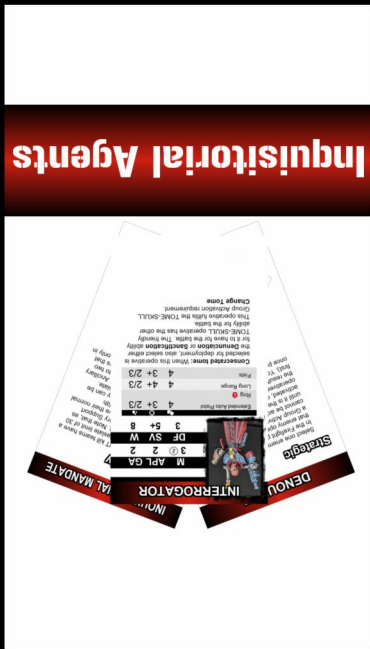





Inquisitorial Agents



AUTOSAVANT AGENT



M	APL	GA
3	2	1
DF	SV	W
3	4+	7

Appendages

35+1/2

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

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 1D3 XP.

Irrefutable Report (1 AP)

DEATHWORLD VETERAN



M	APL	GA
3	2	1
DF	SV	W
3	5+	7

Auto Pistol

44+2/3

Rng

Knife

12+5/7

Lethal 5+


Polearm

43+4/5

! Reap 2

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 from one Normal hit.

ENLIGHTENER



M	APL	GA
3	2	1
DF	SV	W
3	5+	7

Auto Pistol

44+2/3

Rng

Paired Blades

43+3/5

Balanced

! Rending Cripple

No Escape 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).

Inquisitorial Agents

Operative

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Inquisitorial Agents

Operative

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Dataslate: Q3 2023

Inquisitorial Agents

Operative

FAQ : 1.8, DECK:4.0

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GUN SERVITOR



M APL GA

3 ② 1 1

DF SV W

3 4+ 11

Heavy Bolter	5	4+	4/5
Ceaseless Heavy Fusillade			! P1
Servo Claw	3	4+	4/5

Lobotomised: Each time this operative is activated, if it is Visible to and within 3 of a friendly INQUISITORIAL AGENT operative (excluding a GUN

GUN SERVITOR



M APL GA

3 ② 1 1

DF SV W

3 4+ 11

Multi-Melta	4	4+	6/3
AP2 Heavy			! MW4
Servo Claw	3	4+	4/5

Lobotomised: Each time this operative is activated, if it is Visible to and within 3 of a friendly INQUISITORIAL AGENT operative (or vice-versa), add 1 to this operative's APL.

GUN SERVITOR



M APL GA

3 ② 1 1

DF SV W

3 4+ 11

Plasma Cannon	4	4+	5/6
AP1 Heavy Blast ②			
Overcharged	4	4+	5/6
AP2 Heavy Blast ② Hot			
Servo Claw	3	4+	4/5

Lobotomised: Each time this operative is activated, if it is Visible to and within 3 of a friendly INQUISITORIAL AGENT operative (or vice-versa), add 1 to this operative's APL.

HEXORCIST



M APL GA

3 ② 2 1

DF SV W

3 5+ 7

Shotgun	4	3+	3/3
Rng ⑥			
Fists	3	4+	2/3

Hexorcise: Each time an enemy operative Visible to and within 3 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.

Chasten (1 AP)

Operative
Inquisitorial Agents

Date: 1.8.2023
Deck: 4.0

Operative
Inquisitorial Agents

Date: 1.8.2023
Deck: 4.0

Operative
Inquisitorial Agents

Date: 1.8.2023
Deck: 4.0

Operative
Inquisitorial Agents

Date: 1.8.2023
Deck: 4.0



INTERROGATOR

M	APL	GA
3 ②	2	2
DF	SV	W
3	5+	8

Extended Auto Pistol	4	3+	2/3
Rng ⑥			
Long Range	4	4+	2/3
Fists	4	3+	2/3

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.

This operative fulfils the TOME-SKULL Group Activation requirement.

Change Tome



MYSTIC AGENT

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	7

Autopistol	4	2+	2/3
Rng ⑥ Indirect			
Fists	3	5+	2/3

Icon bearer: When determining control of an objective marker, treat this operative's APL as being 1 higher. Note that this is not a modifier. In Narrative Play, this is cumulative with the Focused Battle Honour.

