

AGENTS OF THE IMPERIUM

ARMY RULE



Throughout the Imperium there exist numerous martial organisations and shadowy institutions. Bodies of armed warriors or solitary agents from these groups possess specialist skills, unusual equipment and vested interests that lead them to be attached to larger Imperial armies. Some are requisitioned by the army's commander for their particular abilities, others are assigned by their hidden masters to achieve singular agendas. The most powerful have the authority and reputation to enforce their presence on the field of battle.

ASSIGNED AGENTS

If every model in your army has the **IMPERIUM** keyword, you can include **AGENTS OF THE IMPERIUM** units in your army even if they do not have the Faction keyword you selected in the Select Army Faction step. The maximum number of **AGENTS OF THE IMPERIUM** units you can include in your army depends on the battle size, as shown below.

Maximum number of AGENTS OF THE IMPERIUM units		
BATTLE SIZE	RETINUE units	CHARACTER units
INCURSION	1	1
STRIKE FORCE	2	2
ONSLAUGHT	3	3

In addition, you cannot select a **VINDICARE ASSASSIN**, **CULEXUS ASSASSIN**, **EVENSOR ASSASSIN** or **CALLIDUS ASSASSIN** to be your **WARLORD**.





VINDICARE ASSASSIN

M	T	SV	W	LD	OC
7"	4	6+	4	6+	1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Exitus pistol [DEVASTATING WOUNDS, IGNORES COVER, PISTOL, PRECISION]	12"	3	2+	5	-2	3
Exitus rifle [DEVASTATING WOUNDS, IGNORES COVER, HEAVY, PRECISION]	48"	1	2+	7	-3	D3+3

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Vindicare combat knife	Melee	4	2+	4	-1	1

ABILITIES

CORE: Infiltrators, Lone Operative, Stealth

FACTION: Assigned Agents

Deadshot: Each time this model makes a ranged attack, if a Critical Hit is scored, add 3 to the Damage characteristic of that attack. After this model has resolved its ranged attacks, select one enemy unit that was hit by one or more of those attacks. That unit must take a Battle-shock test.

Shieldbreaker: Once per battle, when selecting targets for this model's exitus rifle, it can fire a shieldbreaker round. If it does, until the end of the phase, each time this model makes an attack with that weapon, no saving throws of any kind can be made against that attack.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, SMOKE, IMPERIUM, VINDICARE ASSASSIN



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

VINDICARE ASSASSIN

The muffled crack of a Vindicare Assassin's exitus rifle is all that most ever detect of its presence – that, and the spray of their victim's brain matter. They are lethal marksmen who find the perfect firing position from which to pinpoint their quarry, while against more numerous foes they swiftly rack up high body counts with shot after expert shot.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Vindicare Assassin – EPIC HERO

This model is equipped with: exitus pistol; exitus rifle; Vindicare combat knife.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, SMOKE, IMPERIUM, VINDICARE ASSASSIN



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

CULEXUS ASSASSIN

M	T	SV	W	LD	OC
7"	4	6+	4	6+	1



RANGED WEAPONS

RANGE	A	BS	S	AP	D
-------	---	----	---	----	---

Animus speculum
[ANTI-PSYKER 2+, ASSAULT, PRECISION, PSYCHIC ASSASSIN]

24" 3 2+ 5 -2 D3

Psychic Assassin: Each time you select a PSYKER unit as the target for this weapon, until those attacks are resolved, change the Attacks characteristic of this weapon to 6.

MELEE WEAPONS

RANGE	A	WS	S	AP	D
-------	---	----	---	----	---

Life-draining touch
[ANTI-PSYKER 2+, DEVASTATING WOUNDS, PRECISION]

Melee 4 2+ 4 -2 2

ABILITIES

CORE: Deep Strike, Lone Operative, Stealth

FACTION: Assigned Agents

Abomination: This model has the Feel No Pain 2+ ability against Psychic Attacks.

