unless it's referenced on the operative's datacard as an ability it has (e.g. Void Armour, **IMPERIAL NAVY BREACHER**). Note that with their new Faction keyword, Ancillary Support can interact with the **INQUISITORIAL AGENT** rules instead.

For example, a **COMMS VETERAN** operative in a **VETERAN GUARDSMEN** Ancillary Support would have its **VETERAN GUARDSMAN** keyword replaced in all instances on its datacard with **INQUISITORIAL AGENT**, allowing it to select any friendly **INQUISITORIAL AGENT** operative for its **Signal** action. However, as there are no operatives that can issue a Guardsman Order, its Relay Orders ability would be ignored. It would now also be a valid operative for the **MYSTIC** operative's **Divine Guidance** and **Divine Protection** actions (pg 41).

Including Ancillary Support, you can only select up to two operatives equipped with weapons that have the AP2 special rule (even if only in one of their profiles).

SISTERS OF SILENCE

5 **SISTER OF SILENCE** operatives (pg 44-45) selected from the following list:

- ▶ **SISTER OF SILENCE PROSECUTOR**
- ▶ **SISTER OF SILENCE VIGILATOR**
- ▶ **SISTER OF SILENCE WITCHSEEKER**

TEMPESTUS SCIONS

5 **TEMPESTUS SCION** operatives (pg 46-47) selected from the following list:

- ▶ **TEMPESTUS SCION COMMS**
- ▶ **TEMPESTUS SCION GUNNER** equipped with: gun butt; flamer
- ▶ **TEMPESTUS SCION GUNNER** equipped with: gun butt; grenade launcher
- ▶ **TEMPESTUS SCION GUNNER** equipped with: gun butt; hot-shot volley gun
- ▶ **TEMPESTUS SCION GUNNER** equipped with: gun butt; meltagun
- ▶ **TEMPESTUS SCION GUNNER** equipped with: gun butt; plasma gun
- ▶ **TEMPESTUS SCION MEDIC**
- ▶ **TEMPESTUS SCION TROOPER**

This Ancillary Support can only include up to two **GUNNER** operatives. Other than **GUNNER** and **TROOPER** operatives, this Ancillary Support can only include each operative above once.

EXACTION SQUAD

5 **EXACTION SQUAD** operatives (see *Kill Team: Soulshackle*) selected from the following list:

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

This Ancillary Support can only include up to two **SUBDUCTOR** operatives. Other than **SUBDUCTOR** and **VIGILANT** operatives, this Ancillary Support can only include each operative above once.

IMPERIAL NAVY BREACHERS

6 **IMPERIAL NAVY BREACHER** operatives (see *Kill Team: Into the Dark*) selected from the following list:

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

Other than **ARMSMAN** operatives, this Ancillary Support can only include each operative above once.

This Ancillary Support 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.

KASRKIN

5 **KASRKIN** operatives (see *Kill Team: Shadowvaults*) selected from the following list:

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

This Ancillary Support can include no more than two **GUNNER** and **SHARPSHOOTER** operatives combined. Other than **GUNNER** and **TROOPER** operatives, this Ancillary Support can only include each operative above once.

VETERAN GUARDSMEN

6 **VETERAN GUARDSMAN** operatives (see *Kill Team: Octarius*) selected from the following list:

- ✔ **BRUISER VETERAN**
- ✔ **COMMS VETERAN**
- ✔ **DEMOLITION VETERAN**
- ✔ **GUNNER VETERAN** equipped with a bayonet and flamer
- ✔ **GUNNER VETERAN** equipped with a bayonet and grenade launcher
- ✔ **GUNNER VETERAN** equipped with a bayonet and meltagun
- ✔ **GUNNER VETERAN** equipped with a bayonet and plasma gun
- ✔ **HARDENED VETERAN**
- ✔ **MEDIC VETERAN**
- ✔ **SNIPER VETERAN**
- ✔ **TROOPER VETERAN**
- ✔ **ZEALOT VETERAN**

This Ancillary Support can include no more than two **GUNNER VETERAN** and **SNIPER VETERAN** operatives combined. Other than **GUNNER VETERAN** and **TROOPER VETERAN** operatives, this Ancillary Support can only include each operative above once.

TAC OPS

If your faction is **INQUISITORIAL AGENT**, you can use the Inquisitorial Agent Tac Ops listed below, as specified in the mission sequence.

SEIZE FOR INTERROGATION

Inquisitorial Agent - Faction Tac Op 1

You can reveal this Tac Op when an enemy operative that is more than ■ from other enemy operatives is incapacitated. Before it's removed from the killzone, place one of your Interrogate tokens underneath that operative as close as possible to the centre of its base. Friendly **INQUISITORIAL AGENT** operatives (excluding operatives with the Machine or Beast ability) can perform the **Pick Up** action on that token while not within Engagement Range of an enemy operative. Subtract ○ from their Movement characteristic while they are carrying it. At the end of the battle:

- If friendly operatives control your Interrogate token, you score 1VP.
- If a friendly operative is carrying your Interrogate token, you score 1VP.

NO WITNESSES

Inquisitorial Agent - Faction Tac Op 2

Reveal this Tac Op at the end of the battle.

- If every enemy operative has been incapacitated, you score 2VPs.

Note that this Tac Op only has one condition.

INVESTIGATE LEAD

Inquisitorial Agent - Faction Tac Op 3

Reveal this Tac Op in the Target Reveal step of any Turning Point. Select one friendly operative to be your investigator.

- The second time your investigator performs the **Investigate Lead** action (below), you score 1VP.
- At the end of the battle, if you achieved the first condition and that friendly operative has not been incapacitated, you score 1VP.

Your investigator can perform the following mission action:

INVESTIGATE LEAD

1AP

An investigator can perform this action while it controls an objective marker that hasn't been investigated by your kill team. If it does so, that objective marker has been investigated. An investigator operative cannot perform this action while within Engagement Range of an enemy operative.

ABILITY

Below, you will find a common ability of the **INQUISITORIAL AGENT** kill team.

INQUISITORIAL MANDATE

Few authorities in the Imperium can match their power with that of the Inquisition. An Inquisitor can, upon a whim, requisition forces from virtually any of the Imperium's military branches. This may be a temporary arrangement for the carrying out of a mission of vital importance, or the Inquisitor can bind the assembled warriors to their command for life.

INQUISITORIAL AGENT kill teams have a maximum roster and dataslate limit of 30 operatives (instead of 20). Note that, as operatives from the Ancillary Support options on pages 33-34 have their normal Faction keyword replaced with **INQUISITORIAL AGENT**, they can be added to your roster and dataslate.

STRATEGIC PLOYS

If your faction is **INQUISITORIAL AGENT**, you can use the following Strategic Ploys during a game.

DENOUNCE 1CP

Select one enemy operative and roll one D3. In the Firefight phase of this Turning Point, that enemy operative is treated as having a Group Activation characteristic of 1, and cannot be activated or perform actions until it is the last enemy operative to be activated, or a number of enemy operatives have been activated equal to the result of the D3 (whichever comes first). You can only use this Strategic Ploy once per battle.