Divine Guidance (1 AP)

Divine Protection (1 AP)



PENAL LEGIONNAIRE

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	7

Hand Flamer	5	2+	2/2
Rng ⑥ Torrent ⚠			
Chainsword	4	4+	4/5

Chem-mask: You can ignore any or all modifiers to this operative's characteristics and it is 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.



PISTOLIER

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	7

Scoped Plasma Pistol	4	4+	4/5
AP1			
Standard	4	3+	5/6
Rng ⑥ AP1 Overcharge			
Suppressed Auto Pistol	4	3+	2/3
Rng ⑥ Silent			
Fists	3	4+	2/3

Overcharged: Before rolling attack dice you can choose for this attack to gain AP2 and Hot.

Pistolier: You can ignore any or all modifiers to the BS characteristic of this operative's Ranged weapons.

Pistol barrage (1 AP)

Operative
Inquisitorial Agents

Operative
Inquisitorial Agents

Operative
Inquisitorial Agents

Operative
Inquisitorial Agents



QUESTKEEPER

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	7

Autopistol	4	4+	2/3
Rng ⑥			
Eviscerator	4	4+	5/6
Brutal Unrelenting			! Reap 2

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.

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

Zealot: Each time this operative would lose a wound, roll 1D6: On a 5+, that wound is not lost.



TOMB SKULL

M	APL	GA
3 ②	1	1
DF	SV	W
2	5+	5

None

Consecrated Tome: This operative gains a Consecrated Tome Ability (see INTERROGATOR datacard). This operative fulfils the INTERROGATOR Group Activation requirement.

- This operative's APL cannot be modified
- The operative can perform the Fall Back action for one less AP (to a minimum of 1 AP)
- 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 any equipment or carry anything



PROSECUTOR

M	APL	GA
3 ②	2	1
DF	SV	W
3	3+	8

Boltgun	4	3+	3/4
Gun butt	4	3+	2/3

Psychic Abomination: While an operative is within ⑥ of an ANATHEMA PSYKANA operative, it cannot perform psychic actions. SISTER OF SILENCE operatives cannot be targeted or affected by psychic actions.



PROSECUTOR

M	APL	GA
3 ②	2	1
DF	SV	W
3	3+	8

Boltgun	4	3+	3/4
Gun butt	4	3+	2/3

Psychic Abomination: While an operative is within ⑥ of an ANATHEMA PSYKANA operative, it cannot perform psychic actions. SISTER OF SILENCE operatives cannot be targeted or affected by psychic actions.

Inquisitorial Agents
Operative

Inquisitorial Agents
Operative

Inquisitorial Agents
Operative

Inquisitorial Agents
Operative

WITCHSEEKER

	M	APL	GA
	3 ②	2	1
	DF	SV	W
	3	3+	8

Flamer	5	2+	2/2
Rng ⑥ Torrent ②			
Gun butt	4	3+	2/3

Psychic Abomination: While an operative is within ⑥ of an ANATHEMA PSYKANA operative, it cannot perform psychic actions. SISTER OF SILENCE operatives cannot be targeted or affected by psychic actions.

WITCHSEEKER

	M	APL	GA
	3 ②	2	1
	DF	SV	W
	3	3+	8

Flamer	5	2+	2/2
Rng ⑥ Torrent ②			
Gun butt	4	3+	2/3

Psychic Abomination: While an operative is within ⑥ of an ANATHEMA PSYKANA operative, it cannot perform psychic actions. SISTER OF SILENCE operatives cannot be targeted or affected by psychic actions.

VIGILATOR

	M	APL	GA
	3 ②	2	1
	DF	SV	W
	3	3+	8

Executioner greatblade	4	3+	4/6
Lethal 5+			

Psychic Abomination: While an operative is within ⑥ of an ANATHEMA PSYKANA operative, it cannot perform psychic actions. SISTER OF SILENCE operatives cannot be targeted or affected by psychic actions.

VIGILATOR

	M	APL	GA
	3 ②	2	1
	DF	SV	W
	3	3+	8

Executioner greatblade	4	3+	4/6
Lethal 5+			

Psychic Abomination: While an operative is within ⑥ of an ANATHEMA PSYKANA operative, it cannot perform psychic actions. SISTER OF SILENCE operatives cannot be targeted or affected by psychic actions.