Soulless Horror (Aura): While an enemy unit is within 6" of this model, worsen that unit's Leadership characteristic by 1, or by 2 instead if that unit is a PSYKER. In addition, once per battle, at the start of any Command phase, this model can use this ability. If it does, each enemy unit within 6" of this model must take a Battle-shock test.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, CULEXUS ASSASSIN



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

CULEXUS ASSASSIN

A Culexus Assassin projects an aura of unsettling fear all around them. Their primary targets are psykers, who are wracked with agony from these soulless assassins' mere presence, and against the arcane blasts of a Culexus' animus speculum, no witch long survives.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Culexus Assassin – EPIC HERO

This model is equipped with: animus speculum; life-draining touch.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, CULEXUS ASSASSIN



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

EVERSOR ASSASSIN

M T SV W LD OC
9" 4 6+ 4 6+ 1



RANGED WEAPONS

Executioner pistol [ANTI-INFANTRY 3+, PISTOL]	RANGE	A	BS	S	AP	D
	12"	4	2+	4	0	1

MELEE WEAPONS

Power sword and neuro gauntlet [ANTI-INFANTRY 3+]	RANGE	A	WS	S	AP	D
	Melee	6	2+	5	-2	2

ABILITIES

CORE: Deadly Demise D3, Lone Operative, Scouts 9"

FACTION: Assigned Agents

Frenzied: In your Command phase, select one of the effects below to apply until the start of your next Command phase:

- **Adrenal Surge:** This model is eligible to shoot and declare a charge in a turn in which it Advanced.
- **Predatory Focus:** This model's weapons have the [PRECISION] ability.
- **Killing Rampage:** This model's weapons have the [SUSTAINED HITS 3] ability.

Sentinel Array: Once per battle round, you can target this model with the Fire Overwatch or Heroic Intervention Stratagem for OCP, and can do so even if you have already used that Stratagem on a different unit this phase.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, EVERSOR ASSASSIN



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

EVERSOR ASSASSIN

Berserk killers fuelled by unstable chemical stimms, Eversor Assassins are hurricanes of bladed and clawed destruction. They are unleashed as weapons of terror and annihilation, set loose to murder not only their intended target but anyone around them as well.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Eversor Assassin – EPIC HERO

This model is equipped with: executioner pistol; power sword and neuro gauntlet.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, EVERSOR ASSASSIN



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

CALLIDUS ASSASSIN

M T SV W LD OC
7" 4 6+ 4 6+ 1



RANGED WEAPONS

Neural shredder [ANTI-INFANTRY 2+, PRECISION, TORRENT]	RANGE	A	BS	S	AP	D
	12"	D6	N/A	5	-2	1

MELEE WEAPONS

Phase sword and poison blades [LETHAL HITS, PRECISION]	RANGE	A	WS	S	AP	D
	Melee	5	2+	5	-4	2

ABILITIES

CORE: Deep Strike, Fights First, Infiltrators, Lone Operative

FACTION: Assigned Agents

Reign of Confusion: Once per battle, after your opponent uses a Stratagem, this model can use this ability. If it does, until the end of the battle, the CP cost your opponent must pay to use that Stratagem again is increased by 1CP.

Polymorphine: At the end of your opponent's turn, if this model is not within Engagement Range of any enemy units, you can remove it from the battlefield and then, in the Reinforcements step of your next Movement phase, set it up anywhere on the battlefield that is more than 9" horizontally away from all enemy models. If the battle ends and this model is not on the battlefield, it is destroyed.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, CALLIDUS ASSASSIN



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

CALLIDUS ASSASSIN

Anarchy flourishes in the wake of a Callidus Assassin's deployment. They use the shape-shifting drug polymorphine to insinuate themselves close to their target, sabotaging systems and seeding misinformation before closing on their victim with blasts of their mind-destroying sidearm and flicks of their mysterious blade.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Callidus Assassin – EPIC HERO

This model is equipped with: neural shredder; phase sword and poison blades.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, CALLIDUS ASSASSIN



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

ROGUE TRADER ENTOURAGE

M	T	SV	W	LD	OC
6"	3	4+	4	6+	1
6"	3	4+	2	7+	1

ROGUE TRADER

ROGUE TRADER
SPECIALIST



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Dartmask [ANTI-INFANTRY 2+, PISTOL, PRECISION]	12"	1	4+	2	-1	D3
Household pistol [PISTOL, DEVASTATING WOUNDS]	12"	2	3+	5	-2	2
Laspistol [PISTOL]	12"	1	4+	3	0	1
Voltaic pistol [PISTOL, SUSTAINED HITS 2]	12"	3	3+	4	-2	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1
Death Cult power blade [PRECISION]	Melee	5	2+	4	-2	1
Monomolecular cane-rapier	Melee	4	3+	4	-1	1

ABILITIES

CORE: Infiltrators, Leader

FACTION: Assigned Agents

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

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

WARGEAR ABILITIES

Healing Serum: Models in the bearer's unit have the Feel No Pain 5+ ability.

