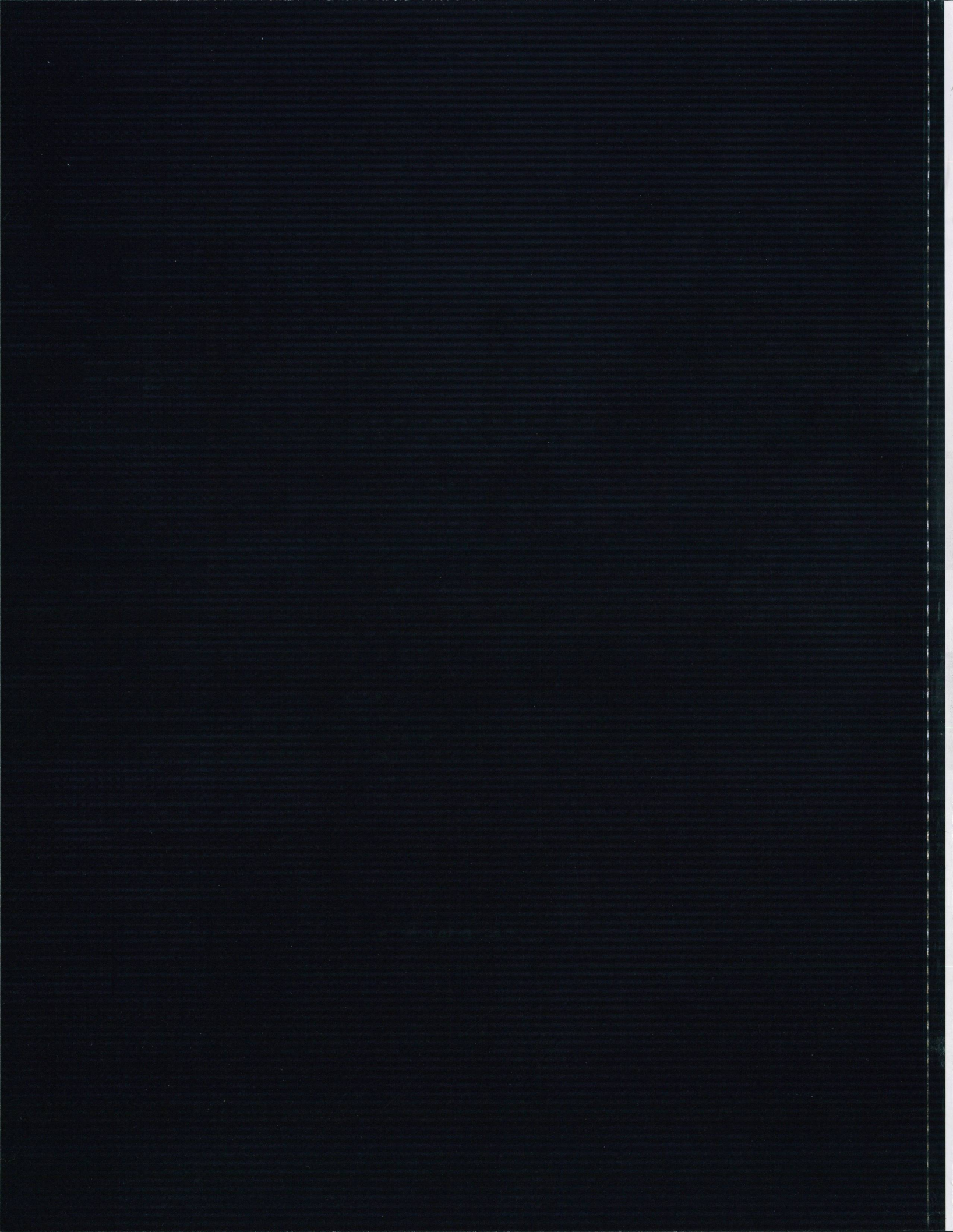


WARHAMMER  
40,000

# KILL TEAM



ASHES OF FAITH





# KILL TEAM: ASHES OF FAITH

In the 41st Millennium, war rages not only in the light of alien suns, but also in the shadows. There are battles of Agents and insurrectionists, of faith and heresy. Even the holy word of the God-Emperor does not reach the darkest corners, or is drowned out by the promises of vile demagogues and their devoted Cults. If the Imperium is to defeat these forces, it must have warriors willing and able to pierce the darkness and defeat the malevolent denizens there.

# CONTENTS

Introduction ..... 3

## THE SECRET WAR ..... 4

### The Inquisition ..... 7

Agents of the Inquisition..... 7  
 By the Authority of the Emperor..... 10  
 Showcase..... 12  
 Names and Demeanours..... 16

### The Chaos Cults ..... 18

The Hidden Canker ..... 18  
 Cults Varies and Myriad..... 22  
 Showcase..... 24  
 Names and Demeanours..... 26

## THE RULES..... 30

### Inquisitorial Agent Kill Team ..... 32

Ancillary Support..... 33  
 Tac Ops ..... 35  
 Ability..... 35  
 Strategic Ploys..... 36  
 Tactical Ploys ..... 36  
 Datacards ..... 37  
 Interrogator Agent..... 37  
 Tome-skull..... 37  
 Autosavant Agent..... 38  
 Questkeeper Agent..... 38  
 Death World Veteran Agent..... 39  
 Enlightener Agent ..... 39  
 Gun Servitor..... 40  
 Hexorcist Agent..... 40  
 Mystic Agent ..... 41  
 Penal Legionnaire Agent..... 42

Pistolier Agent ..... 42

Sister of Silence Prosecutor..... 44  
 Sister of Silence Vigilator ..... 44  
 Sister of Silence Witchseeker ..... 45  
 Tempestus Scion Comms..... 46  
 Tempestus Scion Gunner ..... 46  
 Tempestus Scion Medic..... 47  
 Tempestus Scion Trooper ..... 47  
 Equipment..... 48

### Inquisitorial Agent

### Spec Ops Rules ..... 49

Battle Honours..... 49  
 Rare Equipment..... 50  
 Strategic Assets..... 51  
 Requisitions..... 52  
 Spec Ops ..... 52

### Chaos Cult Kill Team ..... 54

Tac Ops ..... 55  
 Abilities ..... 56  
 Strategic Ploys..... 57  
 Tactical Ploys ..... 57  
 Datacards ..... 58  
 Cult Demagogue..... 58  
 Blessed Blade..... 58  
 Iconarch ..... 59  
 Mindwitch ..... 59  
 Chaos Devotee..... 60  
 Chaos Mutant..... 60  
 Chaos Torment..... 61  
 Equipment..... 62

### Chaos Cult Spec Ops Rules ..... 63

Battle Honours..... 63  
 Rare Equipment..... 64  
 Strategic Assets..... 65  
 Requisitions..... 66  
 Spec Ops ..... 66

## DATASLATES AND DATACARDS ..... 68

Inquisitorial Agents Matched Roster..... 68  
 Chaos Cult Matched Roster..... 69  
 Inquisitorial Agents Dataslate..... 70  
 Chaos Cult Dataslate..... 71  
 Inquisitorial Agents Datacard..... 72  
 Chaos Cult Datacard..... 72

## PRODUCED BY THE WARHAMMER STUDIO

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# INTRODUCTION

Welcome to *Kill Team: Ashes of Faith*. The tome you have risked damnation to open is replete with tales of the shadow wars fought between selfish and mutated cells of Chaos Cultists, the cursed Demagogues who lead them and the Agents of the Inquisition who hunt them down. These wars are fought not only for material gain, but for the soul of Humanity itself.

Many times in its past have the Imperium's worlds been threatened with system-wide insurrections, Heretic Astartes fleets and legions of daemonic abominations that threaten entire sub-sectors. Since the opening of the Great Rift the threat of Chaos has raised its many heads more frequently, and vast Imperial armies must be brought to bear to withstand its rampages. Yet Chaos is insidious, worming its way into the cracks of Mankind's faith in countless surreptitious ways.

For every massed uprising or hellish invasion, there are a hundred hidden plots. Scheming covens of Cultists worship the dread Chaos Gods. Lusting after power, terrible boons or merely liberation from want, they enact insane rites to draw the abhorrent gifts of the Dark Powers into their mortal forms. Foremost amongst those who investigate these subversive creeds are the specialised Agents of a shadowy organisation: the Inquisition.

Spread thinly throughout the Imperium, the Inquisition is as determined as it is ruthless, and its investigators leave no stone unturned in their hunt for heretics. The spread of corrupting Chaos worship is a canker in the Imperium, and the Inquisition's hidden adepts ever fight against this growing evil.

*Kill Team: Ashes of Faith* thrusts you into the midst of this war and its countless hidden battlefronts. This book includes faction army lists for two brand new kill teams: the exceptional Inquisitorial Agents and the mutated worshippers of the Chaos Cults. Alongside datacards you will find ploys, equipment, Tac Ops and abilities, plus unique traits and upgrades to equip these kill teams for narrative Spec Ops campaigns.

Also included are tables to help you generate names for your operatives and kill teams, as well as to help

you develop their unique quirks and background. These tools give you a fantastic way to begin your kill team's story and develop its character. You can even choose to let these narrative elements affect your games as you consider how your operatives might deal with the tactical situation in any given mission.

Throughout this book, you can pore over stunning photographs of beautifully painted miniatures, depicting the cramped, squalid and hidden confines in which the Inquisition's secret war against Chaos takes place. You will see the highly detailed and characterful Inquisitorial Agents and the ragged and deformed followers that make up Chaos Cults in all their glory. To inspire the look and story of your own collections, action-packed illustrations depict the fanatical zealots that make up both of these factions amidst the seedy underbelly of the supposedly civilised Imperium.



# THE SECRET WAR

True understanding of the malefic power within the warp is beyond any mortal race. Yet the fragments of lore that individuals have tentatively collated show its infinite forms to be corruptive, corrosive and relentlessly fixed on tormenting and enslaving the races of the galaxy. Such insights are why knowledge of Chaos is forbidden to most of Mankind.

4

To know of the dread power that dwells within the empyrean and of the sentiences that swim there – which Humanity ignorantly names daemons and Dark Gods – is to risk insanity and damnation. Even a strong mind can become corrupted, weakening the barrier between realspace and the warp. Where such weaknesses tear open and become rifts, the spawn of the Chaos Gods can pour through. By the actions of one incautious individual, entire worlds can drown in blood and terror, while billions of citizens become the living playthings of cackling daemons. Beyond the careless, there are those who actively seek to know Chaos, lured by the prospect of personal power. Of these, greatest in number are the hidden cabals of Chaos Cultists, who go as far as to worship the denizens of the warp in the hope of winning their favour.

To combat these varied threats, investigators of the Inquisition burn or confiscate daemonic texts, cast down heretical idols and hunt anyone who dabbles in such knowledge. The guilty are subjected to torture, interrogation and execution, all conducted in utmost secrecy lest any enquiring minds ask the reason for such drastic actions. All these measures are undeniably harsh, but the fallen worlds that have subsequently been suppressed from records are testaments to when such tactics were waived.

Secretive Chaos Cults lurk beneath the skin of Imperial society on countless worlds. Their taint has been fought against in a war that has gone unseen and unhonoured for thousands of years. In triple-warded stasis vaults, secret dossiers describe the deeds of the Inquisition. For those permitted entry to these repositories, and that are able to unpick the ciphers and textual misdirections, a history terrifying in its span is hinted at: a secret war fought for the soul of Humanity that most will never know anything about.

## The Excision of Dherio

Dherio was an agri world, its high output maintained by a brutal regimen of quotas. The millions-strong workforce toiled in misery within giga-factorums, where Human lifespans were cut short by ravaging diseases. Whispered rumours of clandestine gatherings were all it took to prompt an investigation. Exactly when the labourers' desperation turned to worship of the unclean, not even the scrutinising Inquisitor Dorlen knew. By the time the signs were strong enough, what had become known as the Cult of the Twisted

Bone had spread. Dorlen dispatched dozens of Agents to hunt down and assassinate the Cult Demagogue, but in doing so they only destroyed the host shell of a daemon. It emerged and tore apart all but one Agent, whose screams during the following debrief-cum-interrogation sealed the agri world's doom. Dorlen was forced to declare Exterminatus, sending virus bombs and tempest warheads to obliterate all life from the planet. Eighty billion humans on Dherio were atomised to curb the threat, four war zones suffered through the disruption to food logistics, and Dherio itself was excised from local cartographs, its name removed from all records.

## Purgation Root and Branch

The Many Splintered Cult was identified on the macrodendric world of Tahlcred by Cell 232-OZi, in the service of an Inquisitor whose name remains under seal. Tahlcred's half-mile tall trees were a source of rare timbers, and it was the world's importance that set it on a watch list of planets. The Inquisitor's multitude of Autosavants alerted her to aberrations in the planet's import records. Suggestions of illicit narcotics and bio-salves were enough to rouse her suspicions, and she sent Cell 232-OZi to investigate without informing Tahlcred's planetary governor. The Agents infiltrated the fortified treetop chalets of the logging ventures' ruling families. There they uncovered a Chaos-tainted pleasure cult and initiated a purge of its members. This operation revealed a hitherto hidden under-society amid city-sized root networks. The culls took years to complete.

## The Grind of Kranscha

Fierce competition between the Stone Consortia of Kranscha was backed for years by the quarry world's planetary governor in a bid to improve productivity. What began as petty sabotage and the bribing of officials has escalated into a race for power at any cost, and it has emerged that several Consortia have resorted to funding occult rituals in the search for any advantage over their rivals. Hundreds of Agents in service to Inquisitor Thorggen have spent months tracking mobile Cults spread throughout the planet's macrodelfer communities. Dozens have so far been purged, yet their means of coordination – and any proof of their links to the Consortia – remain elusive. A grinding war of ambush and counter-ambush has evolved deep beneath the crust, with no end yet in sight.