Inquisitorial Agents
Operative

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Operative

Inquisitorial Agents
Operative

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Operative



TROOPER

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	8

Hot-shot lasgun	4	4+	3/4
Gun butt	3	4+	2/3



MEDIC

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	8

Hot-shot lasgun	4	4+	3/4
Gun butt	3	4+	2/3

Medipack (1AP)

Medic: Once per turning point, the first time another friendly operative would be incapacitated while visible to and within 1 of this operative and 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 dice are discarded. That friendly operative can then perform a free Dash action but must finish that move withing ▲ of this operative. Both operative suffer -1 APL



COMMS

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	8

Hot-shot lasgun	4	4+	3/4
Gun butt	3	4+	2/3

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



GUNNER

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	8

Grenade launcher	4	3+	2/4
Blast ②			
Krak	4	3+	4/5
AP1			
Gun butt	3	4+	2/3

Inquisitorial Agents
Operative

Inquisitorial Agents
Operative

Inquisitorial Agents
Operative

Inquisitorial Agents
Operative



GUNNER

M APL GA

3 ② 2 1

DF SV W

3 4+ 8

Plasma gun 4 3+ 5/6

AP1

Supercharge 4 4+ 5/6

AP2 Hot

Gun butt 3 3+ 2/3



GUNNER

M APL GA

3 ② 2 1

DF SV W

3 4+ 8

Hot-shot volley gun 5 4+ 3/4

Gun butt 3 4+ 2/3



GUNNER

M APL GA

3 ② 2 1

DF SV W

3 4+ 8

Flamer 5 2+ 2/2

Rng ⚡ Torrent ②

Gun butt 3 4+ 2/3

(2) NO WITNESSES

Reveal this TacOp at the end of the battle.

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

Table Opponent

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Operative

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Operative

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Operative

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Inquisitorial Agents
Tac Op

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(3) INVESTIGATE LEAD

Reveal this TacOp 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, you score 1 VP.

► At the end of the battle, if you achieved the first condition and your Investigator has not been incapacitated, you score 1 VP.

Investigate Lead (1 AP): An Investigator can perform this action while it controls an objective marker that hasn't been investigated by your KillTeam. 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.

Action on point and live

(1) SEIZE FOR INTERROGATION

You can reveal this Tac op when an enemy operative that is more than 3 from other enemy operatives is incapacitated. Before it is 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 2 from their Movement characteristic while they are carrying it. At the end of the battle:

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

Kill then control operative

IRREFUTABLE REPORT

Abilities

Irrefutable Report (1 AP): Select one objective marker. Until this operative performs this action again, while this operative is within 2 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 or enemy operatives within the required distance of it. This operative can only perform this action once, and cannot perform this action while within Engagement Range of an enemy operative.

AUTOSAVANT AGENT

NO ESCAPE

Abilities

No Escape: Each time an enemy operative performs a Fall Back action while within Engagement Range of this operative, roll 1D6, 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 AP subtracted are not refunded.

ENLIGHTENER

Inquisitorial Agents
Tac Op

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Inquisitorial Agents
Tac Op

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Inquisitorial Agents
Abilities

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Inquisitorial Agents
Abilities

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CHASTEN

Abilities

Chasten (1 AP) Select one enemy operative within this operative's Line Of Sight and within ⚡ of it, then select a Unique Action or Ability that operative has. Until the end of the Turning Point or its next activation, it is treated as not having that selected Unique Action or Ability. This operative cannot perform this action while within Engagement Range of an enemy operative. Note that weapon special rules noted with a * are not themselves abilities.

HEXORCIST

CHANGE TOME

Abilities

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 Tomes.

INTERROGATOR & SKULL

PISTOL BARRAGE

Abilities

Pistol barrage (1 AP): 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.

PISTOLIER

DENOUNCE

Strategic

1CP

Select one enemy operative and roll 1D3. 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 Play once per battle.

Delay Activation by D3

Inquisitorial Agents
Abilities

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Abilities

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Inquisitorial Agents
Strategic

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IRREFUTABLE JURISDICTION

Strategic

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 ② of that objective marker, in the Roll Defence Dice step of that shooting attack, you can re-roll one of your Defence Dice.