INTENSE SCRUTINY 1CP

Until the end of the Turning Point, when determining Line of Sight for each friendly **INQUISITORIAL AGENT** operative, enemy operatives within 2○ of them are treated as having an Engage order.

QUARRY 1CP

Select one enemy operative to be the quarry until the end of the Turning Point. Each time a friendly **INQUISITORIAL AGENT** operative fights in combat with or makes a shooting attack against that enemy operative, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll one of your attack dice. If that enemy operative is removed from the killzone, you can select another to be the quarry until the end of the Turning Point.

IRREFUTABLE JURISDICTION 1CP

Select one objective marker. Until the end of the Turning Point, each time a shooting attack is made against a friendly **INQUISITORIAL AGENT** operative within 2○ of that objective marker, in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice.

TACTICAL PLOYS

If your faction is **INQUISITORIAL AGENT**, you can use the following Tactical Ploys during a game.

EMBEDDED AGENT 1CP

Use this Tactical Ploy at the start of the Scouting step. Select one of the following:

- Select and reveal your Scouting option after your opponent reveals theirs. If both players would do this, select and reveal as normal.
- After revealing your Scouting option, select and resolve an additional one. It must be a different option to your original selection, and initiative is still determined by your original selection.

ABSOLUTE AUTHORITY 1CP

Use this Tactical Ploy during the battle, when an opponent uses a Strategic Ploy or Tactical Ploy (excluding Command Re-roll). Their ploy is not used, the Command point they spent on it is refunded and they cannot use it again during this Turning Point. Note that you cannot use this Tactical Ploy outside the battle, e.g. in the Scouting step.

This Tactical Ploy cannot be used to stop the same ploy more than once per battle, or a ploy that no CP was spent on.

RELENTLESS IN PURSUIT 1CP

Use this Tactical Ploy after an enemy operative performs a **Fall Back** action. Select one friendly **INQUISITORIAL AGENT** operative that was within that enemy operative's Engagement Range before it moved, but is no longer within an enemy operative's Engagement Range. That friendly operative can immediately perform a free action, but other than the **Dash** action, cannot perform an action in which it moves.

THE EMPEROR'S WILL 1CP

Use this Tactical Ploy when a friendly **INQUISITORIAL AGENT** operative is activated. Until the end of the Turning Point, you can ignore any or all modifiers to that operative's characteristics (including modifiers to the characteristics of its weapons).

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 unflinching loyalty, and are on the path to becoming Inquisitors themselves.



M **APL** **GA**

3 ● 2 2

DF **SV** **W**

3 5+ 8

NAME	A	BS/WS	D	SR	!
Extended stock autopistol	Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:				
- Close range	4	3+	2/3	Rng ●	-
- Long range	4	4+	2/3	-	-
✕ Fists	3	4+	2/3	-	-

ABILITIES

Consecrated Tome: When this operative is selected for deployment, also select either the Denunciation or Sanctification ability for it to have for the battle. The friendly **TOME-SKULL** operative has the other ability for the battle.

- **Denunciation:** Each time a friendly **INQUISITORIAL AGENT** operative fights in combat with or makes a shooting attack against an enemy operative within ● of this operative, add 1 to the Attacks characteristic of that friendly operative's weapon for that combat or shooting attack.

- **Sanctification:** Each time an enemy operative fights in combat with or makes a shooting attack against a friendly **INQUISITORIAL AGENT** operative within ○ of this operative, subtract 1 from the Attacks characteristic of that enemy operative's weapon for that combat or shooting attack.

Change Tome: Once per Turning Point, at any point during this operative's activation, if a friendly **TOME-SKULL** operative is within ▲ of this operative, and neither of them are within Engagement Range of an enemy operative, you can swap their Consecrated Tome abilities.

INQUISITORIAL AGENT, IMPERIUM, INQUISITION, LEADER, INTERROGATOR

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.



M **APL** **GA**

3 ● 1 2

DF **SV** **W**

2 5+ 5

ABILITIES

Consecrated Tome: This operative gains a Consecrated Tome ability (see **INTERROGATOR** datacard above).

Support Unit: This operative cannot:

- Perform any actions other than **Dash**, **Fall Back**, **Normal Move** or **Pass**.
- Make shooting attacks, fight in combat (do not select a weapon or roll any attack dice for it) or provide combat support.
- Be equipped with equipment or carry anything.

Machine:

- This operative cannot earn (or lose) experience points and automatically passes Casualty tests.
- This operative's APL cannot be modified.
- This operative can perform the **Fall Back** action for one less action point (to a minimum of 1AP).

INQUISITORIAL AGENT, IMPERIUM, INQUISITION, FLY, TOME-SKULL

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.



M	APL	GA
3 ○	2	1
DF	SV	W
3	4+	7


NAME	A	BS/WS	D	SR	!
✘ Mechanical appendages	3	5+	1/2	-	-

ABILITIES

Scrivener: Each subsequent time your opponent uses each Strategic or Tactical Ploy (excluding Command Re-roll) during the battle, you gain 1CP.

Chronicle: In narrative play, in the Update Dataslates step, if this operative was not incapacitated, you can select one other friendly **INQUISITORIAL AGENT** operative that was in that battle to gain D3 experience points.

UNIQUE ACTIONS

Irrefutable Report (1AP): Select one objective marker. Until this operative performs this action again, while this operative is within  of that objective marker, it dominates it. A friendly operative that dominates an objective marker always controls it, regardless of any other rules or the APL of enemy operatives within the required distance of it. If an enemy operative would also dominate that objective marker, control is determined as normal. This operative can only perform this action once per battle, and cannot perform it while within Engagement Range of an enemy operative.

INQUISITORIAL AGENT, IMPERIUM, INQUISITION, AUTOSAVANT




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.



M	APL	GA
3 ○	2	1
DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
🎯 Autopistol	4	4+	2/3	Rng 	-
✘ Eviscerator	4	4+	5/6	Brutal, Unrelenting*	Reap 2

ABILITIES

Irrepressible Purpose: If this operative is incapacitated in combat, you can strike with one of your remaining attack dice before it's removed from the killzone.

Zealot: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost.

***Unrelenting:** Each time a friendly operative fights in combat with this weapon, if you are the attacker, you can re-roll one of your attack dice.

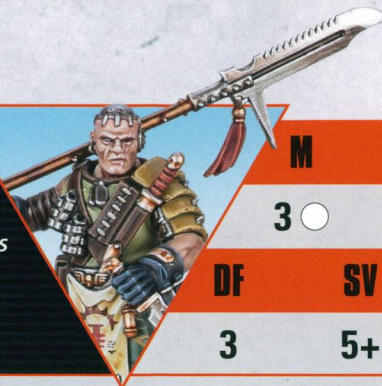
UNIQUE ACTIONS

INQUISITORIAL AGENT, IMPERIUM, INQUISITION, QUESTKEEPER



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.