6

**'SCOUR EVERY RAT HOLE, PRESSURE EVERY OFFICIAL, ROOT OUT EVERY WEAKNESS AND TWIST UNTIL THEY SCREAM THE CONFESSION WE NEED. XENDENARIUS, I WANT THE CITY'S COGITATOR-SCREED PICKED CLEAN. GHREEN, SEE WHAT SKULLS YOU CAN CRACK AMONG THE ENFORCERS. SKHAREN, GO AND PLAY WITH THE SYNDICATES, CARTELS AND GUTTER CREWS THAT THE WORSHIPFUL ADEPT TELLS US DO NOT EXIST - SEE WHAT TRUTHS YOUR SKIN-PEELER CAN ELICIT. WE MUST MISS NOTHING. OUR MASTER DEMANDS AS MUCH, AND HIS PATIENCE HAS LIMITS.'**

- Jerran Dynaskus, Interrogator serving Lord Inquisitor Dezah



# AGENTS OF THE INQUISITION

The Inquisition is the most widespread, powerful and feared institution within the Imperium of Mankind. Those who comprise its scattered membership seek out the deadliest of transgressors. Yet the Imperium is vast, and though Inquisitors wield immense power, they are but individuals. In their service, therefore, are diverse and highly talented Agents.

The Inquisition holds a unique remit – limitless in its authority and terrifying in its simplicity. Its mandate is to protect the Emperor and Mankind against any threat, by whatever means necessary. As the danger faced by the Imperium knows no barriers and baulks at no sin, neither must the men and women who stand in its path. They are iron-willed individuals; they have to be.

Many in the Imperium mete out death – Inquisitors hold the right to snuff out entire worlds and trillions of Human lives when they think it necessary. Those who know that the Inquisition exists pale at the very whisper of its name, and with good cause. Inquisitors suffer no master save the Emperor, even wielding the power to investigate and condemn a High Lord of Terra. Neither do they recognise any judgement of their actions, save from their peers – and sometimes not even that.

## The Holy Ordos

As a whole, the Inquisition is referred to in some formal contexts as the Holy Ordos of the Emperor's Inquisition. This title reflects the fact that its member Inquisitors usually – though not always – belong to one of the many Ordos that exist within the organisation. Broad philosophies, sometimes over-simplistically divided into 'puritanism' and 'radicalism', can be shared by Inquisitors of like motives and personal bias, but it is the specialist objectives espoused by each Ordo that dictates the targets of their investigations. Inquisitors within each Ordo are focused upon a particular threat to the Imperium. Some of their remits are so broad that almost anything could be argued to fall under them; others are so blinkered as to ignore all but a single, specific peril.

The Ordos Minoris are minor groups focused on more narrowly defined or especially esoteric threats, and can sometimes consist of only a handful of Inquisitors. In comparison, the three Ordos Majoris – composed of the Ordo Hereticus, Ordo Xenos and Ordo Malleus – are far greater both in influence and number of members.

Inquisitors of the Ordo Hereticus are sometimes called witch hunters. To them falls the duty of tracking down rogue psykers, malign witches and sorcerers. They also purge mutants of many other foul forms, and those so insufficient of faith that they endanger the working of the Emperor's realm

through a variety of heresies. The Ordo Xenos, meanwhile, combats the alien threat. Its Inquisitors study, hunt, exploit and eradicate the xenos in all its forms. Mankind, they believe, has a divine superiority and a God-Emperor given right to dominate the galaxy, yet many are the species – and their Human collaborators – who seek to usurp this position.

Inquisitors of the Ordo Malleus – the Order of the Hammer – are the Inquisition's hunters of daemons. They investigate potential warp rifts and artefacts tainted by the empyrean, and hunt down Chaos Cults seeking to promulgate worship of the Dark Gods, crushing their diabolic rituals. Where a warp entity successfully breaches realspace, these Inquisitors will stand firm and use a formidable will that few possess – even amongst the Inquisition – to drive the daemonic manifestation back. With access to forbidden texts and sealed records detailing ancient catastrophes, these men and women understand all too clearly the risk of failing in their duty.

Like all Imperial organisations, the Inquisition is inconceivably immense, with untold numbers of adepts, servants, operatives and functionaries acting throughout the galaxy. However, here the similarity ends, for the Inquisition is completely different to the galaxy-spanning bureaucracies of the Adeptus Terra. The Inquisition's mission requires ultimate flexibility. The scope of the threats ranged against it vary from individual adversaries to labyrinthine conspiracies that span systems and reality-altering cosmic instabilities threatening whole sectors.

The Inquisition is such an autonomous, decentralised, scattered and – above all – secretive institution that individual Inquisitors rarely interact with each other. They are lone figures working from the shadows, each fighting an endless war on their own terms. Yet they do not fight it without a large number of exquisitely honed tools at their command, chosen specifically for the situation at hand.

## Inquisitorial Agents

Once a newly ordained Inquisitor leaves their mentor's service to begin investigations in their own right, they may never encounter another of their secretive kind for as long as they live. To the relief of some powerful individuals, Inquisitors are rare figures indeed. A given Inquisitor may be the only representative of their Ordo in an entire sector. They cannot be

everywhere at once, and yet the city-districts, macro-refineries, palatial courts, vermin-infested sewers, orbital way-stations, voidship holds and warp channels that require their attention at the same instant are monumental. To this end, almost all Inquisitors maintain fluctuating stables of Inquisitorial Agents – operatives of varied origins and abilities. These Agents enter an Inquisitor's service through diverse means and for differing reasons and periods, but all enable the Inquisitor to extend their reach. Most Inquisitors maintain several operational bands at once, meaning that multiple kill teams of Agents can enact simultaneous missions for their master while remaining entirely ignorant of one another.

The genetically encoded rosette – sometimes called an Inquisitorial Seal – that each Inquisitor carries emits vermilion-level clearance codes that leave no door locked against them and no asset beyond their reach. This includes Human or near-Human assets. With their clearance, Inquisitors can reach into penal indenture cells and remove prisoners – even those awaiting imminent excruciation or termination. They can insist upon local expertise in the form of Enforcers and Arbitrators to reach a criminal with the specific skills they require, or demand soldiers from military formations such as the Astra Militarum, halting macro-transport barges en route to war zones to haul away a single trooper. From gunslinging hive-scum and mindless servitors to genius assassins and refined adepts that can crack complex ciphers, a well-connected and imaginative Inquisitor can craft a band of Agents from a multitude of sources.

Despite the authority that they wield – derived from the Emperor himself and which no-one openly rejects without consequence – Inquisitors rely upon various bodies to complete their investigations. These include the Adeptus Mechanicus to furnish them with ships, arms and technological arcana, the strange families of the Navis Nobilite to navigate the swells of the immaterium, and the masters of the Obsidian Keep for psychic Astropaths. Each of these can infuriate the overtly condemnatory Inquisitor with a thousand small iniquities of spite and delay. Timely acquiescence is best obtained through Machiavellian outmanoeuvring or the purchase of tacit goodwill. Still, bribery, coercion and explicit threats of torture remain skills that many Inquisitors draw upon to secure the services of a whole host of Agents.

Numerous Inquisitors, expected as they are to see to their own resources, build up vast funds which can be drawn on to elicit the services of those who can only ever be bought. In contrast to those of a puritan persuasion, these Inquisitors are usually of a far more radical bent, and often draw Agents into their service along all manner of unorthodox paths. In the pursuit of their agendas, the more extreme Inquisitor has few qualms about the tools they employ, whether it be pirate kings operating beyond Imperial retribution, religious outcasts

hiding from Ecclesiarchal purges or criminal innovators functioning beneath the augurs of Mars.

For the most part, an Inquisitor secures the services of a group of Agents for a specific mission, or in support of connected activities in a given location. Being in the employ of an Inquisitor is a dangerous occupation, and many die at the hands of the terrifying threats they are sent to confront on their master's behalf. Others – shielded by the exceptional skills that made them desirable Agents in the first place – survive the threat, only to be executed by the Inquisitor themselves for having seen too much. Often, though, the Inquisitor will allow surviving Agents to melt back into their former lives, secure in the knowledge they can call upon them again at a future date.

Some Agents remain for years with the Inquisitor, who may select the most promising among them to start on the long road to Inquisitorhood themselves. Many Inquisitors leave recruitment to chance or fate, while others are far more rigorous. Few students last long, however, without being free-thinking and possessed of unflinching willpower, determination and principles. Over several years, the apprentice will learn what they can of the Inquisitor's knowledge and in time take on many duties.

Some Inquisitors refer to these semi-qualified individuals as Interrogators, though they are also known as Novitiates, Neophytes or Approbators. Some apprentice Inquisitors advance through a series of ranks and stages at the discretion of their mentor, each of which might carry its own title and confer specific areas of responsibility and authority. Such apprentices may undertake missions on their own or control operations in concert with their mentor, but they remain in a subordinate position until they are fully invested as an Inquisitor.

Interrogators are tasked with leading specialist kill teams of their Inquisitor's Agents in all manner of clandestine operations. Sometimes, this will be to uncover new knowledge the Inquisitor requires to better understand some emergent threat. Such information could be a physical cache of data whose guardians are unwilling to part with it, or knowledge carried by an individual who the Agents must either rescue or abduct. Often, the Inquisitor only has the merest suspicion of wrongdoing, fed by instincts honed over decades or centuries. In these cases, the Interrogator must lead their Agents in an aggressive investigation, unearthing heresies, mutation, xenos trafficking or daemonic taint in whichever twisted and shadowy environment it is hidden.

Inquisitorial Agents may be tasked with assassinating Cult leaders, corrupted officers or xenos specialists: important individuals whose elimination the Inquisitor sees as pivotal to



the safety of the Imperium. This might be achieved through severing the threat's logistics trains and psychic communications, or disrupting their transport of arms, illicit materials, foodstuffs and slaves. Internecine fighting can also be instigated amongst much larger enemy forces by Agents who are able to identify weak command structures and simmering unrest.

All Inquisitors maintain vast networks of contacts and spies, willing or otherwise. Most are embedded in Imperial organisations, reporting on activities it may take the Inquisitor far longer to eke out through official channels. Some radicals have xenos auxiliaries on their payrolls, or plant servants among emergent heretical Cults. Tech-Priests furnish these Agents with specially adapted servo-skulls and servitors, upgraded with hidden communications devices and laced with augur protocols and shadow routines. These allow the most ubiquitous and unremarked Imperial servants to act as spies, messengers and, in extremis, assassins.

Inquisitors can gather high quantities of evidence through their Agents on the ground. Among them, servile psykers report on the flow of empyric energies and gifted info-hackers intercept communications or access vid-grabs to identify Cult-oriented sigils. Autosavants, meanwhile, sift through tithe reports, searching for discrepancies in productivity or in the movements of populations and goods. Others

with experience of the Ecclesiarchy's clergy may be tasked with seeking evidence of strange missionary activity, leniency towards death cults or the sudden re-emergence of worship for one saint over another. On especially rare occasions, a world's rulers may contact an Inquisitor directly seeking aid. Few planetary governors would do so unless desperate; the arrival of an Inquisitor usually heralds an investigation into all manner of issues the governor would prefer never came to light.

All of these avenues of information allow a canny Inquisitor to keep their eye on a vast number of cities, planets, installations and organisations at once. This enables them to act far more quickly than the Imperium's lumbering bureaucracies and monolithic armies when rumour, evidence and whispered suspicions point to a specific threat.

It is imperative that an Inquisitor acts swiftly when the need arises. Even should they feel that a fully armed response be preferred, the organisation of such a force can take months or even years. Inquisitors rarely have the luxury of such time frames, and the deployment of one or more teams of specialist Agents can be achieved in a fraction of the time. The small number of Agents in such teams also means that they can operate far more clandestinely, without alerting officials with the upheaval of activity that an approaching army would cause.

# BY THE AUTHORITY OF THE EMPEROR

Few individuals in the Imperium have more power than the Inquisitors of the Holy Ordos. They can assert their will over virtually all of its myriad organisations, requisitioning any fighting forces needed to complete their dangerous and clandestine missions.

It takes immense strength of character, will and position for a commander to deny an Inquisitor what they request. If, on the rare occasion, an Inquisitor finds their demands denied or stymied, they can resort to blackmailing, torturing, interrogating or even executing uncooperative commanders until a more pliable one is promoted. These are rare incidents, however, for the Inquisition inspires so much terror that few souls will not accommodate their demands. Over the millennia, Inquisitors have requisitioned and commanded forces drawn from the massed ranks of the Astra Militarum, zealous fanatics of the Adeptus Ministorum, void-crossing ships of the Navis Imperialis, merciless Adeptus Arbites and many others to aid them in pursuing their goals.

## TEMPESTUS SCIONS

Shock assault troops without peer, Tempestus Scions of the Militarum Tempestus are elite soldiers used to enact missions that the regular troops of the Astra

Militarum cannot accomplish alone. Scions undergo brutal training regimes and are armed with some of the best weaponry available to the Imperial Guard. Their violent potential is enhanced by rigid discipline and an indoctrinated sense of duty, meaning that they enact the dictates of their superiors swiftly and accurately, regardless of how inhuman such orders may seem.

No matter what the challenge or how catastrophic the situation, Tempestus Scions will stop at nothing to fulfil their orders. They are fully prepared to sacrifice their own lives in the process so long as it sees their mission completed. Even a few squads of Tempestus Scions, precisely deployed, can change the course of a war before many regular regiments have even tied their bootlaces. From standing firm against ravenous Tyranid infiltration broods to striking fast against the incredibly sneaky and light-fingered Kommandos of the greenskins, Tempestus Scions are unyielding in the pursuit of their goals.



When they are deployed into a war zone, Tempestus Scions take equipment every bit as specialised as they are. Garbed in baroque carapace armour with moulded plates of armaplas and ceramite that almost entirely cover them, Scions are supremely able to endure the rigours of battle. The hot-shot weaponry of the Militarum Tempestus punch through the shielded vision ports of enemy bunkers, their pinpoint fire ripping through xenos hides and armour alike. These scalding lasers and the glow of visual augmenters cutting through smoke-filled corridors are often the enemy's first clues that their defences have been breached.