Reroll DF near Objective

INTENSE SCRUTINY

Strategic

1CP

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

Ignore cover within 4 inch

QUARRY

Strategic

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.

**Reroll 1 attack against
target**

ABSOLUTE AUTHORITY

Tactical

1CP

Use this Tactical Ploy during the battle, when an opponent uses a Strategic Ploy or Tactical Ploy (excluding Command Re-Roll). Their play 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 play cannot be used to stop the same play more than once per battle, or a play that no CP was spent on.

Nope a Ploy

Inquisitorial Agents
Strategic

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Strategic

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Inquisitorial Agents
Strategic

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Inquisitorial Agents
Tactical

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EMBEDDED AGENT

Tactical

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 action. It must be a different option to your original selection, and initiative is still determined by your original selection.

Delay choose Scout

RELENTLESS IN PURSUIT

Tactical

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 Dash action, it cannot perform an action in which it moves.

Action on Fall Back

THE EMPEROR'S WILL

Tactical

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).

Ignore Modifiers

MEDIPACK

Ability

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

SCION MEDIC

Inquisitorial Agents
Tactical

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Tactical

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Inquisitorial Agents
Tactical

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Inquisitorial Agents
Ability

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DIVINE PROTECTION

Spell

1CP

Divine Protection (1 AP): Select one friendly INQUISITORIAL AGENT operative within ① 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 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.

DF miss to save

DIVINE GUIDANCE

Spell

1CP

Divine Guidance (1 AP): Select one friendly INQUISITORIAL AGENT operative within ① 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.

Attack miss to hit

DENUNCIATION

Ability

Denunciation: Each time a friendly INQUISITORIAL AGENT operative fights in combat with or makes a shooting attack against an enemy operative within ② of this operative, add 1 to the Attacks characteristic of that friendly operative's weapon for that combat or shooting attack.

+1 Attack Die Aura

SANCTIFICATION

Ability

Sanctification: Each time an enemy operative fights in combat with or makes a shooting attack against a friendly INQUISITORIAL AGENT operative within ② of this operative, subtract 1 from the Attacks characteristic of that enemy operative's weapon for that combat or shooting attack.

-1 D per Die Aura

Inquisitorial Agents
Spell

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Spell

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Inquisitorial Agents
Ability

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Ability

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REFRACTOR FIELD

Max: 1 3EP

INQUISITION operative only. The operative gains the following ability for the battle:
Refractor Field: This operative has a 4+ Invulnerable Save for the battle

4++

SERVO-SKULL

Max: 1 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 AP (to a minimum of 0 AP).

Free mission action

STUN GRENADE

2EP

Not available for an AUTOSAVANT operative. The operative can perform the following action during the battle:
Stun Grenade (1 AP): Select one point in the killzone within 6" of this operative. Roll 1D6 for each operative within 2" 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.

Area Reduce APL

SMOKE GRENADE

3EP

Not available for an AUTOSAVANT operative. The operative can perform the following action during the battle:
Smoke Grenade (1 AP): Place the centre of one Smoke token on a point within 6" of this operative. That token creates an area of smoke with a 2" radius and unlimited 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.

Area Obscurity

Inquisitorial Agents
Equipment

Inquisitorial Agents
Equipment

Inquisitorial Agents
Equipment

Inquisitorial Agents
Equipment

SMOKE GRENADE

3EP

Not available for an AUTOSAVANT operative. The operative can perform the following action during the battle:
Smoke Grenade (1 AP): Place the centre of one Smoke token on a point within ④ of this operative. That token creates an area of smoke with a ② radius and unlimited 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.

Area Obscurity

FRAG GRENADE

Max: 1

2EP

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

Frag grenade	④	③	④
	4	3+	2/3
Rng	④	Blast2 Indirect Ltd	

KRAK GRENADE

Max: 1

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:

Krak grenade	④	③	④
	4	3+	4/5
Rng	④	AP1 Indirect Ltd	

POWER KNIFE

Max: 1

3EP

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

Power Knife	③	④	⑤
	3	4+	3/5
Lethal	5+		

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Equipment

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Equipment

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Equipment

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AROMOURED BODYSUIT

2EP

INQUISITION operative with a 5+ 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.