M	APL	GA
3 ●	2	1
DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
☉ Autopistol	4	4+	2/3	Rng ◆	-
✕ Knife	1	2+	5/7	Lethal 5+	-
✕ Polearm	4	3+	4/5	-	Reap 2

ABILITIES

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

Weathered: Once per Turning Point, when this operative fights in combat, in the Resolve Successful Hits step of that combat, you can ignore the damage inflicted on it from one normal hit.

UNIQUE ACTIONS

INQUISITORIAL AGENT, IMPERIUM, INQUISITION, DEATH WORLD VETERAN



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.



M	APL	GA
3 ●	2	1
DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
☉ Autopistol	4	4+	2/3	Rng ◆	-
✕ Paired blades	4	3+	3/5	Balanced	Rending, Cripple*

ABILITIES

No Escape: Each time an enemy operative performs a **Fall Back** action while within Engagement Range of this operative, roll one D6, subtracting 1 if that enemy operative has a higher Wounds characteristic than this operative, and adding 1 if that enemy operative is injured. On a 4+, that enemy operative cannot perform that action, but the action points subtracted are not refunded.

***Cripple:** Each time this operative fights in combat with this weapon, in the Resolve Successful Hits step of that combat, if it strikes with a critical hit, that enemy operative is injured until the end of the battle (regardless of any rules that say it cannot be injured).

UNIQUE ACTIONS

INQUISITORIAL AGENT, IMPERIUM, INQUISITION, ENLIGHTENER



GUN SERVEROR

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.



M	APL	GA
3 ○	1	1

DF	SV	W
3	4+	11

NAME	A	BS/WS	D	SR	!
⦿ Heavy bolter	5	4+	4/5	Ceaseless, Fusillade, Heavy	P1
⦿ Multi-melta	4	4+	6/3	AP2, Heavy	MW4
⦿ Plasma cannon	Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:				
- Standard	4	4+	5/6	AP1, Blast ○, Heavy	-
- Supercharge	4	4+	5/6	AP2, Blast ○, Heavy, Hot	-
✕ Servo claw	3	4+	4/5	-	-

ABILITIES

Lobotomised: Each time this operative is activated, if it's Visible to and within ■ of a friendly **INQUISITORIAL AGENT** operative (or vice versa), add 1 to this operative's APL.

UNIQUE ACTIONS

-

INQUISITORIAL AGENT, IMPERIUM, INQUISITION, GUN SERVEROR



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.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
⦿ Shotgun	4	3+	3/3	Rng ◆	-
✕ Fists	3	4+	2/3	-	-

ABILITIES

Hexorcise: Each time an enemy operative Visible to and within ◆ of this operative fights in combat or makes a shooting attack, your opponent cannot re-roll their attack or defence dice for that combat or shooting attack.

UNIQUE ACTIONS

Chasten (1AP): Select one enemy operative within this operative's Line of Sight and within ◆ of it, then select one unique action or ability that operative has. Until the end of that enemy operative's next activation, it's treated as not having that unique action or ability. This operative cannot perform this action while within Engagement Range of an enemy operative. Note that weapon rules explained in the abilities section of an operative's datacard with a * are not themselves abilities, e.g. Unrelenting, pg 38.

INQUISITORIAL AGENT, IMPERIUM, INQUISITION, HEXORCIST





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.

M	APL	GA
3 ○	2	1
DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
☉ Autopistol	4	2+	2/3	Rng ♠, Indirect	-
✖ Fists	3	5+	2/3	-	-

ABILITIES

Icon Bearer: When determining control of an objective marker, treat this operative's APL characteristic as being 1 higher. Note that this is not a modifier. In narrative play, this is cumulative with the Focused Battle Honour (see the Kill Team Core Book).

UNIQUE ACTIONS

Divine Guidance (1AP): Psychic action. Select one friendly **INQUISITORIAL AGENT** operative within ♠ of this operative. Until the end of the Turning Point, each time that operative fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, you can retain one failed hit as a successful normal hit, or one successful normal hit as a critical hit. This operative cannot perform this action while within Engagement Range of an enemy operative, or if it has performed the **Divine Protection** action during this activation.

Divine Protection (1AP): Psychic action. Select one friendly **INQUISITORIAL AGENT** operative within ♠ of this operative. Until the end of the Turning Point, each time a shooting attack is made against that operative, in the Roll Defence Dice step of that shooting attack, you can retain one failed save as a successful normal save, or one successful normal save as a critical save. This operative cannot perform this action while within Engagement Range of an enemy operative, or if it has performed the **Divine Guidance** action during this activation.



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.



M	APL	GA
3 ○	2	1
DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
☉ Hand flamer	5	2+	2/2	Rng , Torrent	-
✕ Chainsword	4	4+	4/5	-	-

ABILITIES

Chem-mask: You can ignore any or all modifiers to this operative's characteristics and it's not affected by the Stun critical hit rule.

Cruel: Each time this operative fights in combat with or makes a shooting attack against an enemy operative that has fewer than its starting number of wounds, you can re-roll any or all of your attack dice.

UNIQUE ACTIONS

INQUISITORIAL AGENT , IMPERIUM, INQUISITION, PENAL LEGIONNAIRE



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.



M	APL	GA
3 ○	2	1
DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
☉ Scoped plasma pistol	Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:				
- Scoped	4	4+	4/5	AP1	-
- Standard	4	3+	5/6	Rng , AP1	-
- Supercharge	4	3+	5/6	Rng , AP2, Hot	-
☉ Suppressed autopistol	4	3+	2/3	Rng , Silent	-
✕ Fists	3	4+	2/3	-	-

ABILITIES

Pistolier: You can ignore any or all modifiers to the Ballistic Skill characteristic of this operative's ranged weapons.

UNIQUE ACTIONS

Pistol Barrage (1AP): Make a shooting attack with the scoped plasma pistol and the suppressed autopistol this operative is equipped with (in any order). This action is treated as a **Shoot** action. This operative cannot perform this action if it has a Conceal order.

INQUISITORIAL AGENT , IMPERIUM, INQUISITION, PISTOLIER





SISTER OF SILENCE PROSECUTOR

Protected from the malevolence of witches by their rare anti-psychoic mutation and shielded from the weapons of the foe by their finely crafted power armour, Prosecutors advance unflinching into the heart of battle. Their boltguns thunder ceaselessly, each explosive shell ending another heretic life.



M	APL	GA
3 ●	2	1

DF	SV	W
3	3+	8

NAME	A	BS/WS	D	SR	!
☉ Boltgun	4	3+	3/4	-	-
☒ Gun butt	4	4+	2/3	-	-

ABILITIES

Psychic Abomination: While an operative is within ● of this operative, it cannot perform psychic actions. This operative cannot be targeted or affected by psychic actions.