Though for many Tempestus Scions a flak-reinforced parade beret will suffice, when a unit fights in particularly inhospitable climates, they opt for masked helmets through which nutrient gruel and oxygen can be piped. Since they rarely experience times of rest between missions, Tempestus Scions take with them the means to sustain themselves. Those who remain plugged into their masked helmets can go for days without needing additional nutrition or sleep. They simply stand side-by-side on their transport between missions, in a sort of trance – dormant yet ever alert.

Due to their unyielding discipline, elite training and potent wargear, Tempestus Scions are a frequent choice for Inquisitors to requisition for their missions. Often an Inquisitor will command such troops for a single operation before releasing them back to their commanders – should the peculiarities of the mission not demand the Scions being permanently silenced based on what they witnessed – though some remain in the Inquisitor's service forever. These units are frequently known more colloquially as Inquisitorial Storm Troopers, though some Inquisitors raise their own independent forces with similar training and equipment that are known by the same name.

Steadfastly loyal, Storm Troopers serve as bodyguards, elite snatch-squads, reconnaissance operatives, front line assault troops and garrisons for Inquisitorial hideouts and fortresses. Such vital roles see the Storm Troopers fight side by side with their Inquisitor master, their talents and dedication on full view. Many a Tempestus Scion has been observed by their Inquisitor in action, and been pulled from the ranks for more specialised duties – even to be put on the path to becoming an Inquisitor themselves.

## SISTERS OF SILENCE

The Silent Sisterhood's hardened warriors, known also as Null-Maidens, are the Imperium's shield against the threat of psychic annihilation. They are some of the greatest and most terrifying witch hunters in the galaxy, being expert trackers of rogue psykers, warlocks and sorcerers. From their widespread spire-convents, the Sisterhood's warriors tirelessly carry out their oathsworn duty to enforce the Imperium's rigid laws on

the use of psychic powers, and to hunt down those who seek to avoid their dicta. Once a sought-after psyker is discovered, the Sisters either deliver them into the hands of those who can make use of them, or destroy them to ensure they can never again pose a threat.

The Sisters of Silence earn their name from the Vow of Tranquillity they take upon undertaking full membership of their order, which binds them to a solemn dedication to duty. From that point not a single sound will pass their lips. They pronounce their judgement upon those who imperil the Imperium not with words, but with bolt, flame and blade.

**'GOVERNOR, LET ME SPEAK PLAINLY. THE HERO OF THE BATTOX SECTOR CAMPAIGN LENDS ME HIS ARMIES FREELY. I AM ALLIES WITH THE ARBITRATORS ACROSS A DOZEN SUB-SECTORS. ADEPTA SORORITAS CANONESSES SUPERIOR SPEAK MY NAME IN PRAISE AND OFFER ME AID WITHOUT MY ASKING. YOU RULE A BACKWATER THAT BARELY AVOIDS ECONOMIC COLLAPSE. AND YET, YOU REFUSE MY DEMANDS? I INVITE YOU TO RECONSIDER.'**

- Inquisitor Baran Patahbo in council with Governor Nahasi of Sha'ol – pre-emergence of the Great Rift

Every Sister of Silence endures a punishing training regimen throughout her lifetime, yet her greatest weapon is the yawning psychic gulf that lies within her. The Sisterhood are made up exclusively of the psychically blank. Amongst the hundreds of thousands of Imperial worlds, there are various terms for such rare individuals, many of which speak to the widespread horror their presence generates. Blank, Pariah or Untouchable some say, while others whisper hag or soulless freak.

Sisters of Silence are immune to the malignant touch of witchcraft and warp-derived power, and this blessing is the result of a spiritual void within. The effects this soullessness has on those around them results in the Sisters of Silence being feared at an instinctual level. Those without any psychic ability feel their skin crawl in the Sisters' presence, as an unsettling repulsion causes even their allies to falter at their approach. To psykers, they are anathema. Wielders of warp power sense the Blanks' soul-draining proximity, both fearing and loathing them in equal measure. Bolts of warp flame dissipate before the Sisters' advance and fell enchantments unravel as the Null-Maidens home in on their prey. The psyker suffers increasing pain and terror as their invocations break down and curses die on their lips, their connection to the warp constricting and their second sight dimming.

# INQUISITORIAL AGENTS

The Agents who serve Inquisitors originate from countless worlds and numerous other institutions. The unique mandate of their usually isolationist employer coupled with the secretive nature of every mission means Agents rarely follow any conventions in their appearance. Some bands may adopt a common colour or ornamentation that ties their apparel together, though never to the degree that it could be called a uniform. Sometimes these colours reflect the preferences of their rarely seen master, or they may be chosen specifically to foil attempts to identify the Inquisitor. The stylised letter 'I' sigil of the Inquisition – if displayed openly – can be found stitched, tattooed or worn as a warding amulet. Some Agents equip themselves as they did in their former lives, or wear armour and carry equipment acquired over their Inquisitorial career. Many wear the gothic robes, mantles and surcoats common to a number of Imperial institutions, enabling them to pass with fewer questions through the halls of any bureaucrats or priests they may be called upon to investigate.





Gun Servitor with plasma cannon and servo claw

Pistolier Agent

Death World Veteran Agent

Penal Legionnaire Agent

Enlightener Agent

Hexorcist Agent

Questkeeper Agent

# ANCILLARY SUPPORT

## SISTERS OF SILENCE

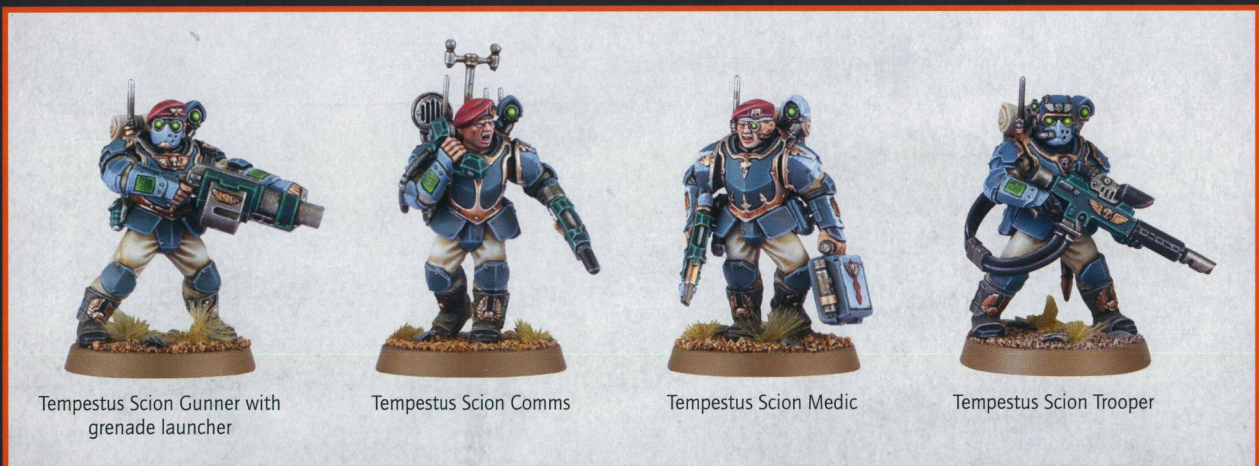


Sister Of Silence Prosecutor

Sister Of Silence Vigilator

Sister Of Silence Witchseeker

## TEMPESTUS SCIONS



Tempestus Scion Gunner with grenade launcher

Tempestus Scion Comms

Tempestus Scion Medic

Tempestus Scion Trooper

## EXACTION SQUAD



Arbites Revelatum

Arbites Chirurgant

Arbites Subductor

Arbites Vox-signifier

Arbites Marksman

### IMPERIAL NAVY BREACHERS



Navis Axejack

Navis Hatchcutter

Navis Endurant

Navis Armsman

Navis Grenadier

### KASRKIN



Kasrkin Gunner with  
grenade launcher

Kasrkin Combat Medic

Kasrkin Recon-trooper

Kasrkin Demo-trooper

Kasrkin Gunner with  
meltagun

### VETERAN GUARDSMEN



Demolition Veteran

Zealot Veteran

Bruiser Veteran

Medic Veteran

Trooper Veteran

# 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.

16

## 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

## 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.

## D6 IDENT CODE 2

- 1 33-i
- 2 Chora VII
- 3 541936-484
- 4 Veritas 97f
- 5 Ξ 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

## 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.

# THE HIDDEN CANKER

Obsession, hatred, relief, control – an infinite morass of snares tug at the emotions of mortals. Many are the individual Humans spread across the Imperium's million worlds that fall to such lures and into the worship of the Chaos Gods. Alone such heretics are a danger to those around them. Pooled into a growing Cult of like-minded devotees, they threaten eternal damnation to entire worlds.

The hardship of daily life alone in the Imperium is enough to foster desperation and resentment in the most hardened of hearts and most stoic of temperaments. Deprivation, ruthless suppression and callous treatment by those with power can plant the seeds of rebellion in the minds of those without. The shifting wars that plague the 41st Millennium only make mortal existence tougher and more miserable. For those who suffer terribly among the swollen masses of Humanity, even the most abhorrent offerings of hope can appear like a glittering lifeline.

These dregs of Imperial society are not the only ones tempted by the power that Chaos worship offers. Wealthy merchant barons, arrogant spire nobility and many others who already wield influence can be easily lured to seek more of the same, or to delve into fouler vices. The worship of Chaos offers much: unimaginable secrets, control over one's own fate, and the strength to take not only what one needs, but what one wants. The price is excessive, however, and no mortal understands the true cost until it's too late.

For some, the gifts of Chaos remain tantalising illusions forever out of their reach. Many worshippers are persuaded to commit ever more repulsive deeds, giving greater devotions in return for further empty promises. Others may be granted the boons of the ineffable Chaos Gods, yet their 'gifts' are often unspeakable curses: painful mutations of the most revolting kind, visions that drive their recipients insane, or physical and spiritual annihilation as warp energy consumes them entirely. Such fates are painted as dark miracles by the insane ideologues at the head of Chaos Cults. Twisted lesions and frightening mutations are hailed as sacred blessings, while fiery conflagrations are presented as the penalties for insufficient zeal, or failings to please their overlords with appropriate ritual offerings.

## CULTS OF DAMNATION

The overt objectives of Chaos Cults are as diverse as Cultists themselves. Some coalesce around the

idea of political or fiscal liberation, claiming to be working for the good of their world, city, labour commune or orbital habitat. Others may be warrior lodges, offering blood sports or extolling the virtues of constant physical and martial refinement, or they may form around cabals of lore-seekers that promise to reveal esoteric knowledge and hidden truths. Pleasure cults also exist, devoted to extremes of sensation or mind-altering narcotics. Many evolve from simplistic cults of personality, guilds devoted to advancing particular crafts and industries at any expense, or fellowships formed around shared experiences, such as grief-stricken mourners or the nihilistic survivors of calamities.

Not all Chaos Cults begin as accretions of evil. Just as individuals may start their road to damnation with a single, well-intentioned misstep, so can groups and communities of otherwise upstanding loyalists fall to Chaos. Misinterpretations of scriptural dogma can lead religious groups from the veneration of an obscure saint to that of a diabolic entity. Industrialised hospices that once efficiently disposed of the dying might evolve into predatory kill-clades, unwilling to wait for a terminal illness to strike. Numerous sanctioned – or at least tolerated – death cults exist that worship the God-Emperor through the bloody executions of heretics; suppressed Inquisitorial records show how many slide into Chaos worship with minimal alterations in their ritualised devotions.

Ultimately, while some Cultists may be deluded or manipulated into Chaos worship, it is a selfish act for most – the seeking of personal power through unclean devotion. Though some Cults claim to be working towards an enlightened age or era of plenty, those who make up their members are only truly concerned with their own personal elevation.

Knowingly or not, many Cultists give devotion to either one or all of the four great Chaos Gods. Khorne is the Blood God, whose brutal followers are amongst the most uncompromisingly violent. They eschew more devious plots in favour of

**'YOU, DAEVOS, DID THE TRICKSTER ON THE GOLDEN THRONE SAVE YOUR FAMILY FROM STARVATION AFTER THE ACCIDENT? DID HE DEFEND YOU, THRESK, WHEN THE ENFORCERS BROKE YOUR LEG? DID HE SAVE HIVE QUADRIC FROM THE ORKS? ALL THAT ROTTING CORPSE DOES IS TAKE: YOUR TITHES FOR HIS PRIESTS, YOUR SONS AND DAUGHTERS FOR HIS WARS, YOUR SOUL FOR HIS HUNGER. HE GIVES NOTHING IN RETURN. THERE ARE GREATER BENEFACTORS, BEINGS WHO DEMAND AS THE TRICKSTER DOES, BUT WHO DOLE OUT THEIR GIFTS WITH EFFULGENT BENEFICENCE.'**

- dialogue reported by Vox-thief 73c-IV, Enforcers dispatched



shedding gore and claiming skulls to offer to their martial deity. By contrast, Tzeentch, the Changer of the Ways, attracts manipulators, plotters and arcanologists who weave complex schemes that further their god's ineffable plans. The pestilential Nurgle is the Plague God whose worshippers revel in poxes and diseases, seeking to endure the most debilitating of viruses to spread their god's bounty. Slaanesh, meanwhile, is known as the Dark Prince, whose obsessive devotees are enamoured with excess and the most abhorrent of sensations.

These four gods are known by countless names, in guises and manifestations that are as numerous and varied as the cultures that venerate them. Some Cults worship the undivided pantheon as a single entity, viewing Chaos as an undiluted and majestic whole of which the gods are facets. There are also many Cults who worship one of

the innumerable other powerful manifestations of Chaos; demigods, Daemon Princes, warp tyrants, abyssal lords and lesser daemons may all seek the worship of mortals for their own fell purposes.

In return for worship, spreading their Chaos patron's tenets, committing bloody sacrifices and enacting arcane rituals, the Cultists hope to attract the attention of the warp's denizens and gain their favour. Most mortal Cultists are granted miserable existences of desperation, pain and terror. The few who receive the Chaos Gods' blessings reinforce the desire of the masses, for they are seen to wield power beyond all mortal comprehension. Such individuals may be granted supernatural abilities, access to forbidden knowledge or the ability to speak as hellish prophets, seemingly able to call down the dark miracles of their patrons. They may also be physically warped, their flesh mutating and writhing with grotesque changes.