INVULNERABLE SAVE

4+



KEYWORDS – ALL MODELS: INFANTRY, GRENADES, IMPERIUM, NAVIS IMPERIALIS,
ROGUE TRADER ENTOURAGE | ROGUE TRADER: CHARACTER

FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

ROGUE TRADER ENTOURAGE

Rogue Traders are daring explorers, ruthless conquerors and cunning merchants, exploring and exploiting the uncharted regions of the galaxy in the name of the Imperium. Their families bear a Warrant of Trade, which helps to identify them as Imperial elites. Some command whole armadas, while others have only a small retinue of followers.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Rogue Trader
- 3 Rogue Trader Specialists

The Rogue Trader is equipped with: household pistol; monomolecular cane-rapier.

One Rogue Trader Specialist is equipped with: dartmask; Death Cult power blade.

One other Rogue Trader Specialist is equipped with: voltaic pistol; close combat weapon.

One other Rogue Trader Specialist is equipped with: laspistol; close combat weapon; healing serum.

LEADER

This unit can be attached to the following units:

- IMPERIAL NAVY BREACHERS
- VOIDSMEN-AT-ARMS

KEYWORDS – ALL MODELS: INFANTRY, GRENADES, IMPERIUM, NAVIS IMPERIALIS,
ROGUE TRADER ENTOURAGE | ROGUE TRADER: CHARACTER



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

VOIDSMEN-AT-ARMS

M T SV W LD OC

6" 3 4+ 1 8+ 2



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Artificer shotgun [ASSAULT]	12"	2	4+	4	0	2
Lasgun [RAPID FIRE 1]	24"	1	4+	3	0	1
Laspistol [PISTOL]	12"	1	4+	3	0	1
Voidsman rotor cannon [HEAVY, SUSTAINED HITS 1]	24"	6	5+	6	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1
Vicious bite	Melee	3	4+	4	0	1

ABILITIES

FACTION: Assigned Agents

Masters of Close Confines: Each time a model in this unit makes a ranged attack that targets the closest eligible target, that attack has the [LETHAL HITS] ability.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, IMPERIUM, NAVIS IMPERIALIS, RETINUE, VOIDSMEN-AT-ARMS



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

VOIDSMEN-AT-ARMS

Voidsman-at-Arms provide security on the ships of many Rogue Traders. Well drilled and often well equipped, they are highly adept at fighting in vessel corridors and other close-quarters environments.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Voidmaster
- 4-8 Voidsman
- 0-1 Canid

The Voidmaster is equipped with: artificer shotgun; lascannon; close combat weapon.

For every 5 models in this unit, 1 Voidsman is equipped with: lascannon; Voidsman rotor cannon; close combat weapon.

Every other Voidsman is equipped with: lasgun; lascannon; close combat weapon.

The Canid is equipped with: vicious bite.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, IMPERIUM, NAVIS IMPERIALIS,
RETINUE, VOIDSMEN-AT-ARMS



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

IMPERIAL NAVY BREACHERS

M T SV W LD OC

6"	3	4+	1	8+	2
----	---	----	---	----	---



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	4+	3	0	1
Bolt pistol [PISTOL]	12"	1	4+	4	0	1
Demolition charge [ASSAULT, BLAST, HAZARDOUS, ONE SHOT]	6"	D6+3	4+	12	-2	2
One Shot: The bearer can only shoot with this weapon once per battle.						
Meltagun [MELTA 2]	12"	1	4+	9	-4	D6
Navis heavy shotgun [ASSAULT]	12"	4	4+	4	0	1
Navis las-volley	18"	4	4+	6	0	1
Navis shotgun [ASSAULT]	12"	2	4+	4	0	1
Plasma gun – standard [RAPID FIRE 1]	24"	1	4+	7	-1	1
Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]	24"	1	4+	8	-2	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Chainfist [ANTI-VEHICLE 3+]	Melee	1	5+	6	-2	2
Chainsword	Melee	3	4+	3	0	1
Close combat weapon	Melee	1	4+	3	0	1
Power weapon	Melee	2	4+	4	-2	1

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

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, NAVIS IMPERIALIS, RETINUE, IMPERIAL NAVY BREACHERS



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

ABILITIES

FACTION: Assigned Agents

Breaching Team: Each time a model in this unit makes an attack, re-roll a Wound roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the Wound roll instead.