UNIQUE ACTIONS

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



SISTER OF SILENCE VIGILATOR

The surest way to bring an end to a witch's malefic rampage is to strike their head from their body. Such is the doctrine of the Vigilators, who ghost across the battlefield before charging headlong into the fray, their double-handed power blades singing a keening song of death.



M	APL	GA
3 ●	2	1

DF	SV	W
3	3+	8

NAME	A	BS/WS	D	SR	!
☒ Executioner greatblade	4	3+	4/6	Lethal 5+	-

ABILITIES

Psychic Abomination: While an operative is within ● of this operative, it cannot perform psychic actions. This operative cannot be targeted or affected by psychic actions.

UNIQUE ACTIONS

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



SISTER OF SILENCE WITCHSEEKER

Witchseekers wield sanctified flammers as they hunt. Closing with their heretical quarry, they employ their Null powers to close off the psychic trickery that renders witches so deadly, before unleashing a roaring conflagration to immolate the foe.



M	APL	GA
3 ●	2	1

DF	SV	W
3	3+	8

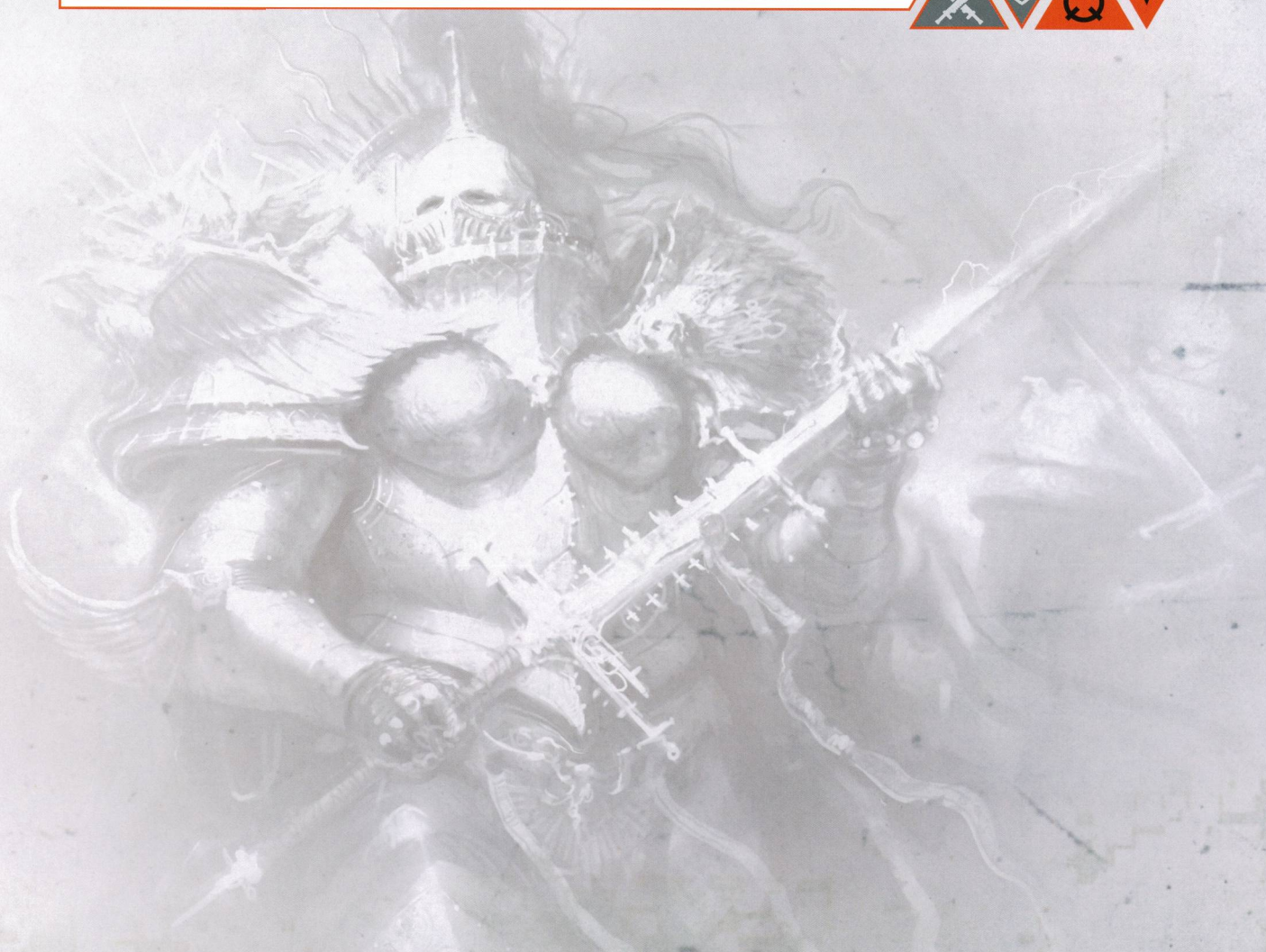
NAME	A	BS/WS	D	SR	!
☉ Flamer	5	2+	2/2	Rng ●, Torrent ●	-
✕ Gun butt	4	4+	2/3	-	-

ABILITIES

Psychic Abomination: While an operative is within ● of this operative, it cannot perform psychic actions. This operative cannot be targeted or affected by psychic actions.

UNIQUE ACTIONS

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



TEMPESTUS SCION COMMS

Equipped with powerful vox units, these Tempestus Scions can relay orders and accurate tactical data to their squadmates quickly and efficiently. Some are also trained in counter-intelligence and the interception of signals, allowing their fellow Agents to outmanoeuvre the foe.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ Hot-shot lasgun	4	4+	3/4	-	-
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

UNIQUE ACTIONS

Signal (1AP): Select one friendly **INQUISITORIAL AGENT** operative in the killzone. Add 1 to its APL. This operative cannot perform this action while within Engagement Range of an enemy operative. This operative can perform this action more than once during its activation.

INQUISITORIAL AGENT, IMPERIUM, ASTRA MILITARUM, TEMPESTUS SCION, COMMS



TEMPESTUS SCION GUNNER

Tempestus Scions have access to a wider variety of special weapons that are ideally suited to all manner of missions. Gunners are well trained in their use - whether that be clearing a bunker with a flamer or raking down a swarm of heavily armoured foes with a hot-shot volley gun.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ Flamer	5	2+	2/2	Rng 🔴, Torrent ●	-
☉ Grenade launcher	<i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>				
- Frag	4	4+	2/4	Blast ●	-
- Krak	4	4+	4/5	AP1	-
☉ Hot-shot volley gun	5	4+	3/4	Fusillade	P1
☉ Meltagun	4	4+	6/3	Rng 🔴, AP2	MW4
☉ Plasma gun	<i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>				
- Standard	4	4+	5/6	AP1	-
- Supercharge	4	4+	5/6	AP2, Hot	-
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

UNIQUE ACTIONS

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



TEMPESTUS SCION MEDIC

On missions far behind enemy lines, Tempestus Scions can suffer casualties many miles from their base of operations. Their Medics are vital for providing life-saving aid to the wounded – getting them back into the fight sooner or keeping them alive long enough to be taken to safety.