No two Cults are organised in precisely the same way. However, as egotistical and power-hungry groups, those with the strength to enforce their position commonly rise to the top. At the heart of a great many Cults is a Dark Commune – a pooling of the most powerful evil in the group comprised of individuals overtly blessed with the Dark Gods' favour. Demagogues often lead Cults from within such a group; these high priests of the Cult's faith are skilled orators and proselytisers. They call upon the Chaos Gods to bestow their blessings upon the Cult's mortal followers and are seen as miracle workers and prophets who speak with divine authority.

Cult Demagogues are said to interpret signs from the malefic powers of the warp, direct rituals and sacrifices to the Cult's object of faith and lead their lessers in fervent prayer. Many carry tools of their craft, which they use as conduits to their gods. Twisted staves or gnarled rods, tomes of blasphemous scripture or divinatory bones: such conduits are crude and unfocused at best. Great power can sometimes be sought through them, but its exact nature cannot always be controlled.

Perhaps more than any other within the Cult, the Demagogue exemplifies the terrible bargain that every Cultist strikes in their quest for power. They may well have started out as duct-scrubbers or corpse starch reclaimators before seeking something other than the God-Emperor to further their ambitions. Many fall to madness, mutation or internecine assassination before reaching such a position, but they hold on to their power with a zealot's determination.

Some Cults entrust a grand icon, banner or totem to an Iconarch. Often chosen for the blessings they already possess – be this a mutation, a strange affliction or some other trait



that has seen them earmarked for this duty by others – they remain far less important than the icon they carry. These icons are as individual as the Cult, formed from scrap metal, the bones of sacrificed victims, spent ammunition casings or numerous other materials. All such creations are steeped in the warp's power, radiating its energy. Some even incorporate braziers that burn noxious resins, hallucinatory biochems or vials of daemonic ichor to drive the Cult's followers into a fervour or shroud their tainted activities. Carrying the icon is a dubious honour, for the Iconarch is constantly saturated with its foul aura, but if they can please the Ruinous Powers while carrying it, perhaps the Dark Gods will be generous in their boons.

To further the Cult's standing beneath the gaze of the Chaos Gods, each member will embrace and carry out all manner of diabolical deeds. For some devotees, all the Cult requires of them is that they are alive; these are the ones who are preyed upon by fellow Cultists as ready and convenient sacrifices. Many other activities require greater faith and skill. Infiltrating Imperial organisations to locate weak points and learn of potential threats is a common need, as is assassinating or abducting favoured targets: Ministorum priests, officials in authority and others seen as especially pure or threatening. Some small teams of Cultists steal or scavenge weapons to use against the unbelievers, hunt out esoteric ingredients for arcane rituals or embark on serial slaughters to heighten terror in their region, evoking fear so powerful that the Dark Gods can sense it.

## THE DISTORTED AND THE DEPRAVED

At first glance, the Cultists of Chaos are indistinguishable from normal men and women, but under their clothes, their flesh is tattooed and branded with sigils that hurt the eyes of any faithful who look upon them. Many Cultists – particularly those drawn from the most impoverished echelons of Imperial society – wear stained tunics, filthy and ragged cast-offs, or whatever motley they are able to scrape together in their everyday life. Others may intentionally dress this way, either to hide their wealthier heritage or to dishonestly claim some sort of kinship with those they seek to entice into their ranks. More esoteric Cults may spend time and resources on elaborate and ritual clothing that marks their Cultists as belonging to a unified group.

Whatever trappings, scarifications and body ornamentation Cultists bear under their robes, the surest sign of the cursed station they hold is often mutation. Whether engaged in unholy rituals, exposed to tainted artefacts, lashed with the empyric powers of Mindwitches or struck by the malefic blessings of Demagogues, Cultists typically begin to show the deformities of flesh that their calling makes them heir to. Furred hides or blubbery masses bulge over their changing

frames. Skin thickens into scales while flesh, cartilage and muscle twist into abhorrent new shapes. Talons, claws and weeping eyes push through sloughing body matter. Lesions and welts grow and burst into fanged maws. Facial features melt, crumble or are supplemented with new protuberances in variegated hues.

Not all Chaos Mutants among the Cults were unmarked before they threw in their lot with the lost and the damned. Many who might otherwise desire to be loyal servants of Terra are cursed, hunted and driven out of their communities due to their appearance. Often the only acceptance they can find is in the arms of a Chaos Cult. Though Chaos Mutants are seen by other Cultists as under the gaze of the Dark Gods,

**'DO NOT SQUEAL SO, BROTHER CADMUS. DO YOU WISH THE GREAT KLATCH'KA TO THINK YOU UNGRATEFUL? TO BE CHOSEN TO JOIN WITH ONE OF HER RED-HANDED VIZIERS IS AN HONOUR OF UNSURPASSED MAGNITUDE. LIFT YOUR FACE TO THE TEMPLE DOME AND BARE YOUR NECK. SISTER RAFN, HAND ME THE BRAZEN BLADE.'**

- Vaenthred, Demagogue of the Crimson Cult of Klatch'ka, beginning the Ritual of Goretwinning

and therefore in some manner blessed, many mutations are painful, debilitating or otherwise detrimental to the Mutant's efforts to live. Yet, for the most part, their transformed bodies make them especially dangerous amongst the close confines in which they often lurk.

Greatest in both repugnance and animalistic power are Torments. As with Mutants, there are almost limitless ways that these abominations can come to be. What marks each as especially horrifying is that their bodies are shared with an entity of the warp – a daemon that moulds its host's form to better suit its own whims. Some Torments were once Mutants, their constant exposure to the taint of their worship drawing the loathsome attention of daemons. Others are created by Demagogues or Mindwitches, offering up the bodies of their Cultist brothers and sisters – usually the insanely willing, but often the resistant and terrified – for possession. Many of these possessions are incomplete, with the daemon not gaining full control over the mortal Cultist. This is often intentional, as parchments that bear arcane sigils are attached by the Demagogue as a means of exerting a modicum of control over the all-too-duplicious daemons inside.

# CULTS VARIED AND MYRIAD

## THE TRUEBONES

The feral world of Exos was home to many cultures with a fervent loyalty to the Emperor, though their methods of worship varied immensely from those of many other worlds. Chief among their practices was the dedication of the deceased's skulls to the God-Emperor. When Ecclesiarchal Missionaries came to Exos, they were shocked and appalled by the practice, and ordered it to be banned outright. The people of Exos, horrified by what they saw as an affront to the Emperor, continued their practice in secret, though it took on a much darker turn. Whereas before skulls were only taken from those already dead, now volunteers put themselves forward to be ritually killed for their skulls, in an act of penance for the original practice's banning. A Cult of Human sacrifice developed. Before the edicts of the Missionaries, an unregulated set of canticles had been chanted over each skull's dedication. Now, the so-called Cranial Khant became the focus for rites of bloodshed. Once it was finally discovered by Exos' priests, open war erupted as the world's leadership moved to crush the Cults, who inevitably fought back ferociously. Deeper and deeper did the local peoples fall in their desire to spill blood for the Emperor, and to destroy those who tried to stop them from honouring him in the way they knew was right.



## THE SOLD

The Planetary Governor of Klaustrum took a savage pride in his cruel treatment of the penal world's millions of prisoners. The overcrowded convicts laboured in utter squalor, deep in the claustrophobic confines of mines or quarries. Bodies were left where they fell for days, or even weeks on end, while vile diseases and revolting plagues flared up with hideous regularity. What made matters worse was that the vast majority of the convicts were sent to Klaustrum on trumped-up charges by corrupt officials who effectively sold them to the penal world's governor. The scrupulous man used the cheap labour to produce valuable raw materials for off-world export. Though the planet was ever-wracked with diseases, despair and desperation were the most endemic ills. Starving, exhausted innocents with no hope of relief or escape directed pleas for salvation to any divinity that might hear them, no longer convinced that the Emperor did. Their prayers were eventually answered. Word of a fatherly figure spread from the quarry Nurth Site IV, developing via word of mouth into a concept of 'Papa Nurth'. Over time, more and more of the convicts were strengthened by disease rather than weakened. Their power and confidence grew, and hundreds then thousands pledged themselves to the deity that saved them. They called themselves the Sold, for they had been forcibly sold into slavery, and now they freely sold their souls to the one who protected them in their time of direst need.



## THE INTRIGUES OF AGIOS SANCTA

The people of the cardinal world of Agios Sancta often claimed their planet to be uniquely blessed, for it had not faced war in five thousand years. Its coffers overflowed with coin thanks to a never-ending stream of donations and religious tithes received from pilgrims or neighbouring worlds. City-sized basilicas were gilded from foundation to roof, beautiful statuary lined every street, and even the least noteworthy buildings were built from ornately decorated marble. Night and day the praises of the God-Emperor trumpeted from vast speakers. The people were happy, devout, but an undercurrent of conflict simmered beneath Agios Sancta's staggering ostentation. Its ruling Ecclesiarchal classes faced no challenge, besides that of their own political advancement. Over many centuries, scheming and politicking grew in its complexity and audacity. Priests formed and broke alliances, overthrowing their superiors and keeping those below them down. Clandestine sub-factions, religious orders and scriptural schools of thought emerged, such as the Brethren of the Asp, the Coil and the Grey Sistren. Their underhanded operations evolved over time – skirmishes broke out in the quieter streets at first, but grew into running battles between rivals, and then outright war. These conflicts were characterised by the belligerents' wide use of misdirection, covert operatives and elaborate plans. Little did any know that their every lie, obfuscation and secret conversation honoured a being very different to the Emperor.

## A PALATE REFINED

The lords of Gularr kept much to themselves regarding their world's continents of ultra-fertile soils and their immense herds of fat livestock. Planetary tithes to the Adeptus Terra were timely and overpaid, earning the lords a reputation for reliability and loyalty that ensured they were rarely subject to scrutiny. An abundance of food and affordable luxuries fostered both gluttony and greed throughout every strata of society. For centuries this continued unabated, and culinary indulgence became the chief aim of millions. Rare species of xenofauna and flora were imported by the thousand, to be prepared in countless ways to advance the most tongue-pleasing sensations imaginable. As demand for new tastes among the people of Gularr grew, more and more turned from the merely exotic to the taboo. At first, only a handful of the most daring and bored of the wealthy raised toasts of Human blood to Shaim Eth – an almost forgotten Gularr fertility deity – or secretly tasted small morsels of Human flesh outside their ostentatious banqueting halls. This slide into moral degeneracy was so gradual that the population did not notice how far they had sunk. Many began to effectively worship the meals they consumed, and treated the experience of eating them as a holy act in itself. Eventually, their excesses drew the attention of an Inquisitor of the Ordo Hereticus. He was horrified by what he found, but never lived to tell of it...



## CHAOS CULTS

Chaos Cultists wear a dizzying variety of motley vestments. Some are clad in the filthy rags and industry-stained coveralls of their everyday lives, too poor to own anything else. Others might supplement such wrappings with ribbons, mantles or hoods dyed in certain colours to signify their devotion, while wealthier Cults may issue robes and tabards of exquisite workmanship to mark their Cultists out as zealous religious warriors of strong fraternities. Some Cultists wear machine-stamped sigils in the shape of the eight-pointed Chaos star, or hand-carved icons said to represent their deity. Their weapons and wargear are usually scavenged, stolen or home-made, though Cults exist with powerful patrons who manage to divert Imperial armaments into the hands of the heretics.

Beneath their robes, Cultists may bear brands and tattoos, or ritually incised scars to show their zeal. Those tainted by mutation are the most diverse in appearance. Their swollen flesh, scaly hides, sloughing skin and twisted visages can emerge in any number of repulsive hues and abhorrent shapes. As much as some try to hide their deformities beneath cowls and hoods, the taint within their soul is visible for all to see.



Chaos Mutants

Chaos Torments



Chaos Devotees



Mindwitch



Blessed Blade



Cult Demagogue



Iconarch

# NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Chaos Cultist operatives, the twisted title of your kill team and its 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.

## OPERATIVE NAMES

If you wish to randomly generate a name for one of your Chaos Cult 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	Brother
12	Nhasc
13	Dahlton
14	Rafn
15	Geffried
16	Sahben
21	Coyl
22	Sister
23	Morlgan
24	Kensha
25	Iony
26	Zeytha
31	Blessed
32	Vorya
33	Yacobe
34	Neesh
35	Korv
36	Fuella
41	Mikon
42	Yuneth
43	Nithanl
44	Sorena
45	Corvinus
46	Godsmarked
51	Philo
52	Oena
53	Madrach
54	Herjar
55	Axmundas
56	Nethfrid
61	Norran
62	Waldemar
63	Scorl
64	Yennick
65	Xendenarius
66	Deveen

### D66 LAST NAME

11	Selver
12	<none>
13	Gemmerhal
14	Iskrit
15	Kanter
16	Krone
21	Zuphren
22	Stannas
23	Farnos
24	Wurn
25	Cadmas
26	Drillix
31	Nethix
32	Sanlar
33	Thrikk
34	Vilkas
35	Crenbek
36	Reyga
41	Morswain
42	the Goreclaw
43	Nunaveil
44	the Putrescent
45	Negrani
46	of the Scaled Eye
51	Hrancik
52	Slickstone
53	Brenner
54	Lors'el
55	Voorsk
56	Carlinus
61	Dherka
62	Sylinus
63	Kobden
64	Daevos
65	Dhomass
66	Kalark

## KILL TEAM NAMES

The full categorisation, identification and pursuit of Chaos Cults is a Sisyphean task that few Inquisitors ever accomplish. Likened to the mutable nature of the warp, Chaos Cults are known to change their title on a whim, when one ruler is supplanted by another or the Cult's focus of adoration and twisted objectives suddenly alters. Some Cults affect a commonplace name, ostensibly establishing themselves as a legitimate and respectable coterie, such as a trade guild or innocuous circle of scholars. Others shout their deviancy to the stars, brazen in their self-identification as worshippers of majestic powers known – they believe – only to themselves.