WARGEAR ABILITIES

Endurant Shield: The bearer has a 4+ invulnerable save.

Grenade Belts: The bearer has the SMOKE keyword, and each time you select the bearer's unit as the target of the Grenade Stratagem, roll one additional D6 when resolving that Stratagem.

IMPERIAL NAVY BREACHERS

Experienced in hazardous boarding actions, these elite Armsmen are aggressive and blunt instruments of their warship's commander. They wear fully enclosed void armour and wield robust weapons optimised for close-confines fighting, while some carry more specialised gear for cracking enemy bulkheads.



WARGEAR OPTIONS

- The Navis Sergeant-at-Arms' Navis shotgun can be replaced with one of the following:
 - 1 autopistol and 1 chainsword
 - 1 bolt pistol and 1 power weapon
- 1 Navis Armsman's Navis las-volley can be replaced with one of the following:
 - 1 meltagun
 - 1 plasma gun
- 1 Navis Armsman's Navis shotgun can be replaced with 1 autopistol and 1 power weapon.
- 1 Navis Armsman's Navis shotgun can be replaced with 1 autopistol and 1 chainfist.
- 1 Navis Armsman can be equipped with 1 demolition charge and 1 grenade belts.

UNIT COMPOSITION

- 1 Navis Sergeant-at-Arms
- 9 Navis Armsmen

One Navis Armsman is equipped with: Navis las-volley; close combat weapon.

One other Navis Armsman is equipped with: Navis heavy shotgun; close combat weapon; endurant shield.

Every other model is equipped with: Navis shotgun; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, NAVIS IMPERIALIS, RETINUE, IMPERIAL NAVY BREACHERS



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

SUBDUCTOR SQUAD

M T SV W LD OC
6" 3 3+ 1 7+ 1



RANGED WEAPONS

Arbites shotpistol [PISTOL]	RANGE	A	BS	S	AP	D
	12"	1	4+	4	0	1

MELEE WEAPONS

Mechanical bite	RANGE	A	WS	S	AP	D
	Melee	3	4+	4	0	1
Shock maul	Melee	2	4+	4	-1	1

ABILITIES

FACTION: Assigned Agents

Dedication to Duty: Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6: on a 4+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

WARGEAR ABILITIES

Nuncio Aquila [Aura]: While an enemy unit is within 3" of the bearer, each time that unit takes a Battle-shock test, subtract 1 from that test.

INVULNERABLE SAVE*

4+

*Excluding the Cyber-mastiff.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, RETINUE, SUBDUCTOR SQUAD



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

SUBDUCTOR SQUAD

Subductors possess one of the most recognisable – and feared – silhouettes to the Imperium's criminal classes. Bearing Subjugation-pattern assault shields and crackling shock mauls, they are brutal front-line brawlers capable of crushing the most stubborn dissent.



WARGEAR OPTIONS

- The Proctor-Subductor can be equipped with 1 nuncio aquila.

UNIT COMPOSITION

- 1 Proctor-Subductor
- 9 Subductors
- 0-1 Cyber-mastiff

Every Proctor-Subductor and Subdutor is equipped with:
Arbites shotpistol; shock maul.

The Cyber-mastiff is equipped with: mechanical bite.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, RETINUE, SUBDUCTOR SQUAD



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

EXACTION SQUAD

M T SV W LD OC

6" 3 4+ 1 7+ 1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Arbites combat shotgun [ASSAULT]	18"	2	4+	4	0	1
Arbites grenade launcher – frag [BLAST]	24"	D3	4+	4	0	1
Arbites grenade launcher – krak	24"	1	4+	9	-2	D3
Arbites shotpistol [PISTOL]	12"	1	4+	4	0	1
Executioner shotgun [IGNORES COVER, PRECISION]	24"	1	4+	5	-1	1
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Webber [ASSAULT, DEVASTATING WOUNDS, TORRENT]	12"	D6	N/A	2	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1
Excruciator maul	Melee	2	3+	4	-1	2
Mechanical bite	Melee	3	4+	4	0	1

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

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, RETINUE, EXACTION SQUAD



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

ABILITIES

FACTION: Assigned Agents

Imperial Law: At the start of the first battle round, select one enemy unit to be this unit's quarry. Each time a model in this unit makes an attack that targets its quarry, add 1 to the Hit roll.

WARGEAR ABILITIES

Arbites Medi-kit: Models in the bearer's unit have the Feel No Pain 5+ ability.