M	APL	GA
3 ○	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
Hot-shot lasgun	4	4+	3/4	-	-
Gun butt	3	4+	2/3	-	-

ABILITIES

Medic! Once per Turning Point, the first time another friendly **INQUISITORIAL AGENT** operative would be incapacitated while Visible to and within of this operative and not within Engagement Range of an enemy operative, if this operative is not within Engagement Range of an enemy operative, this operative can revive it. That friendly operative is not incapacitated, has 1 wound remaining, and if it was a shooting attack, any remaining attack dice are discarded. That friendly operative can then perform a free **Dash** action, but must finish that move within of this operative. Subtract 1 from both operatives' APL.

UNIQUE ACTIONS

Medipack (1AP): Select one friendly **INQUISITORIAL AGENT** operative Visible to and within of this operative. That friendly operative regains 2D3 lost wounds. An operative cannot be selected for this action if it was revived using the **Medic!** ability during the same Turning Point. This operative cannot perform this action while within Engagement Range of an enemy operative.

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



TEMPESTUS SCION TROOPER

Elite and highly-disciplined soldiers, Tempestus Scion Troopers carry out orders unflinchingly. Having undergone ruthless training from their youth, there are few hardships they cannot endure and few enemies they cannot overcome.



M	APL	GA
3 ○	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
Hot-shot lasgun	4	4+	3/4	-	-
Gun butt	3	4+	2/3	-	-

ABILITIES

UNIQUE ACTIONS

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



EQUIPMENT

INQUISITORIAL AGENT operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Any equipment marked with a + can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

ARMoured BODYSUIT [2EP]

INQUISITION operative with a 5+ Save characteristic only. The operative gains the following ability for the battle:

Armoured Bodysuit: Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, you can retain one of your defence dice results of '4' as a successful normal save.

REFRACTOR FIELD+ [3EP]

INQUISITION operative only. The operative gains the following ability for the battle:

Refractor Field: This operative has a 4+ invulnerable save.

SERVO-SKULL+ [2EP]

INQUISITION operative only. The operative gains the following ability for the battle:

Servo-skull: Once per Turning Point, during this operative's activation, it can perform a mission action for one less action point (to a minimum of OAP).

MASTER-CRAFTED AUTOPISTOL [2EP]

INQUISITION operative only. Select one autopistol or extended stock autopistol the operative is equipped with (note that you cannot select a suppressed autopistol). Add 1 to both Damage characteristics of that weapon for the battle.



POWER KNIFE [3EP]

INQUISITION operative only (excluding an **AUTOSAVANT** and **MYSTIC**). The operative is equipped with the following melee weapon for the battle:

Name	A	WS	D
Power knife	3	4+	3/5
Special Rules			
Lethal 5+			


FRAG GRENADE [2EP]

Not available for an **AUTOSAVANT** operative. The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Frag grenade	4	3+	2/3
Special Rules			
Rng  , Blast  , Indirect, Limited			

KRAK GRENADE [3EP]



Not available for an **AUTOSAVANT** operative. The operative is equipped with the following ranged weapon for the battle. It cannot make a shooting attack with this weapon by performing an **Overwatch** action:

Name	A	BS	D
Krak grenade	4	3+	4/5
Special Rules			
Rng  , AP1, Indirect, Limited			

STUN GRENADE [2EP]

Not available for an **AUTOSAVANT** operative. The operative can perform the following action during the battle:



STUN GRENADE **1AP**

Select one point in the killzone within  of this operative. Roll one D6 for each operative within  of that point, subtracting 1 from the result if that operative is not Visible to this operative. On a 4+, subtract 1 from that operative's APL. This operative can only perform this action once, and cannot perform this action while within Engagement Range of an enemy operative.

SMOKE GRENADE [3EP]

Not available for an **AUTOSAVANT** operative. The operative can perform the following action during the battle:

SMOKE GRENADE **1AP**

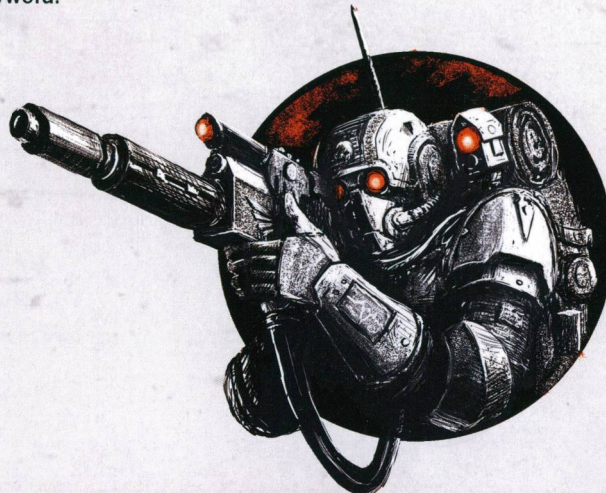
Place the centre of one Smoke token on a point within  of this operative. That token creates an area of smoke with a  radius and unlimited upward height (but not below). Until the end of the Turning Point, an operative is Obscured if every Cover line drawn to it crosses an area of smoke. This operative can only perform this action once, and cannot perform this action while within Engagement Range of an enemy operative.

INQUISITORIAL AGENT SPEC OPS RULES

Over the following pages you will find a selection of rules for Spec Ops campaigns in which you have selected **INQUISITORIAL AGENT** as your Faction keyword.

BATTLE HONOURS

Each time an **INQUISITORIAL AGENT** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Inquisitorial Agent Specialist table below. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).



INQUISITORIAL AGENT SPECIALIST

D6	Battle Honour
1	Weapon Specialist: Select one of this operative's weapons. Improve the Ballistic Skill or Weapon Skill characteristic of that weapon (and all of its profiles, where relevant) by 1 (to a maximum of 3+).
2	Proficient: Select one Battle Honour for this operative from a Core Book specialism you haven't selected for it to progress in.
3	Inspector: When determining Line of Sight for this operative (including each time it makes a shooting attack), enemy operatives must be more than ■ from it to be in Cover (instead of ○).
4	Firm Resolve: You can ignore any or all modifiers to this operative's APL and Movement characteristics, and it's not affected by the Stun critical hit rule.
5	Ruthless Persecutor: Each time this operative makes a shooting attack against an enemy operative that is not in Cover, in the Roll Attack Dice step of that shooting attack, before rolling your attack dice, you can retain one as a successful normal hit without rolling it.
6	Highly Capable: Once per battle, when this operative fights in combat, makes a shooting attack or a shooting attack is made against it, you can use the Command Re-roll Tactical Ploy (see the Kill Team Core Book) without spending any Command points.




RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **INQUISITORIAL AGENTS**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

1. TANGLE GRENADE [3EP]

Not available for an **AUTOSAVANT** operative. The operative can perform the following action during the battle:

TANGLE GRENADE 1AP

Select one enemy operative Visible to and within  of this operative, then roll one D6, adding 1 to the result if that enemy operative is in this operative's Line of Sight. On a 3+, that enemy operative is tangled until it performs the **Pass** action or the battle ends (whichever comes first). A tangled operative cannot perform any actions other than **Pass**.

2. PROMETHIUM ROUNDS [2EP]


Select one autopistol or extended stock autopistol the operative is equipped with (note that you cannot select a suppressed autopistol). That weapon gains the Splash 1 critical hit rule for the battle.

3. DIGITAL LASER [3EP]

INQUISITION operative only. The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Digital laser	4	3+	0/0

Special Rules

Rng , Lethal 3+, Limited

!

MW2

4. INFRASCOPE [3EP]

Select one of the operative's ranged weapons. That weapon gains the No Cover special rule for the battle. In addition, each time the operative makes a shooting attack with that weapon during the battle, enemy operatives are not Obscured for that shooting attack.

5. TRUESILVER WEAVE [2EP]

INQUISITION operative only. The operative gains the following ability for the battle:

Truesilver Weave: Each time an enemy operative fights in combat with or makes a shooting attack against this operative, subtract 1 from both Damage characteristics of that enemy operative's weapons for that combat or shooting attack (to a minimum of 2).

6. SHROUDFIELD [2EP]

The operative gains the following ability for the battle:

Shroudfield: While this operative has a Conceal order, it is always treated as having a Conceal order, regardless of any other rules (e.g. Vantage Point).

'IN OUR ARMOURIES THERE ARE WONDROUS TREASURES AND OBJECTS OF TRUEST DARKNESS. OUR ENEMIES ARE WITHOUT NUMBER AND WITHOUT LIMIT IN THEIR VARIETY. NO TOOL MUST BE DENIED US. WE CANNOT EXPECT OUR HEINOUS FOES TO ACT WITH ANYTHING RESEMBLING HONOUR OR DECENCY. THEY WILL HOLD THEMSELVES TO NO SUCH LIMITS, AND THUS NOR SHOULD WE IF WE EXPECT TO DEFEAT THEM AND WIPE ANY TRACE OF THEIR EXISTENCE FROM THE STARS.'

- Interrogator Kezog Yollis, Ordo Hereticus

STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **INQUISITORIAL AGENT**, you can select one from the list below instead of selecting one from another source. As with any strategic asset, you can never have more than one of each.

INVESTIGATION CHAMBER

The kill team's base of operations has a space dedicated to deep research and analysis. Such a chamber is fitted with signal-scramblers, sound-buffers and all manner of other devices to make it impossible for enemies to discover their findings.

After each game you win, and after each Spec Op you complete, you can select one **INQUISITORIAL AGENT** operative to earn 1XP.

SPY

Whether it be from a deep-cover agent or a highly concealed, well compensated local informant, the kill team is provided with crucial information regarding the objectives of their enemy.

Your opponent's Tac Ops are not kept secret. Your opponent must still 'reveal' them as normal, so they can't score victory points from them until they are revealed.

HIGH-PLACED COLLABORATOR

An ally in the planetary governor's office, a mole in the enemy's supply line or an emissary at court, the kill team has a valuable collaborator to source supplies and impart influence.

After each game, roll one D6, adding 1 to the result for each of the following:

- If you won.
- If you scored any victory points from **INQUISITORIAL AGENT** Tac Ops (pg 35).

On a 6+, you gain 1 Requisition point.



REQUISITIONS

In a Spec Ops campaign, if your faction is **INQUISITORIAL AGENT**, you can use the following Requisitions in addition to those presented in other sources.

INTERROGATOR'S INFLUENCE 2RP

The Interrogator has thoroughly analysed the parameters and challenges of the missions ahead, and has determined that an additional Agent and their specific skills will be sorely needed.

Purchase this Requisition before or after a game. Add one **INQUISITORIAL AGENT** operative to your dataslate; this can be an Ancillary Support operative, but cannot be an **INTERROGATOR** operative. That operative starts with 6XP (select a Battle Honour accordingly). You can only use this Requisition if your dataslate includes at least one **INTERROGATOR** operative of Veteran rank or higher.

REQUISITION ANCILLARY 2RP

Thanks to the Inquisitorial mandate, the kill team can be reinforced even at the very last minute with some of the Imperium's finest soldiers.

Purchase this Requisition before or after a game. Add the operatives of one **INQUISITORIAL AGENT** Ancillary Support to your dataslate, adhering to its selection requirements. For example, 5 **TEMPESTUS SCION** operatives: **COMMS**; **MEDIC**; **TROOPER**; **GUNNER** equipped with gun butt and hot-shot volley gun; **GUNNER** equipped with gun butt and plasma gun.

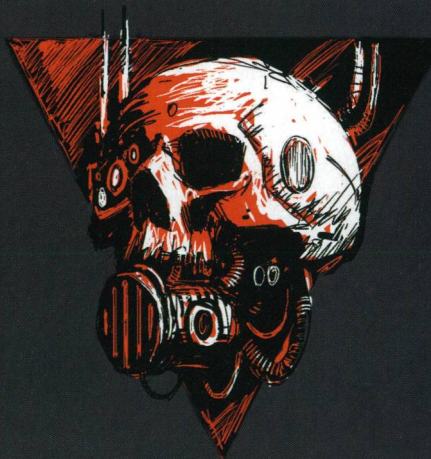
CONSPIRACY AND PLOT 1RP

As their investigation proceeds, the kill team uncover a plot their enemies are hatching that must be pursued further. However, an outside observer might wonder if this 'shocking and appalling discovery' is somewhat convenient...

Purchase this Requisition before or after a game, if your kill team is currently conducting Operation 1 of a Spec Op. Work out your operation completion rate. This is the number of games you have successfully scored victory points from the required Tac Ops of that Operation. Then change your Spec Op to a different one; you are treated as having the same operation completion rate for the new Spec Op's Operation 1.

SPEC OPS

Each time you would select a Spec Op for your kill team to be assigned to, if your faction is **INQUISITORIAL AGENT**, you can select one from those found on the following page instead of selecting one from another source.



INQUISITORIAL INVESTIGATION

The area is alive with heretical insurrectionists who threaten to bring all out civil war. By rooting out the traitors, this world — and its vital tithes — can be saved from the infernos of full-scale conflict.

OPERATION 1: TILL THE SOIL

The kill team seek out leads in earnest. Locals are questioned, informants bribed and captives interrogated. Weapons-smuggling routes and traitor boltholes are identified.

Complete five games in which you scored victory points from the 'Seize for Interrogation', 'Investigate Lead' and/or 'Behind Enemy Lines' Tac Op.

OPERATION 2: REAP THE HARVEST

Thanks to the kill team's thorough efforts, the leaders of the insurrection have been discovered, along with their hideouts. It's time to eliminate them. In doing so, the traitors' momentum will be stalled completely and the rebellion all but stopped for good.