If you wish to randomly generate a title for your kill team, roll a D6 on each of the following tables and feel free to arrange the results in whichever way feels most appropriate. Alternatively, use them as inspiration to come up with your own monikers for the Cultists under your command.

### D6 HERETICAL SIGNIFIER 1

1	The Sigilarchs
2	Daemoscenes
3	Congregation
4	The Soulscreed
5	Blinded Scions
6	The Enlightened

### D6 HERETICAL SIGNIFIER 2

1	of [<Chaos God worshipped> or 'Chaos Undivided']
2	of the Whisperer
3	of the Bladesphere
4	Diabolus
5	of the Blessed Shade
6	of the Numinous Octed

## SQUAD QUIRK

### D6 BLASPHEMY

- 1 Hunter-skinners:** These Cultists have perfected a nightmarish but swift and efficient manner of skinning their screaming victims alive, curing and dyeing the skins to wear as gruesome robes.
- 2 Droning Chant:** This kill team mouth a heretical mantra as they stalk towards the enemy. Undetectable at first, their voices rise to a whisper, then a dirge-like chant, and finally a shout as they launch their attack.
- 3 Vox-shriek:** These Cultists have rigged stolen vox equipment to project an empyric wail of hideous pain, blaring from every comm-bead and broadcasting from compromised emitters.
- 4 Do Not Return Empty-Handed:** These heretics fight with savage abandon to accomplish worthy deeds, knowing that if they cannot return with an appropriate sacrifice, one of their own will be chosen.
- 5 Preparers of the Way:** In league with one of the dread Heretic Astartes Legions, this kill team have vowed to honour their post-Human masters with a weakened world fit to welcome them.
- 6 Windows of the Soul:** These Cultists gouge the eyes from saintly frescos and chisel them from statuary. They do not hesitate doing the same to any Imperial devotees they capture.

## BACKGROUND

### D6 SEEDS OF HERESY

- 1 Abhorred Mutants:** This kill team's Cultists were drawn into Chaos worship through their persecution as Mutants. What once marked them only as despised changelings now unites them in murderous hatred for those that hunted them.
- 2 Ceaseless Whispers:** The Demagogue has declared these Cultists to be especially blessed, for each claims to hear one or more voices chafing at the insides of their skulls and driving them to perpetuate the most heinous of deeds.
- 3 Unbridled Ambition:** This kill team are unashamed of their lust to rise higher in the Cult's echelons. Those already among the leadership keep a wary eye on them.
- 4 The Absent Saviour:** These Cultists have all experienced some of the 41st Millennium's horrors. Where, shouts their fiery Demagogue, were the Emperor and his armies? These survivors seek to unleash their anger upon those they see as failing them.
- 5 'True' Loyalists:** Chaos crept into these Cultists' lives so silently that they believe themselves truer Imperial loyalists than any sent to cull them.
- 6 Cult of Personality:** This kill team perpetuate myths of a domineering leader whose vassals founded what became the Cult. Their worship for their original master – long since dead – has been corrupted to serve Chaos.

## BASE OF OPERATIONS

### D6 RITUAL BOLTHOLE

- 1 Hive Spire Barracks:** Ostensibly forming the private army of a loyalist scion of the local nobility, this kill team enjoy a veneer of legitimacy and all the resources their corrupted patron can siphon to the cause.
- 2 Ruined Chapel:** These Cultists occupy a network of ancient catacombs dug beneath a long-abandoned chapel, enacting their rituals out of sight to further Mankind's spiritual annihilation.
- 3 Defaced Armoured Transports:** Cultists living double lives as local militia have acquired a motley of personnel carriers, now daubed with eye-watering runes and stained with loyalist blood.
- 4 Sump-skimming Sanctum:** Deep in the bowels of the world, this kill team operate from a mobile hideout-temple floating on a citywide sea of noxious filth, knowing the Chaos Gods' gazes will be on them wherever they go.
- 5 Arcology Annexe:** The original plans of this towering habitat have been altered to remove evidence of its hidden annexe, designed along lines of arcane energy to empower this kill team's Cult by their founder – the arcology's insane architect.
- 6 Nomad Heretics:** Trained to hide their worship, these Cultists commit atrocities before disappearing beyond civilisation's fringe into ash wastes, toxic smog banks, wild jungles or some other shrouding environment.





# THE RULES

Welcome to the rules section of *Kill Team: Ashes of Faith*. Over the following pages, you will find all the rules content for this expansion of Warhammer 40,000: Kill Team.

## ARMY LISTS

On pages 32-48 and 54-62, you will find army lists for **INQUISITORIAL AGENTS** and **CHAOS CULT** kill teams respectively, providing you with new rules to bring these elite kill teams to the killzone and wage skirmish warfare against your enemies, no matter your preferred way to play. In each of the army lists, you will find the following content:

- **Kill Team Selection Requirements:** The operatives required to build the faction's kill team.
- **Tac Ops:** Additional Tac Ops available to you when using that kill team.
- **Abilities:** Any important abilities that that kill team has.
- **Strategic Ploys:** Bespoke Strategic Ploys available to you when using that kill team.
- **Tactical Ploys:** Bespoke Tactical Ploys available to you when using that kill team.
- **Datacards:** The rules for each operative that can be selected in that kill team.
- **Equipment:** A selection of equipment that operatives from that kill team can be equipped with.



## SPEC OPS

On pages 49-53 and 63-67, you will find Spec Ops rules for **INQUISITORIAL AGENT** and **CHAOS CULT** kill teams respectively, providing you with new narrative play rules for these kill teams in Spec Ops campaigns. In each of the sections, you will find the following content:

- **Battle Honours:** Unique Battle Honours available to operatives from that kill team that gain a rank, no matter their chosen specialism.
- **Rare Equipment:** A collection of rare equipment you can add to that kill team's stash.
- **Strategic Assets:** Unique strategic assets you can add to that kill team's base of operations.
- **Requisitions:** Specific Requisitions you can use to further support that kill team on their Spec Ops journey.
- **Spec Ops:** Bespoke Spec Ops you can assign to that kill team.



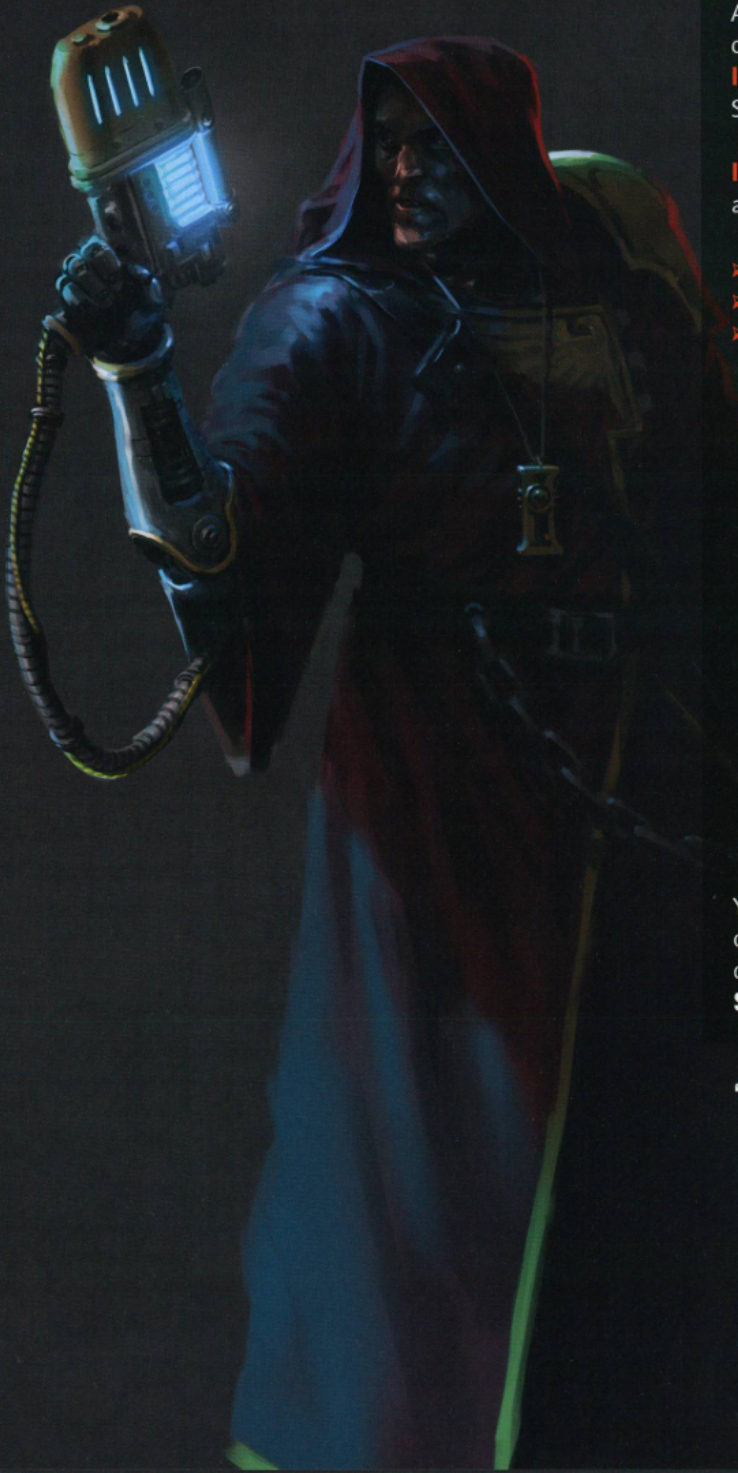
**ARCHETYPE: ANY**

# INQUISITORIAL AGENT KILL TEAM

32

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.

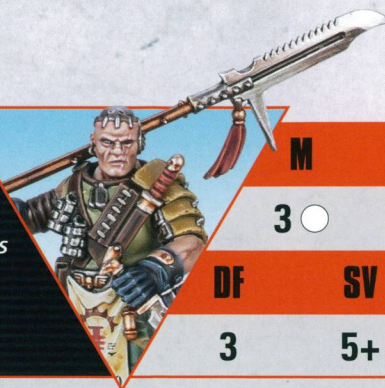
### UNIQUE ACTIONS

**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.



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ●	2	1
<b>DF</b>	<b>SV</b>	<b>W</b>
3	5+	7

NAME	A	BS/WS	D	SR	!
☉ Autopistol	4	4+	2/3	Rng <span style="color:red">◆</span>	-
✕ 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.



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ●	2	1
<b>DF</b>	<b>SV</b>	<b>W</b>
3	5+	7

NAME	A	BS/WS	D	SR	!
☉ Autopistol	4	4+	2/3	Rng <span style="color:red">◆</span>	-
✕ 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 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.



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ○	1	1
<b>DF</b>	<b>SV</b>	<b>W</b>
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 SERVITOR



## 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.



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ○	2	1
<b>DF</b>	<b>SV</b>	<b>W</b>
3	5+	7

NAME	A	BS/WS	D	SR	!
⦿ Shotgun	4	3+	3/3	Rng <span style="color:red">◆</span>	-
✕ 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.



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ○	2	1
<b>DF</b>	<b>SV</b>	<b>W</b>
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 *Desperados*, 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.



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ○	2	1
<b>DF</b>	<b>SV</b>	<b>W</b>
3	5+	7

NAME	A	BS/WS	D	SR	!
☉ Scoped plasma pistol	<i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>				
- 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.



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ●	2	1
<b>DF</b>	<b>SV</b>	<b>W</b>
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 psychoic actions. This operative cannot be targeted or affected by psychoic 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.



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ●	2	1
<b>DF</b>	<b>SV</b>	<b>W</b>
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 psychoic actions. This operative cannot be targeted or affected by psychoic 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

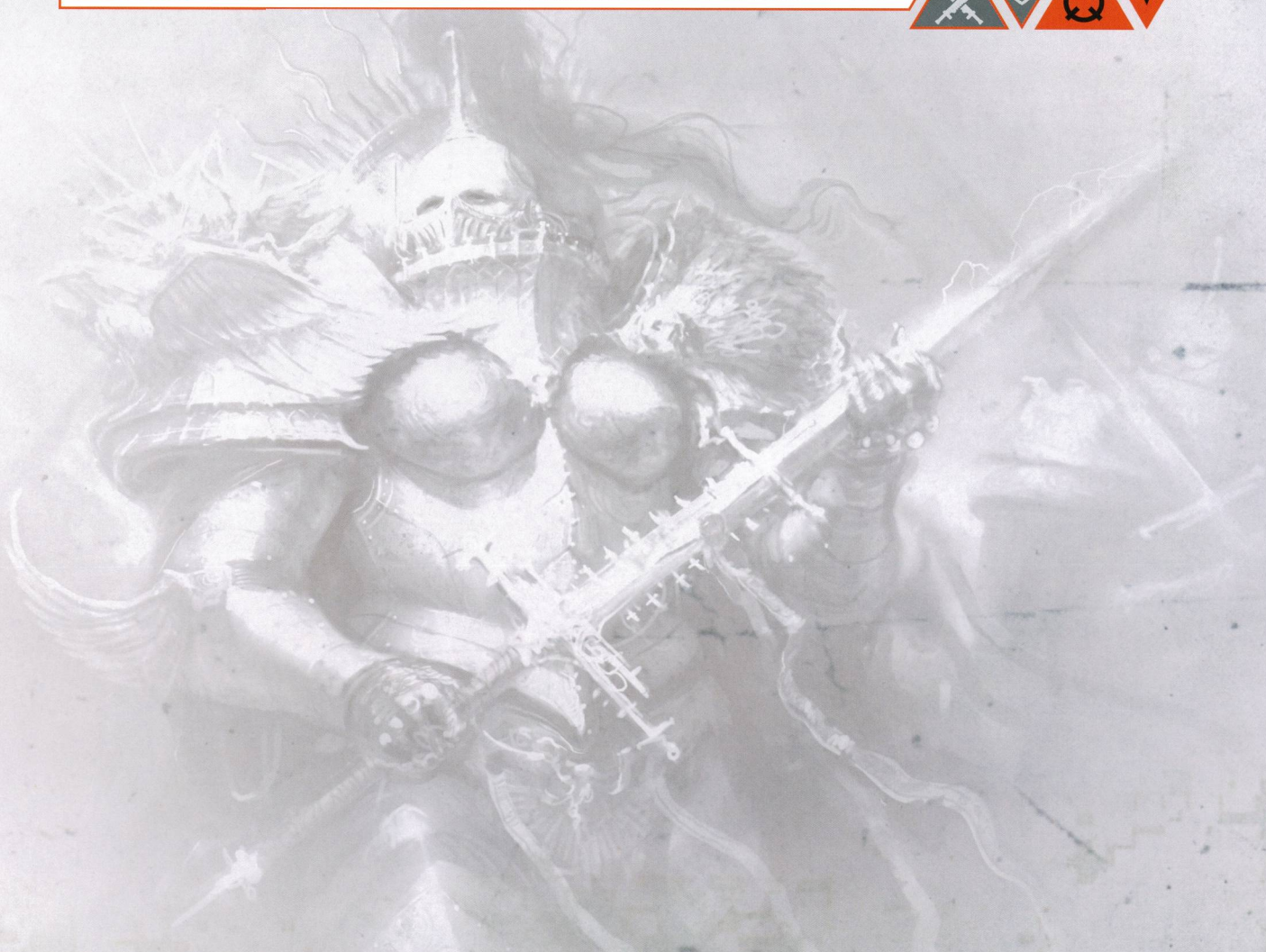
NAME	A	BS/WS	D	SR	!
☉ Flamer	5	2+	2/2	Rng ●, Torrent ●	-
✕ Gun butt	4	4+	2/3	-	-

### 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.



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ●	2	1
<b>DF</b>	<b>SV</b>	<b>W</b>
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.