Nuncio Aquila [Aura]: While an enemy unit is within 3" of the bearer, each time that unit takes a Battle-shock test, subtract 1 from that test.

Soulguilt Scanner: Ranged weapons equipped by models in the bearer's unit have the [IGNORES COVER] ability.

EXACTION SQUAD

The most experienced and level-headed Arbitrars form Exaction Squads to hunt down and seize dangerous transgressors alive.

They do not hesitate to crush any who stand in their way, ruthlessly bludgeoning them or cutting them down in blazes of heavy firepower, never halting until their target is in custody.



WARGEAR OPTIONS

- Up to 2 Exaction Vigilants can each have their Arbites combat shotguns replaced with one of the following (duplicates are not allowed):
 - 1 executioner shotgun
 - 1 Arbites grenade launcher
 - 1 heavy stubber
 - 1 webber
- 1 Exaction Vigilant that is equipped with an Arbites combat shotgun can be equipped with 1 excruciator maul.*
- 1 other Exaction Vigilant that is equipped with an Arbites combat shotgun can be equipped with 1 Arbites medi-kit.*
- 1 other Exaction Vigilant that is equipped with an Arbites combat shotgun can be equipped with 1 soulguilt scanner.*
- The Proctor-Exactant can be equipped with 1 nuncio aquila.

* That model's Arbites combat shotgun cannot be replaced.

UNIT COMPOSITION

- 1 Proctor-Exactant
- 9 Exaction Vigilants
- 0-1 Cyber-mastiff

Every Proctor-Exactant and Exaction Vigilant is equipped with: Arbites combat shotgun; Arbites shotpistol; close combat weapon.

The Cyber-mastiff is equipped with: mechanical bite.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, RETINUE, EXACTION SQUAD



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

VIGILANT SQUAD

M T SV W LD OC

6" 3 4+ 1 7+ 2



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Arbites combat shotgun [ASSAULT]	18"	2	4+	4	0	1
Arbites grenade launcher – frag [BLAST]	24"	D3	4+	4	0	1
Arbites grenade launcher – krak	24"	1	4+	9	-2	D3
Arbites shotpistol [PISTOL]	12"	1	4+	4	0	1
Executioner shotgun [IGNORES COVER, PRECISION]	24"	1	4+	5	-1	1
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Webber [ASSAULT, DEVASTATING WOUNDS, TORRENT]	12"	D6	N/A	2	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1
Mechanical bite	Melee	3	4+	4	0	1

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

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, IMPERIUM, RETINUE, VIGILANT SQUAD



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

VIGILANT SQUAD

Vigilants brutally sweep the guilty from existence with the signature combat shotgun of the Adeptus Arbites. These grim Arbitrators are ever alert to malfeasance and unwavering in its punishment, unleashing devastating blasts at close range.



WARGEAR OPTIONS

- Up to 2 Vigilants can each have their Arbites combat shotgun replaced with one of the following (duplicates are not allowed):
 - 1 executioner shotgun
 - 1 Arbites grenade launcher
 - 1 heavy stubber
 - 1 webber
- The Proctor-Vigilant can be equipped with 1 nuncio aquila.

UNIT COMPOSITION

- 1 Proctor-Vigilant
- 9 Vigilants
- 0-1 Cyber-mastiff

Every Proctor-Vigilant and Vigilant is equipped with: Arbites combat shotgun; Arbites shotpistol; close combat weapon.

The Cyber-mastiff is equipped with: mechanical bite.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, IMPERIUM, RETINUE, VIGILANT SQUAD



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

LORD INQUISITOR KYRIA DRAXUS



M T SV W LD OC

6" **3** **3+** **4** **6+** **1**

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Dirgesinger [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, ASSAULT]	18"	4	3+	4	0	2
Psychic Tempest [INDIRECT FIRE, PSYCHIC, SUSTAINED HITS 2]	18"	6	3+	6	0	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Power fist	Melee	3	3+	6	-2	2

ABILITIES

CORE: Leader

FACTION: Assigned Agents

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

Xenos Hunter: While this model is leading a unit, each time a model in that unit makes an attack that targets an enemy unit (excluding IMPERIUM and CHAOS units), add 1 to the Hit roll.

Psychic Veil (Psychic): In your Command phase, this PSYKER can use this ability. If it does, roll one D6: on a 1, this PSYKER's unit suffers D3 mortal wounds; on a 2+, until the start of your next Command phase, this PSYKER's unit can only be selected as the target of a ranged attack if the attacking model is within 18".