One 4+ save as success

MASTER-CRAFTER 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.

Auto Pistol + 1/1 D

MASTER-CRAFTER 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.

Auto Pistol + 1/1 D

INQUISITORIAL AGENTS

Any/Archetype

Leader, Skull, 5 operatives and 1 ancillary support

Note: No more than 2 AP2 Weapons

INTERROGATOR (Mandatory)

TOME SKULL (Mandatory)

AUTO-SAVANT

QUESTKEEPER

DEATH WORLD VETERAN

ENLIGHTENNER

GUN SERVITOR with Melta

GUN SERVITOR with Plasma

GUN SERVITOR with Bolter

HEXORCIST

MYSTIC

PENAL LEGIONNAIRE

PISTOLIER

Inquisitorial Agents
Equipment

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Inquisitorial Agents
Equipment

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Inquisitorial Agents
Equipment

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Inquisitorial Agents
Team

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TEMPESTUS SCION SUPPORT

Faction Ability

Select 5 from the operatives below. Other than TROOPER operatives, this Ancillary Support can only include each operative below once.

- SCION COMMS
- GUNNER WITH FLAMER
- GUNNER WITH GRENADE LAUNCHER
- GUNNER WITH VOLLEY GUN
- GUNNER WITH PLASMA GUN
- SCION MEDIC
- SCION TROOPER

VETERAN GUARDSMAN SUPPORT

Faction Ability

6 VETERAN GUARDSMAN operatives (see Kill Team: Octarius) selected from the following list. This Ancillary Support can include no more than two GUNNER VETERAN and SNIPER VETERAN operatives combined. Other than VETERAN TROOPER operatives, this Ancillary Support can only include each operative above once.

- BRUISER VETERAN
- COMMS VETERAN
- DEMOLITION VETERAN
- GUNNER WITH FLAMER
- GUNNER WITH GRENADE LAUNCHER
- GUNNER WITH MELTAGUN
- GUNNER WITH PLASMA GUN
- HARDENED VETERAN
- MEDIC VETERAN
- SNIPER VETERAN VETERAN
- TROOPER VETERAN
- ZEALOT VETERAN

INQUISITORIAL MANDATE

Faction Ability

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.

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).

EXACTION SQUAD SUPPORT

Faction Ability

Select 5 from the operatives below. 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

- ARBITES CASTIGATOR
- ARBITES CHIRURGANT
- GUNNER WITH GRENADE LAUNCHER
- GUNNER WITH HEAVY STUBBER
- ARBITES LEASHMASTER
- ARBITES MALOCATOR
- ARBITES MARKSMAN
- ARBITES REVELATUM
- ARBITES SUBDUCTOR
- ARBITES VIGILANT
- ARBITES VOX-SIGNIFIER
- R-VR CYBER-MASTIFF

Inquisitorial Agents
Abilities

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Inquisitorial Agents
Abilities

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Inquisitorial Agents
Abilities

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Inquisitorial Agents
Abilities

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INQUISITORIAL AGENT SUPPORT

Faction Ability

5 INQUISITORIAL AGENT operatives selected from the following list. Other than GUN SERVITOR operatives, this Ancillary Support can only include each operative above once. The Kill Team can include no more than 2 GUN SERVITOR operatives, and these must have different loadouts.

- AUTOSAVANT
- DEATH WORLD VETERAN
- ENLIGHTENER
- GUN SERVITOR WITH PLASMA
- GUN SERVITOR WITH BOLTER
- GUN SERVITOR WITH MELTA
- HEXORCIST
- MYSTIC
- PENAL LEGIONNAIRE
- PISTOLIER

KASRKIN SUPPORT

Faction Ability

5 KASRKIN operatives (see Kill Team: Shadowvaults) selected from the following list. Other than TROOPER operatives, this Ancillary Support can only include each operative below once. Note the KASRKIN TROOPER does not have access to Elite Points.