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ●	2	1
<b>DF</b>	<b>SV</b>	<b>W</b>
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**

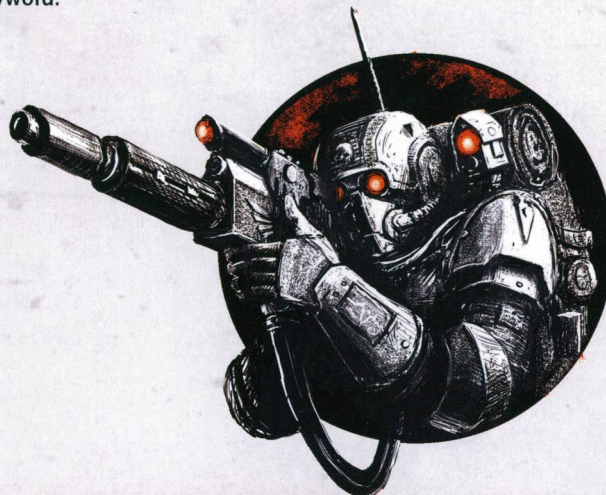
Place the centre of one Smoke token on a point within  of this operative. That token creates an area of smoke with a  radius and unlimited upward height (but not below). Until the end of the Turning Point, an operative is Obscured if every Cover line drawn to it crosses an area of smoke. This operative 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 | <b>Weapon Specialist:</b> 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 | <b>Proficient:</b> Select one Battle Honour for this operative from a Core Book specialism you haven't selected for it to progress in.   |
| 3 | <b>Inspector:</b> 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 | <b>Firm Resolve:</b> 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 | <b>Ruthless Persecutor:</b> 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 | <b>Highly Capable:</b> 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.

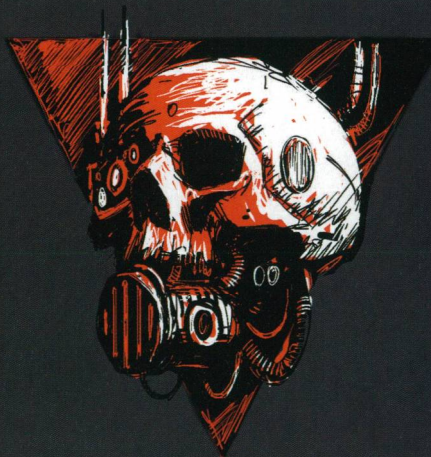
## CONSPIRACY AND PLOT 1RP

*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.

## ARCHETYPE: INFILTRATION / SEEK AND DESTROY

# CHAOS CULT KILL TEAM

54

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

## OPERATIVES

- ▼ 1 **CULT DEMAGOGUE** operative.
- ▼ 2 **BLESSED BLADE** operatives.
- ▼ 9 **CHAOS DEVOTEE** operatives.
- ▼ 1 **ICONARCH** operative.
- ▼ 1 **MINDWITCH** operative.

'WE WERE BETRAYED. THE FALSE EMPEROR IGNORED OUR PRAYERS, THOUGH WE HAVE GIVEN OUR ENTIRE EXISTENCES TO HIM. ANOTHER, A REAL DIVINE POWER, HAS COME TO OUR SALVATION. LET US HONOUR THE GRANDFATHER, AND EMBRACE OUR TRUE PLACE AS HIS LOYAL SERVANTS.'

- Mallax Darktongue, Siblings of the Worm



# TAC OPS

If your faction is **CHAOS CULTS**, you can use the Chaos Cult Tac Ops listed below, as specified in the mission sequence.

## TEAR THROUGH

### *Chaos Cult - Faction Tac Op 1*

You can reveal this Tac Op at the end of the battle.

- If you have a friendly **TORMENT** operative within ○ of your opponent's drop zone, you score 1VP.
- If you have a different friendly **TORMENT** operative within ○ of your opponent's drop zone, you score 1VP.

## PROFANE DEFILEMENT

### *Chaos Cult - Faction Tac Op 2*

You can reveal this Tac Op in the Target Reveal step of any Turning Point after the first.

- If a friendly **CULT DEMAGOGUE**, **ICONARCH** or **MINDWITCH** operative starts and ends the Turning Point within ■ of the centre of the killzone, you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

## BLOOD OFFERING

### *Chaos Cult - Faction Tac Op 3*

You can reveal this Tac Op in the Target Reveal step of any Turning Point. For each objective marker, the first time an enemy operative is incapacitated within ○ of it, place a Blood Offering token on that objective marker.

- If any friendly operatives perform the **Blood Prayer** action (below), you score 1VP.
- If any friendly operatives perform the **Blood Prayer** action at a different objective marker, you score 1VP.

Friendly operatives can perform the following mission action:

## BLOOD PRAYER

1AP

An operative can perform this action while it controls an objective marker that has a Blood Offering token on it. If the operative is a **CULT DEMAGOGUE** operative, it can instead perform this action while within ◆ of an objective marker with a Blood Offering token on it. An operative cannot perform this action while within Engagement Range of an enemy operative.



# ABILITIES

Below, you will find common abilities of the **CHAOS CULT** kill team.

## MUTATION

*During arcane rituals, the most devoted among a Chaos Cult have evil symbols carved into their flesh or tattooed onto their skin. Should the correct words of invocation be said in battle, these icons appear to draw empyric power to them, which twists the flesh of the Devotee and horrifically mutates them. This does not satisfy the dark cravings and power lust of some. Depraved prayers are written upon flayed skin and nailed into the tormented flesh of these individuals, then daemons are summoned and bound into their mortal bodies.*

During the battle, friendly **CHAOS CULT** operatives can 'mutate'. Each time they do, choose one of the following:

- If it's a **DEVOTEE** operative, turn it into a **MUTANT** operative.
- If it's a **MUTANT** operative, turn it into a **TORMENT** operative.
- It can regain D3+1 lost wounds.

An operative cannot mutate more than once per Turning Point. In addition, you can never have more than five **MUTANT** operatives and three **TORMENT** operatives at once.

When an operative mutates into another operative, it's still the same **DEVOTEE** operative on your roster/dataslate, so has the same Battle Honours and is the same operative for any Tac Ops it has already been selected for, etc. The operative is simply a new operative type and will use that new type's miniature and datacard rules. It will revert back to its original **DEVOTEE** miniature and datacard *after the battle*.

You can mutate friendly operatives as follows:

- *Once in each* Strategy phase, when it is your turn to use a Strategic Ploy or pass, you can instead mutate a number of friendly **CHAOS CULT** operatives equal to the Turning Point number.
- At the end of a combat in which a friendly **DEVOTEE** operative *incapacitated an enemy operative and were not incapacitated themselves (they cannot do so just by inflicting damage)*.
- When a friendly **CULT DEMAGOGUE** operative performs the **Accursed Benediction** action (pg 58).

When a friendly operative mutates into a new operative:

- Swap the miniatures, ensuring the centre of the new miniature's base is as close as possible to that of the old miniature. This can put it within Engagement Range of enemy operatives, and if the old miniature was, the new miniature must return there if possible.
- *The new operative 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.*

## ACCURSED GIFTS

*Accursed followers of Chaos are blessed by the gods with a horrifying array of mutations. Chiropteran wings, sharp, ridged horns and wicked claws are but a few examples of what gifts a Mutant might receive, along with reptilian skin or long, dextrous tentacles. All of these grant Mutants formidable abilities on the battlefield, which they use to sickening effect against the enemies of the Chaos Gods.*

Accursed Gifts are abilities that friendly **CHAOS CULT** operatives gain when they mutate into other operative types. The first time a friendly **DEVOTEE** operative mutates into a **MUTANT** operative during the battle, select your first Accursed Gift. The first time a friendly **MUTANT** operative mutates into a **TORMENT** operative during the battle, select your second Accursed Gift. All friendly **MUTANT** operatives have your first Accursed Gift and all friendly **TORMENT** operatives have your first and second Accursed Gifts.

You can select Accursed Gifts from those presented below. You cannot select the same Accursed Gift more than once per battle. All Accursed Gifts are removed at the end of the battle.

### 1. Winged

Each time this operative performs an action in which it moves:

- ~~Ignore any or all modifiers to its Movement characteristic.~~
- Ignore the first distance of ○ it travels for a climb, drop or traverse.

### 2. Fleet

Add ▲ to this operative's Movement characteristic.

### 3. Chitinous

Improve this operative's Save characteristic by 1.

### 4. Horned

Each time this operative finishes a **Charge** action, you can select one enemy operative within its Engagement Range to suffer 1 mortal wound, or D3 mortal wounds if this operative is a **TORMENT**.

### 5. Sinewed

- You can ignore any or all modifiers to the Weapon Skill characteristic of this operative's melee weapons.
- This operative's melee weapons gain the Brutal special rule.

### 6. Barbed

This operative's melee weapons gain the Reap 1 critical hit rule, or Reap 2 if this operative is a **TORMENT**.

# STRATEGIC PLOYS

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

## EXALTATION IN PAIN 1CP

Until the end of the Turning Point:

- Friendly **CHAOS CULT** operatives are not injured.
- Each time a shooting attack is made against a friendly **CHAOS CULT** operative that has less than its starting number of wounds remaining, you can re-roll one of your defence dice.

## FERVENT ONSLAUGHT 1CP

Until the end of the Turning Point, each time a friendly **CHAOS CULT** operative fights in combat, in the Roll Attack Dice step of that combat, before rolling your attack dice, you can retain one as a successful normal hit without rolling it.

## CREATURES OF NIGHTMARE 1CP

Until the end of the Turning Point, when determining control of an objective marker that any friendly **MUTANT** or **TORMENT** operatives are within  $\bigcirc$  of, treat enemy operatives' total APL as being 1 less. Note that this is not a modifier.

## SICKENING AURA 1CP

While an enemy operative is within  $\bigcirc$  of a friendly **MUTANT** or **TORMENT** ~~**DARK COMMUNE**~~ operative, worsen the Ballistic Skill and Weapon Skill characteristics of that enemy operative's weapons by 1. This is not cumulative with being injured.

# TACTICAL PLOYS

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

## FAITHFUL FOLLOWER 1CP

Use this Tactical Ploy when a friendly **CULT DEMAGOGUE**, **ICONARCH** or **MINDWITCH** operative is selected as the target of a shooting attack. Select one friendly **CHAOS CULT** operative (excluding one of the aforementioned operatives) that is Visible to and within  $\bigcirc$  of that friendly operative. Resolve that shooting attack against that other friendly operative instead (it is treated as a valid target).

## ABHORRENT MUTATION 1CP

Use this Tactical Ploy when a friendly **CHAOS CULT** operative (excluding a **DARK COMMUNE** operative) is activated. Select an Accursed Gift (pg 56) for that operative to gain. This is in addition to any Accursed Gifts it already has.

## FRENZIED DEMISE 1CP

Use this Tactical Ploy when a friendly **MUTANT** or **TORMENT** operative is incapacitated. Inflict D3 mortal wounds (or D6 mortal wounds if that friendly operative is a **TORMENT** operative) on one enemy operative Visible to and within  $\bigcirc$  of that friendly operative.

## UNLEASH THE DAEMON 1CP

Use this Tactical Ploy in a friendly **MUTANT** or **TORMENT** operative's activation.

- It can perform a free **Fight** action during that activation.
- It can perform two **Fight** actions during that activation.

'DID THE FALSE EMPEROR ENSURE WE FELT PAIN? OH, HE MOST CERTAINLY DID - IN THE MINES, IN THE QUARRIES, AT THE CRACK OF THE TASKMASTER'S WHIP. BOUNDLESS CRUELTY, THAT IS WHAT WE ENDURED FOR THAT MONSTER. I TELL YOU, NOW WE HAVE FOUND A GOD WHO TRULY UNDERSTANDS. DOES SLAANESH REALISE THAT PAIN IS INEVITABLE? YES - THE GALAXY IS DARK. BUT, CRUCIALLY, SHE KNOWS THERE IS MORE THAN THAT. SHE SEEKS NOT TO MAKE OUR PAIN GREATER. NO, SHE OFFERS SOOTHING BALMS, AND GREAT REWARDS FOR THOSE FAITHFUL TO HER AND EMBRACING OF HER GIFTS. HAVE NO FEAR, FOR SHE KNOWS WHAT IS BEST FOR US ALL.'