Complete a game in which you scored victory points from the 'Headhunter' Tac Op.

COMMENDATION

- You gain one Requisition point.
- The friendly operative that scored you victory points from the 'Headhunter' Tac Op earns 5XP. This is not affected by a passed Casualty test.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Perform Ritual' Spec Op.

MERCILESS PERSECUTION

A threat is growing, mysterious and largely concealed — and all the more dangerous for it. It hides equally amidst the throngs of criminal masses, the enclaves of the holy and the towers of the rich. The Inquisitor knows it is here... somewhere. To root it out might cost much innocent life, but better a thousand ignorant souls cast into oblivion than a guilty one be permitted to roam free.

OPERATION 1: THE ENDS JUSTIFY THE MEANS

The kill team must plant listening devices, psychic wards, techno-viruses and manufactured evidence to spy on potential foes, discredit them and ruin their nefarious plans.

Complete five games in which you scored victory points from the 'Upload Viral Code', 'Plant Signal Beacon' and/or 'Plant Banner' Tac Op.

OPERATION 2: REMOVE OBSTACLE

An enemy force seek to intervene with the kill team's efforts to uproot a terrible threat. They intend to undermine the authority of the Emperor and his loyal defenders. Eliminate them.

Complete a game in which you scored victory points from the 'Rout' and/or 'Execution' Tac Op.

COMMENDATION

- You gain one Requisition point.
- You can distribute up to 5XP across the operatives on your dataslate. This is not affected by a passed Casualty test.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered an 'Infiltrate the Enemy' Spec Op.

NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Inquisitorial Agent operatives, the title or coded cipher of your kill team and your elite band's quirks and background. If you wish to generate any of these randomly, roll the appropriate number of dice as indicated by the table(s). Otherwise, choose whichever are your favourites, or use multiple quirks, names or background ideas if you feel they work for your kill team.

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OPERATIVE NAMES

If you wish to randomly generate a name for one of your Inquisitorial Agent operatives, you can roll a D66 on one or both of the tables below. To roll a D66, simply roll two D6, one after the other – the first represents tens, and the second represents digits, giving you a result between 11 and 66.

D66 FIRST NAME

11	Oarba
12	Lucius
13	Janus
14	Hermes
15	Elsine
16	Delphan
21	Lorphreen
22	Logan
23	Mirella
24	Josef
25	Hestia
26	Konstantin
31	Ketz
32	Skordan
33	Korvanna
34	Damien
35	Skyll
36	Promeus
41	Severina
42	Markus
43	Moriana
44	Orten
45	Shen Vey
46	Voraddin
51	Sevora
52	Methuselah
53	Ulena
54	Jorgo
55	Mhoraeth
56	Mechsimus
61	Yvesta
62	Cornelius
63	Edda
64	Barreth
65	Katja
66	Gwillan

D66 SECOND NAME

11	Barbaretta
12	de Wolfe
13	<none>
14	Kommodus
15	'the Devout'
16	Threlk
21	'the Unseen'
22	Gath
23	Agnazy
24	Octavium
25	Monska
26	Devlan
31	Pelt
32	Cadavore
33	of Cell 23b
34	Gruss
35	the Merc of Garrantos
36	Jeddeck
41	Grydd
42	Malicant
43	du Pre
44	Nostrafex
45	Savanum
46	Stone
51	Spinst
52	Storm
53	Dalstom
54	Quovandius
55	Kreel
56	Khoriv
61	Eskander
62	Fank
63	Lynden
64	Skydekkerix
65	Vespazha
66	Oilrelius

KILL TEAM NAMES

Bands of Inquisitorial Agents are as individual as the Inquisitor they serve; no two are quite alike. Though some especially autonomous Interrogators may be granted licence to name the team under their command, their ident is ultimately given down to the judgement of the Inquisitor. There exists no convention among Inquisitors, so the terms they employ vary wildly. Some use obfuscating codes, identifying their kill teams by strings of alphanumeric symbols and letter-like sigils to hide the operatives' nature from vox interceptors. Others name their team for the world on which the Agents operate, the threat they are dispatched to combat or the calibre they expect them to uphold. Few Inquisitors are so egotistical as to name a band of Agents after themselves, though they do exist – as do those who intentionally craft such a persona. The Judgement Heralds of von Bethus, for example, operated in the Qumrahn Sub-sector, wearing gilded attire in which they conducted loud, violent and ostentatious hunts on behalf of Inquisitor Jeneh von Bethus. On the next page you will find a number of tables that include examples of some of these styles. If you wish to randomly generate one of these kinds of titles, roll a D6 on each table of a given pair and feel free to arrange the results in whichever way feels most appropriate. Alternatively, mix and match elements from any tables you like or use them as inspiration to come up with your own code names fit for the shadowy operatives of the Inquisition.

D6 IDENT CODE 1

- 1 Scry-cell
- 2 0049-X//
- 3 Null Team
- 4 Crimson Alphas
- 5 Pho Ra
- 6 8466 [MX]

D6 OPERATIONAL PRIORITY 1

- 1 Execution
- 2 Purgation
- 3 [master's Ordo, e.g. 'Malleus']
- 4 Autoritas
- 5 [planet or region of operation]
- 6 Scrutinex

D6 INVESTIGATIVE PRINCIPLES 1

- 1 Inviolata
- 2 The Blade of
- 3 The Veiled
- 4 Terminus
- 5 Proscriptioners of
- 6 Soul-sentries of

D6 IDENT CODE 2

- 1 33-i
- 2 Chora VII
- 3 541936-484
- 4 Veritas 97f
- 5 ☰ Eta Vox
- 6 Sig-3 Geo

D6 OPERATIONAL PRIORITY 2

- 1 Assets BR-512
- 2 Segregate
- 3 Advocatum
- 4 Instigators
- 5 Revelators
- 6 Ad Umbra

D6 INVESTIGATIVE PRINCIPLES 2

- 1 Redemption
- 2 Censure
- 3 Suppression
- 4 Reclamation
- 5 Domination
- 6 Sanction

SQUAD QUIRK

D6 PHILOSOPHY

- 1 **Puritans:** This kill team rigidly adhere to their master's puritanical leanings, upholding inflexible beliefs and cleaving to traditional Imperial values.
- 2 **The Unsleeping Eye:** No citizen must ever doubt they are constantly scrutinised; in branded flesh and carved sigils, these Agents leave their master's mark.
- 3 **Excruciators:** These Agents are disturbingly familiar with a range of instruments to extract information from their prisoners, and have come to relish their use.
- 4 **Radicals:** These warriors follow the more radical beliefs of their employer, enforcing the Emperor's Judgement through questionable and – according to some – heretical means.
- 5 **Ulterior Motives:** One or more of these Agents are secretly using their service to the Inquisitor to achieve some personal goal – perhaps revenge, theft or sabotage.
- 6 **The Subtle Blade:** This kill team exemplify their paymaster's tenets of swift and silent operations, hiding kills they make and obscuring their activities to cause as few ripples as possible.