- KASRKIN COMBAT MEDIC
- KASRKIN DEMO-TROOPER
- GUNNER WITH GRENADE LAUNCHER
- GUNNER WITH VOLLEY GUN
- GUNNER WITH MELTAGUN
- GUNNER WITH PLASMA GUN
- KASRKIN RECON-TROOPER
- KASRKIN SHARPSHOOTER
- KASRKIN TROOPER
- KASRKIN VOX-TROOPER

NAVY BREACHERS SUPPORT

Faction Ability

6 IMPERIAL NAVY BREACHER operatives (see Kill Team: Into the Dark) selected from the following list. 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. IMPERIAL NAVY BREACHER benefit from the Ruthless Efficiency update.

- NAVIS ARMSMAN
- NAVIS AXEJACK
- NAVIS C.A.T. UNIT
- NAVIS ENDURANT
- NAVIS GHEISTSKULL
- NAVIS GRENADE
- GUNNER WITH VOLLEY GUN
- GUNNER WITH MELTAGUN
- GUNNER WITH PLASMA GUN
- NAVIS HATCHCUTTER
- NAVIS SURVEYOR
- NAVIS VOID-JAMMER

SISTERS OF SILENCE SUPPORT

Faction Ability

Select 5 from the operatives below.

- PERSECUTOR
- WITCHKEEPER
- VIGILATOR

Inquisitorial Agents
Abilities

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Inquisitorial Agents
Abilities

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Inquisitorial Agents
Abilities

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Inquisitorial Agents
Abilities

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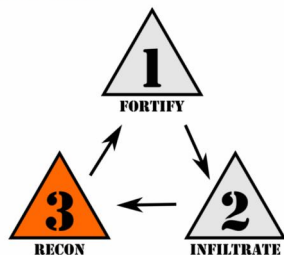
RECON

Matched Play

Perform a free Dash action with one operative that is wholly within your drop zone

Critical Ops

Perform a free Dash action with one friendly operative that is wholly within your drop zone as if it can FLY



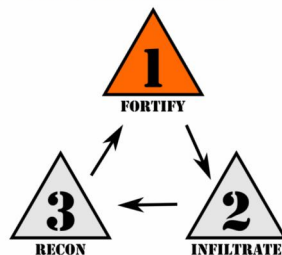
FORTIFY

Matched Play

Set up one additional barricade within 🏠 of your drop zone

Critical Ops

Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.



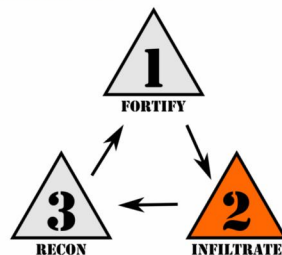
INFILTRATE

Matched Play

Once during the first turning point, when you select an operative to activate, you can change its order

Critical Ops

Once during the first turning point, when you select an operative to activate, you can change its order



MATCHED PLAY

- DETERMINE MISSION
- READ MISSION BRIEFING
- DETERMINE KILLZONE
- SET UP OBJECTIVE MARKERS
- SET UP THE KILLZONE
- SELECT DROP ZONE
- SELECT A KILL TEAM
- SELECT TAC OPS
- SELECT EQUIPMENT
- SET UP BARRICADES
- SET UP OPERATIVES
- SCOUTING
- BEGIN THE BATTLE

Inquisitorial Agents
Scouting

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Inquisitorial Agents
Scouting

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Date: 1.8, DECK:4.0

Inquisitorial Agents
Scouting

Date: 1.8, DECK:4.0
Date: 1.8, DECK:4.0

Inquisitorial Agents
Matched

Date: 1.8, DECK:4.0
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TURN SEQUENCE

- INITIATIVE PHASE
READY OPERATIVES
DETERMINE
INITIATIVE
- STRATEGY PHASE
GENERATE
COMMAND POINTS
PLAY STRATEGIC
PLOYS
TARGET REVEAL
- FIREFIGHT PHASE
PERFORM ACTIONS

SCORE CARD

COMMAND POINTS	SECONDARY	PRIMARY			
				1	
			1	2	
				3	
				2	
			3	4	

PHIL TEAM

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PHIL TEAM

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Inquisitorial Agents
Matched

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Inquisitorial Agents
Scorecard

Date: Q3 2023
FAQ: 1.8, DECK: 4.0

Inquisitorial Agents
Credits

Date: Q3 2023
FAQ: 1.8, DECK: 4.0

Inquisitorial Agents
Credits

Date: Q3 2023
FAQ: 1.8, DECK: 4.0