- Maaline Sephari, Awaiters of the Great Rewards

## CULT DEMAGOGUE

Vile orators who inflame the passions of their adherents, Cult Demagogues are seen by their fanatical underlings as prophets of the Dark Gods. They interpret signs, bless their congregations and invoke the power of the warp through ritual sacrifice and fervent prayer.



M	APL	GA
3 ●	2	1

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
☉ Pistol	4	4+	2/3	Rng ●	-
☉ Diabolical stave	4	4+	3/6	Rng ●	Stun
☒ Diabolical stave	4	4+	3/6	-	Stun

### UNIQUE ACTIONS

**Accursed Benediction (1AP):** One friendly **CHAOS CULT** operative Visible to and within ● of this operative can mutate (pg 56). This operative cannot perform this action while within Engagement Range of an enemy operative.

**Induce Slaughter (1AP):** One friendly **CHAOS CULT** operative Visible to and within ● of this operative can immediately perform a free **Fight** action. This operative cannot perform this action while within Engagement Range of an enemy operative.

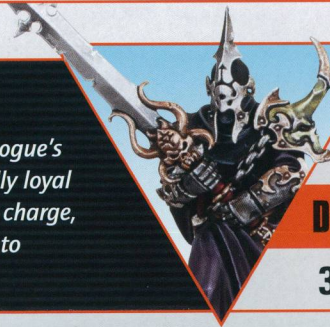
**Incite Urgency (1AP):** One friendly **CHAOS CULT** operative Visible to and within ● of this operative can immediately perform a free **Dash** or **Charge** action (for the latter, it can move no more than ■). This operative cannot perform this action while within Engagement Range of an enemy operative.

**CHAOS CULT**, **CHAOS**, **LEADER**, **DARK COMMUNE**, **CULT DEMAGOGUE**



## BLESSED BLADE

The most devoted and skilled of the Cult Demagogue's followers, Blessed Blades serve as their fanatically loyal bodyguards. They will gladly die to protect their charge, and have been silenced either by ritual or blade to ensure they never speak over their master.



M	APL	GA
3 ●	2	1

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
☒ Commune blade	4	4+	4/6	Lethal 5+	-

### ABILITIES

**Cut Them Down:** Each time an enemy operative starts a **Fall Back** action while within Engagement Range of this operative, you can use this ability. If you do so, that enemy operative suffers D3+1 mortal wounds (before it moves).

**Attuned In Purpose:** Each time this operative is activated, you can also activate another ready friendly **BLESSED BLADE** operative within ● of it at the same time. Complete their actions in any order.

### UNIQUE ACTIONS

**CHAOS CULT**, **CHAOS**, **DARK COMMUNE**, **BLESSED BLADE**



## ICONARCH

Iconarchs have the blessing and the curse of carrying their Cult's spike and flame-billowing censer-icon to war. This great symbol radiates with the mutating power of the warp, affecting the foes and devotees of Chaos alike.



**M**      **APL**      **GA**

3 ○      2      1

**DF**      **SV**      **W**

3      5+      8

NAME	A	BS/WS	D	SR	!
☯ Burning censer	6	2+	2/3	Rng  , Torrent	-
☯ Pistol	4	4+	2/3	Rng	-
✕ Crude melee weapon	3	4+	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

**Ruinous Invigoration (1AP):** Each time an attack dice would inflict damage on a friendly **CHAOS CULT** operative within 2○ of this operative, subtract 1 from the damage inflicted from that attack dice (to a minimum of 3). Lasts until the start of that operative's next activation.

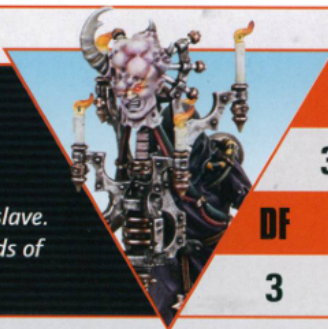
**Ruinous Deterioration (1AP):** Each time an attack dice would inflict damage on an enemy operative within 2○ of this operative, add 1 to the damage inflicted from that attack dice. Lasts until the start of that operative's next activation.

CHAOS CULT , CHAOS, DARK COMMUNE, ICONARCH



## MINDWITCH

All that remains of the psyker that is a Mindwitch is a mutated, swollen head mounted on an armature, connected by arcane tubes and cables to a mindless slave. Beings of formidable power, they can torture the minds of their victims and weave vortexes of empyric energy.



**M**      **APL**      **GA**

3 ○      2      1

**DF**      **SV**      **W**

3      5+      8

NAME	A	BS/WS	D	SR	!
✕ Fists	3	5+	1/2	-	-

### UNIQUE ACTIONS

**Heinous Deluge (1AP):** Psychic action. Select one enemy operative in this operative's Line of Sight. Subtract 1 from its APL. This operative cannot perform this action while within Engagement Range of an enemy operative.

**Malefic Vortex (1AP):** Psychic action. Remove your Malefic Vortex token (if any). Then place a Malefic Vortex token in a location that is Visible to this operative, or on a Vantage Point of a terrain feature that is Visible to this operative (treat it as an intended target for the purposes of the Visibility line). Each enemy operative within ○ of that token suffers 1 mortal wound. In addition, at the end of each Turning Point, each enemy operative within ○ of that token suffers 1 mortal wound. This operative cannot perform this action while within Engagement Range of an enemy operative.

**Infernal Gaze (1AP):** Psychic action. Select one enemy operative within of this operative and in its Line of Sight. That enemy operative suffers a number of mortal wounds based on the closest distance it is from this operative. Note that these are not cumulative.

- Within ○ – D3+5 mortal wounds
- Within 2○ – D3+3 mortal wounds
- Within – 3 mortal wounds

This operative cannot perform this action while it has a Conceal order or while within Engagement Range of an enemy operative.

CHAOS CULT , CHAOS, DARK COMMUNE, PSYKER, MINDWITCH



## CHAOS DEVOTEE

These Cultists are the mortal followers of the Dark Gods - ordinary men and women fallen to promises of temporal power who wish to overthrow Imperial taskmasters. Bearing a motley collection of improvised, stolen and makeshift weapons, they can overwhelm even determined enemies with their sheer zeal.



M	APL	GA
3 ●	2	2
DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
☉ Pistol	4	4+	2/3	Rng ●	-
✕ Crude melee weapon	4	4+	2/3	-	-

### ABILITIES

### UNIQUE ACTIONS

CHAOS CULT ●, CHAOS, DEVOTEE



## CHAOS MUTANT

Whether born of dark ritual, empyric experimentation or the predations of malign entities, Mutants have diverse, terrifying origins. When faced with an enemy, they lash out with claws, tendrils or whatever other blasphemous appendage they possess.



M	APL	GA
3 ●	2	1
DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
✕ Blasphemous appendages	4	4+	3/4	Ceaseless	Rending

### ABILITIES

### UNIQUE ACTIONS

**Accursed Mutant:** Each time this operative would perform a mission action or the **Pick Up** action, you must subtract one additional action point to do so.

**Unnatural Regeneration:** Each time this operative would lose a wound, roll one D6: on a 6+, that wound is not lost.

CHAOS CULT ●, CHAOS, MUTANT



# CHAOS TORMENT

*These hideous abominations are possessed by one daemon or many. It is impossible to tell how much of the original Devotee remains. Each has a scroll of parchment nailed to its form, upon which are written words in evil tongues to prevent the bound daemons from manifesting in full.*



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ●	2	1
<b>DF</b>	<b>SV</b>	<b>W</b>
3	5+	13

NAME	A	BS/WS	D	SR	!
✘ Hideous mutations	5	4+	4/5	Relentless	Rending

## ABILITIES

### Accursed Torment:

- This operative cannot perform mission actions or the **Pick Up** action (when it's set up, it must drop all objective markers or tokens its former operative type was carrying).
- Light terrain and operatives with a Wounds characteristic of 11 or less do not provide Cover for this operative.

**Unnatural Regeneration:** Each time this operative would lose a wound, roll one D6: on a 6+, that wound is not lost.

## UNIQUE ACTIONS

CHAOS CULT ●, CHAOS, TORMENT



# EQUIPMENT



**CHAOS CULT** 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.

## FRAG GRENADE [2EP]

The operative is equipped with the following ranged weapon for the battle. If the operative mutates into a **MUTANT** or **TORMENT** operative, this equipment is removed from it.

Name	A	BS	D
Frag grenade	4	3+	2/3

**Special Rules**


Rng , Blast , Indirect, Limited

## KRAK GRENADE [3EP]

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. If the operative mutates into a **MUTANT** or **TORMENT** operative, this equipment is removed from it.

Name	A	BS	D
Krak grenade	4	3+	4/5

**Special Rules**

Rng , AP1, Indirect, Limited

## TROPHY WEAPON+ [1EP]

**DEVOTEE** operative only. Select a crude melee weapon or pistol the operative is equipped with. Add 1 to both Damage characteristics of that weapon for the battle.

## COVERT GUISE [2EP]

**DEVOTEE** operative only. The operative gains the following ability for the battle:

**Covert Guise:** At the end of the Scouting step, if this operative is wholly within your drop zone, it can perform a free **Dash** action.

## CHAOS SIGIL [2EP]

The operative gains the following ability for the battle. If the operative mutates into another operative type as a result of the Mutation ability (pg 56), it keeps the following ability for the battle:

**Chaos Sigil:** This operative has a 5+ invulnerable save.

## VILE BLESSING+ [3EP]

The operative gains the following ability for the battle. If the operative mutates into another operative type as a result of the Mutation ability (pg 56), it keeps the following ability for the battle:

**Vile Blessing:** Once per battle, in the Resolve Successful Hits step of a combat or shooting attack, you can ignore the damage inflicted on this operative from one attack dice. This must be done before rolling to ignore lost wounds (e.g. the Unnatural Regeneration ability, pages 60-61).

'WITH EACH PASSING DAY WE GROW STRONGER. MORE AND MORE SOULS SEE THE LIGHT AND SWELL OUR CONGREGATIONS. OUR BRAVE WARRIORS UNDERMINE THE FOOT SOLDIERS OF THE FALSE-EMPEROR, TAKING FROM THEM THEIR WEAPONS - THEIR TOOLS OF OPPRESSION. I FEEL THE GAZE AND PRESENCE OF THE GODS GROW GREATER AS WE PRAISE THEIR NAMES, PLY THEM WITH GRATITUDE FOR THE GIFTS WE HAVE ALREADY RECEIVED AND SING THEIR GLORY. MY BROTHERS AND SISTERS, TRUE CHILDREN OF THE ALMIGHTY FOUR, OUR TIME SOON APPROACHES. I ASK OF YOU BUT A LITTLE MORE FAITH. WHEN THE MOMENT COMES, I PROMISE - THE GODS PROMISE - YOU SHALL POSSESS EVERYTHING YOU HAVE EVER DESIRED AND MORE.'

- The Great Speaker, Cult Demagogue of the Conclave of the Willing

# CHAOS CULT SPEC OPS RULES


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

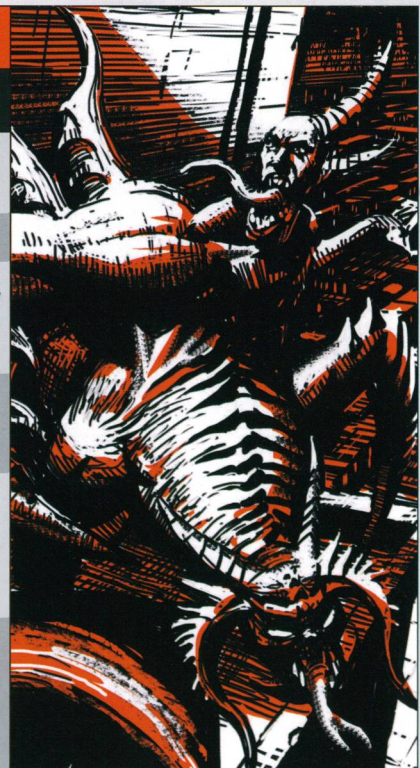
## BATTLE HONOURS

Each time a **CHAOS CULT** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Chaos Cult 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).



### CHAOS CULT SPECIALIST

D6	Battle Honour
1	<b>Violent Rampage:</b> This operative can perform the <b>Charge</b> action while within Engagement Range of an enemy operative.
2	<b>Tainted Resilience:</b> This operative cannot be injured.
3	<b>Thirst for Slaughter:</b> Each time this operative performs a <b>Charge</b> action, improve the Weapon Skill characteristic of its melee weapons by 1 until the end of the activation.
4	<b>Dark Communion:</b> This operative does not have to be within  of a <b>CULT DEMAGOGUE</b> for the purposes of that operative's unique actions.
5	<b>Pain Metamorphosis:</b> While this operative is not a <b>MUTANT</b> or <b>TORMENT</b> , at the end of each combat or shooting attack in which it lost wounds but was not incapacitated, it can mutate (pg 56).
6	<b>Dark Blessing:</b> The first time you select an Accursed Gift (pg 56) for your kill team, also select a different Accursed Gift to be the dark blessing. Each time an operative with this ability would gain an Accursed Gift, they can gain the dark blessing instead (max once per operative).



# RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **CHAOS CULT**, 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).

Unlike rare equipment from the Core Book (which upgrades specific weapons), if an operative mutates into a **MUTANT** or **TORMENT** operative as a result of the Mutation ability (pg 56), it does not lose these items of rare equipment. For example, if a **DEVOTEE** operative is equipped with a vicious claw, the effects would apply to its crude melee weapon, then (if it mutates) the **MUTANT** operative's blasphemous appendages and the **TORMENT** operative's hideous mutations.

## 1. NOXIOUS ICHOR [2EP]

The operative gains the following ability for the battle:

**Noxious Ichor:** Each time an attack dice inflicts damage on this operative, roll one D6 separately for each enemy operative within its Engagement Range: on a 3+, that enemy operative suffers 1 mortal wound.

## 2. PARALYSING STING [2EP]

The operative's melee weapons gain the Stun critical hit rule.

## 3. VICIOUS CLAW [3EP]

Add 1 to both Damage characteristics of the operative's melee weapons.