BACKGROUND

D6 SHADOWY ORIGINS

- 1 **Local Expertise:** This kill team's Agents all hail from the region they are operating in, using their contacts and specialist knowledge in the Inquisitor's service.
- 2 **Militant Precision:** Though of diverse origins, all of these Agents have a martial background and coordinate their missions with regimental accuracy.
- 3 **Simmering Rivalry:** These Agents have worked together in the past or knew each other in their former lives, and old scores and tensions bubble beneath their strained interactions.
- 4 **Psycho-indoctrination:** Whether via techno-arcane means or the Inquisitor's own abilities, these Agents have been psychically driven to complete their goal.
- 5 **The Saved:** These Agents have varied causes to see the Inquisitor as their saviour, from commuted sentences and cleansed souls to deliverance from penury and starvation. All fight hard to repay this debt.
- 6 **The Witnesses:** The Inquisitor first encountered these Agents during historic inquiries, in which each was exposed to forbidden knowledge. While they prove useful for now, their executions are in abeyance.

BASE OF OPERATIONS

D6 CELL SANCTUM

- 1 **Aquila Orbital Landers:** This kill team use a flight of swift Aquila shuttles. These well-armoured craft are robust enough for dangerous war zone insertions, while their eagle wing-shaped intakes are a signature example of Imperial authority.
- 2 **Inquisitorial Sub-citadel:** Whether hidden by palls of artificial smoke, buried far underground or posing as some other Imperial officio, this station serves as a secure staging post for clandestine missions.
- 3 **Psy-shrouded Frigate:** This kill team operate from empyrically warded cabins aboard a dedicated Inquisitorial warship, using teleportation chambers to move themselves and their gear to the surface.
- 4 **Amidst the Wretched:** Secretly coordinating their activities, these Agents live unassuming lives as the dregs and scum of Imperial society, ignored by both the nobles and the low-born they investigate.
- 5 **Seized Command Post:** At the mere mention by their master, this kill team have commandeered a secure headquarters fed by vid-logs, data-screeds and secure comms to hone their strategy.
- 6 **Ecclesiarchal Chapel:** The Inquisitor's fervent faith and close Ecclesiarchal contacts mean this kill team feel especially blessed. They occupy a deserted chapel near the object of their investigation in the hope that the God-Emperor will aid his servants in their duty.

INQUISITORIAL AGENTS | MATCHED ROSTER

PLAYER NAME:

FACTION KEYWORD:

SELECTABLE KEYWORD:

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#	OPERATIVE	NOTES (e.g. wargear options)
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NOTES:

INQUISITORIAL AGENTS | NARRATIVE DATASLATE

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Kill Team Name
.....
.....
Player Name
.....
.....
Faction Keyword
.....
.....
Selectable Keyword
.....
.....
Base of Operations

Requisition Points

Asset Capacity

Spec Ops Log:
.....
.....
.....

Stash

Strategic Assets

History

Quirks

Notes

NARRATIVE DATACARD

Operative

Operative Type





Battle Honours

Battle Scars





Notes

Rested Tally

Specialism

Experience Points

NARRATIVE DATACARD

Operative

Operative Type

Battle Honours

Battle Scars

Notes

Rested Tally

Specialism






Experience Points







THE BALANCE DATASLATE

Q2 2024

This document contains the collected Q2 updates to the rules for game balance improvements. New updates can be identified by the presence of an asterisk (*) bullet point.



CORE RULES

- **New Core Rule:** Some rules allow you to activate operatives in succession before your opponent can activate. Regardless of such rules, you can never activate more than two operatives in the same Turning Point before your opponent has had a turn to activate a ready operative or perform **Overwatch**.
- **New Core Rule:** The Movement characteristic cannot be modified to less than 2○ (even if injured).
- Jump tests: Automatically successful (do not roll).

KILLZONE: BHETA-DECIMA

- Restricted Line of Sight: The target operative is not Visible (instead of Obscured).
- Tactical Ploys that allow one or more operatives to be set up outside of your drop zone, e.g. Sneaky Git, **KOMMANDO** and Dimensional Translocation, **HIEROTEK CIRCLE**. Such operatives must be set up wholly within 2○ of your drop zone.



EQUIPMENT

- You can only select each equipment with the Indirect special rule (e.g. dynamite, krak grenade, fusion grenade) once per battle. If a friendly operative already equipped with such equipment is selected for deployment (e.g. **ASSAULT GRENADIER PATHFINDER** operative), this counts as your selection.



REPLACED ARMY LISTS

Over time, certain new army lists will be introduced that are designed to replace similar army lists from the Compendium. We recommend the newer army list replaces the older one where balance is concerned, particularly in an organised play setting such as a tournament. These army lists and their replacements are as follows:

FORGE WORLD replaced by **HUNTER CLADE**
THOUSAND SONS replaced by **WARPCOVEN**
TROUPE replaced by **VOID-DANCER TROUPE**




CRITICAL OPERATIONS 2022

- Each player cannot score more than 16 victory points in total from the mission objective during the battle (instead of 12), and a maximum of 24 victory points from the game (instead of 20).
- Loot mission action: Each objective marker can be looted a maximum of four times during the battle (instead of three).



KILL TEAM: ASHES OF FAITH

CHAOS CULT

- **ICONARCH** operative's Ruinous Deterioration and Ruinous Invigoration abilities: Become unique actions that cost 1AP, last until the start of that operative's next activation, and Ruinous Invigoration's damage reduction is to a minimum of 3 (instead of 2).
- **MUTANT** and **TORMENT** operatives' Unnatural Regeneration ability: Ignore lost wounds on a 6 (instead of a 5+).
- Sickening Aura Strategic Ploy: While within  of a friendly **MUTANT** or **TORMENT** operative only.
- **MUTANT** operative's blasphemous appendages: Change special rule to Ceaseless (instead of Relentless).
- Friendly **DEVOTEE** operatives can mutate at the end of a combat in which they incapacitated an enemy operative and were not incapacitated themselves (they cannot do so just by inflicting damage).
- Mutation into a new operative: The new operative no longer has full wounds remaining. Instead, it has the same wounds remaining as the preceding operative did, but then regains D3+1 wounds if it's now a **MUTANT** operative or D3+3 if it's now a **TORMENT** operative; in either case, it cannot go above its maximum wounds.
- Winged Accursed Gift: Delete first bullet point.
- Operative selection: 1 less **DEVOTEE** operative.

INQUISITORIAL AGENT

- Operative selection: Including Ancillary Support, you can only select up to two operatives equipped with weapons that have the AP2 special rule (even if only in one of their profiles).
- **INTERROGATOR** and **TOME-SKULL** operatives: Change GA characteristic to 2 and they fulfil each other's Group Activation requirements.
- Absolute Authority Tactical Ploy: Cannot be used to stop the same ploy more than once per battle, or a ploy that no CP was spent on.