## 4. MUTATING FLAMES [4EP]

**ICONARCH** operative only. The operative gains the following ability for the battle:

**Mutating Flames:** Add ○ to the distance of this operative's Ruinous Deterioration and Ruinous Invigoration abilities.

## 5. ABHORRENT SCEPTRE [3EP]

**CULT DEMAGOGUE** or **MINDWITCH** operative only.

The operative gains the following ability for the battle:

**Abhorrent Sceptre:** Each time this operative is activated, it can perform one free unique action during its activation.

## 6. ACCURSED CONSECRATION [1EP]

**DARK COMMUNE** operative only. The operative gains the following ability for the battle:

**Accursed Consecration:** When this item of equipment is revealed, select one Accursed Gift (pg 56) for this operative to gain.

'TRULY HAVE I BEEN BLESSED BY THE GODS. MY PATIENCE AND MY EFFORTS HAVE PAID GREATER DIVIDENDS THAN I COULD EVER HAVE IMAGINED. HOW LIMITED MY MIND WAS! I KNEEL BEFORE YOU, TRUE GODS OF THE UNIVERSE, IN APOLOGY. I DID NOT UNDERSTAND HOW MUCH I DOUBTED YOU. IN YOUR KINDNESS YOU PROVED ME WRONG. I AM SO . . . STRONG. SO . . . POWERFUL. THANKS ONLY TO YOU. AND NOW I ONLY WISH FOR MORE. I CANNOT IMAGINE WHAT YOU ARE CAPABLE OF, AND SO I SUBMIT MYSELF TO YOUR WHIMS. MAKE ME WHAT YOU WISH ME TO BE, I GIVE MY BODY AND MY SOUL.'

- Maalott Miralde, Conclave of the Willing

# STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **CHAOS CULT**, 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.

## OBSCENE PULPIT

*As the commune grows in strength, so do their powers of persuasion and influence. From their pulpit the Cult Demagogue preaches obscenities to the masses, inviting in dark magics to strengthen the Cult.*

Each time a friendly **DARK COMMUNE** operative gains a rank, all friendly **DEVOTEE** operatives earn 1XP, or 2XP if that **DARK COMMUNE** operative is a **CULT DEMAGOGUE**.

## ACCURSED HEX

*The Cult have consecrated a ritual site. Here, following the reading of dark prayers and carrying out of malignant sacraments, a Devotee at the centre of the Accursed Hex is flooded with Chaos energies.*

In the Strategy phase of the first Turning Point, you can mutate (pg 56) one additional **CHAOS CULT** operative.

## DIRGE CASTER

*These great speakers emit diabolical broadcasts of sinister lies and seductive oratory to draw in the downtrodden and desperate, converting them to the Cult.*

You can use the Operative Assigned Requisition (see the Kill Team Core Book) for ORP if the operative added is a **DEVOTEE** operative.



# REQUISITIONS

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

## SACRIFICE

1RP

*The Chaos Gods can give life, but for a high price indeed. For some unfortunate members of the Cult, their lives can be forfeited to preserve the existence of a more influential member of their congregation.*

Purchase this Requisition when a friendly **CULT DEMAGOGUE** operative gains a Battle Scar or is Slain. Select one friendly **DEVOTEE** operative to be Slain, then the friendly **CULT DEMAGOGUE** operative is treated as having passed its Casualty test instead.

## GIFT OF CHAOS

1RP

*Those who worship the Dark Gods often find their flesh slowly warping and twisting, sprouting additional limbs, growing scales or gaining supernatural strength and agility.*

Purchase this Requisition before or after a game. You can change one Battle Honour of a friendly **CHAOS CULT** operative. If that operative only has one Battle Honour from its specialism, you can change its specialism before doing so.

## MALIGN ANOINTMENT

1RP

*Many members of a Cult look upon the Dark Commune with envy, fervently wishing to be a part of this powerful collective. For the most fanatically devoted of their number, joining the Dark Commune is a distinct possibility, and they go through a heinous ceremony to cement their place.*

Purchase this Requisition before or after a game. Remove one **DEVOTEE** operative from your dataslate, then add a **DARK COMMUNE** operative to your dataslate. That new operative has a number of experience points equal to the lowest experience points of the removed operative's rank (select its Battle Honours accordingly). For example, if you removed an operative that had 20XP, the new operative would have 16XP. It also has the same Battle Scars (if any) of the removed operative.

# SPEC OPS

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



## ELEVATION THROUGH SLAUGHTER

The bloodthirsty members of the Cult seek the attention and favour of the gods, and intend to get it through the mass slaughter of as many foes as possible.

### OPERATION 1: KILL! KILL! KILL!

*When the Cult have finished butchering all their enemies, they will leave many killzones resembling little more than gore-slicked charnel houses.*

Complete five games in which you scored victory points from the 'Blood Offering', 'Protect Assets' and/or 'Tear Through' Tac Op.

### OPERATION 2: HAIL THE GODS

*Empyric energy flows around the Cult's blood-soaked warriors after they have slaughtered so many of their enemies. Now all they need to crystallise and concentrate the power of the gods is to place a dark artefact of Chaos at the site where the most blood was shed.*

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

### COMMENDATION

- You can distribute up to 10XP across the operatives on your dataslate (max 3XP per operative).
- After the battle, all friendly operatives pass Casualty and Recovery tests.

### SPEC OPS BONUS

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

## OCCULT RITUAL

The Cult must conduct a profane ritual in secret. Its members strike at targets seemingly random to their enemies, but in reality each mission they carry out is a part of their preparations — whether that involves assassinating select foes, stealing holy artefacts or spilling blood in precise locations. By the time the enemy realise what is happening, it will be too late.

### OPERATION 1: HIDDEN DESIGN

*The Cult must complete a series of tasks vital to the successful climax of their dread ritual.*

Complete five games and score victory points from every Tac Op archetype (i.e. Infiltration, Recon, Security, Seek and Destroy) across those games.

### OPERATION 2: CULMINATION OF THE RITUAL

*With their designs in place and all the necessary stages of the ritual almost reached, the Cult's leadership must complete the final act.*

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

### COMMENDATION

- You gain one Requisition point.
- You can select one friendly operative that scored you victory points from the 'Profane Defilement' Tac Op to earn 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.

# INQUISITORIAL AGENTS | MATCHED ROSTER

PLAYER NAME:

FACTION KEYWORD:

SELECTABLE KEYWORD:

68

#	OPERATIVE	NOTES (e.g. wargear options)
1		
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NOTES:

# CHAOS CULT / MATCHED ROSTER

PLAYER NAME:

FACTION KEYWORD:

SELECTABLE KEYWORD:

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

# INQUISITORIAL AGENTS | NARRATIVE DATASLATE

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

Requisition Points

Asset Capacity

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

Stash

Strategic Assets

History

Quirks

Notes

# CHAOS CULT / NARRATIVE DATASLATE

Kill Team Name

Player Name

Faction Keyword

Selectable Keyword

Base of Operations

History

Quirks

Requisition Points

Asset Capacity

Spec Ops Log:

Stash

Strategic Assets

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

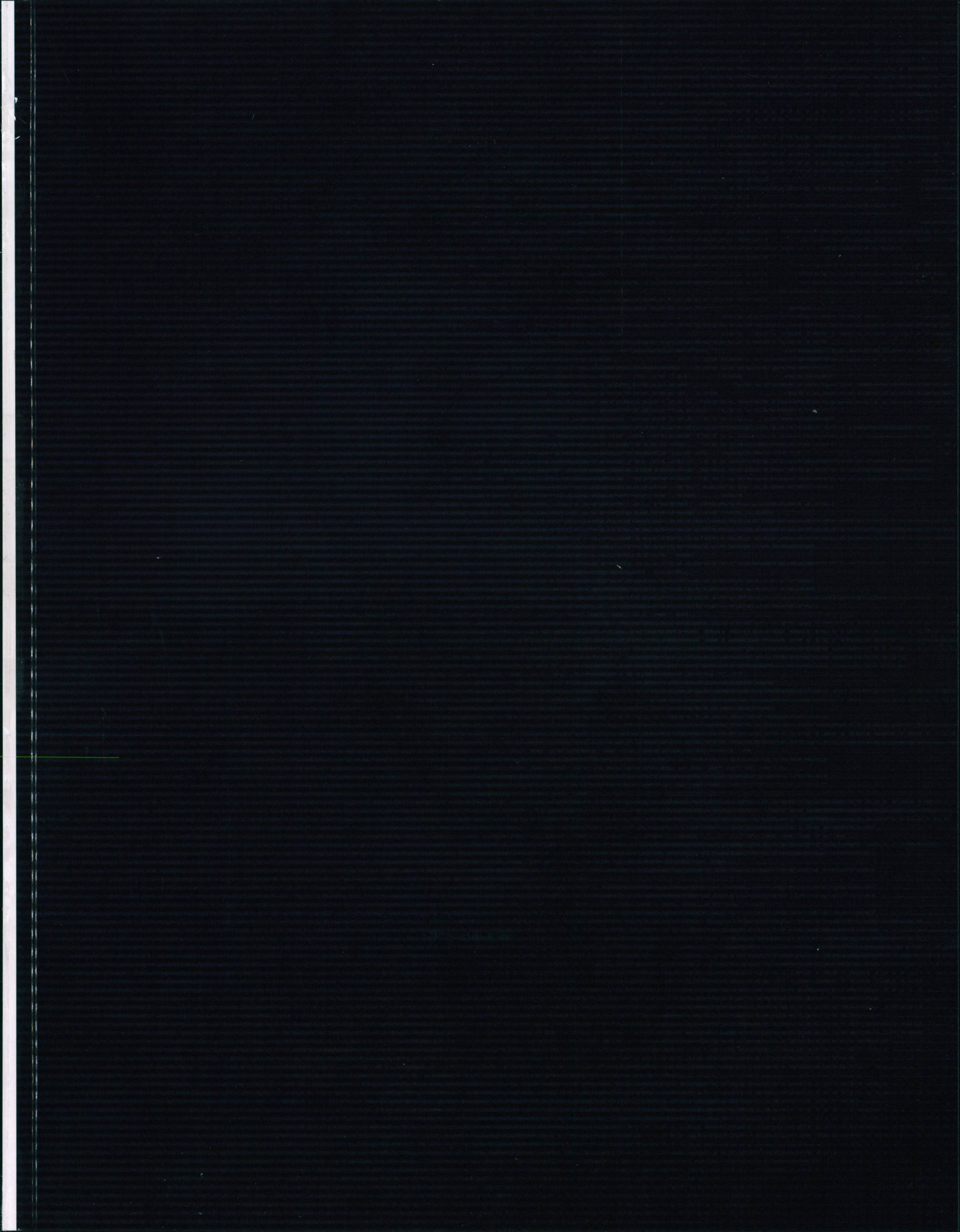
Specialism






Experience Points



**FOR TEN MILLENNIA THEIR INVISIBLE WAR HAS RAGED ON COUNTLESS WORLDS,  
AS HUNTERS AND MANIPULATORS FIGHT FOR THE SOUL OF MANKIND.**

## THE SECRET WAR

Though the warp – a twisted realm of malefic unreality and empyric energies – is mercifully separate from realspace, its corrupting power nonetheless can breach the invisible barriers to overwhelm weak-minded mortals. Over time, billions upon Imperial worlds have become enthralled to it, joining any one of a multitude of heinous, warp-worshipping Cults that have erupted. Slinking in the shadows, they corrupt from within. One of Humanity's strongest lines of defence against these insidious threats is the Inquisition – a clandestine organisation of some of the most determined, hardy and resourceful people alive. It is their nigh impossible task to root out and crush any sign of heresy they uncover. Across thousands of years and through gloomy underhive crawlways, steaming sumps and rusting industrial ruins, Inquisitorial Agents and heretical Cultists stalk one another and fight raging gunfights in their quest to destroy their opposition.

### Inside you will find:

- A treasure trove of forbidden lore regarding the impossibly varied characters of the Inquisition, the galaxy's numberless and horrifically varied Cults of Chaos, and the endless war the two have waged for ten thousand years.
- Background on the elite, ruthless Inquisitorial Agents of the Inquisition, the malicious and heretical Chaos Cults and their kill teams, as well as the disciplined soldiers of the Militarum Tempestus and the formidable pariah-warriors of the Sisters of Silence.
- Rules for fielding kill teams of dogged Inquisitorial Agents and insidious Chaos Cults. Included are datacards and a host of rules for each of these kill teams.
- Stunning miniature photography showcasing expertly painted examples of Inquisitorial Agents, Tempestus Scions, Sisters of Silence and Chaos Cult miniature kits, as well as atmospheric artwork.



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*You will need a copy of the  
Kill Team Core Book in order to  
use the contents of this book.*

WARHAMMER  
40,000

# KILL TEAM

# CHAOS CULT

## UPDATE 1.0

As it's revised regularly, this document has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (\*).

## ERRATA

This section collects amendments to the rules. Amended text within this errata is highlighted in [blue](#).

### **KILL TEAM: ASHES OF FAITH**

#### **Page 56, Mutation**

##### **Third paragraph, final sentence**

Change to:

'It will revert back to its original **DEVOTEE** miniature and datacard [after the battle](#).'

##### **Fourth bullet point**

Change to:

'[Once in each](#) Strategy phase, when it is your turn to use a Strategic Ploy or pass, you can instead mutate a number of friendly **CHAOS CULT** operatives equal to the Turning Point number.'

## DESIGNER'S COMMENTARY

This section presents commentary from game designers to clarify and expand on rare and more complex rules.

### **KILL TEAM: ASHES OF FAITH**

*Q: When completing a group activation, if the first **DEVOTEE** operative mutates into a **MUTANT** operative during its activation, must I still select a **DEVOTEE** operative afterwards to fulfil the group activation requirements (assuming I am able)?*

A: Yes.

*Q: If I want to mutate a friendly operative at the end of a combat in which a friendly **DEVOTEE** operative inflicted damage and was not incapacitated, must it be that operative that mutates, or can it be any friendly operative?*

A: It must be that operative.

# 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.