INVULNERABLE SAVE

5+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, GRENADES, IMPERIUM, INQUISITOR, LORD INQUISITOR KYRIA DRAXUS



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

LORD INQUISITOR KYRIA DRAXUS

An audacious and committed Ordo Xenos Inquisitor, Kyria Draxus is a specialist in hunting Necrons. Radical in her outlook, she accepts the necessity of working with some aliens to protect the Imperium. She has learned about the Necrons from the Aeldari and honed her psychic abilities through xenos, as well as Human, tuition.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Lord Inquisitor Kyria Draxus – EPIC HERO

This model is equipped with: Dirgesinger; Psychic Tempest; power fist.

LEADER

This model can be attached to the following units:

- IMPERIUM BATTLELINE INFANTRY
- INQUISITORIAL HENCHMEN

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, GRENADES, IMPERIUM, INQUISITOR, LORD INQUISITOR KYRIA DRAXUS



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

INQUISITOR COTEAZ

M T SV W LD OC
6" 3 2+ 4 6+ 1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Psychic Blast [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, PSYCHIC]	18"	D6	3+	3	-1	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Nemesis daemon hammer [PSYCHIC]	Melee	3	3+	9	-3	3

ABILITIES

CORE: Leader

FACTION: Assigned Agents

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

Malefic Wardings (Psychic): While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability against Psychic Attacks and attacks made by DAEMON models.

Spy Network: Each time your opponent gains a CP as the result of an ability, roll one D6: on a 2+, you also gain 1CP.

INVULNERABLE SAVE

5+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, IMPERIUM, INQUISITOR, COTEAZ



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

INQUISITOR COTEAZ

A puritan of the Ordo Malleus, Inquisitor Coteaz spends every waking moment studying reports made by his countless agents, or facing down daemons, heretics and aliens in open battle. He refuses to harness the power of the warp for his own ends, wielding it instead to combat the daemonic and prosecute those who lack purity.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Inquisitor Coteaz – EPIC HERO

This model is equipped with: bolt pistol; Psychic Blast; Nemesis daemon hammer.

LEADER

This model can be attached to the following units:

- IMPERIUM BATTLELINE INFANTRY
- INQUISITORIAL HENCHMEN

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, IMPERIUM, INQUISITOR, COTEAZ



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

INQUISITOR GREYFAX

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



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Castigation [ANTI-CHARACTER 4+, DEVASTATING WOUNDS, PRECISION, PSYCHIC]	18"	1	3+	8	-2	3

Condemnor stake

	RANGE	A	BS	S	AP	D
[ANTI-PSYKER 2+, DEVASTATING WOUNDS, PRECISION, RAPID FIRE 1]	24"	1	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Master-crafted power sword	Melee	4	3+	4	-2	2

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, GRENADES, IMPERIUM, INQUISITOR, GREYFAX



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

ABILITIES

CORE: Leader

FACTION: Assigned Agents

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

Psyculum: While this model is leading a unit, ranged weapons equipped by models in that unit have the [ANTI-PSYKER 4+] ability.

No Escape: Each time an enemy unit (excluding MONSTER and VEHICLE units) that is within Engagement Range of one or more units with this ability is selected to Fall Back, models in that enemy unit must take Desperate Escape tests as if their unit was Battle-shocked. When doing so, if that enemy unit is also Battle-shocked by other means, subtract 1 from each of those Desperate Escape tests.

INVULNERABLE SAVE

5+

INQUISITOR GREYFAX

Inquisitor Greyfax is feared even by many in her own order, the Ordo Hereticus. Devoid of mercy or remorse, she is an iron-willed warrior. She is also a powerful psyker, with telepathic abilities that enable her to detect lies in those she questions. Some brand Greyfax a dangerous radical for this, but her commitment to the Imperium is undeniable.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Inquisitor Greyfax – EPIC HERO

This model is equipped with: Castigation; condemnor stake; master-crafter power sword.

LEADER

This model can be attached to the following units:

- IMPERIUM BATTLELINE INFANTRY
- INQUISITORIAL HENCHMEN

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, GRENADES, IMPERIUM, INQUISITOR, GREYFAX



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

INQUISITOR KARAMAZOV

M T SV W LD OC
 5" 8 3+ 9 6+ 3



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Master-crafted multi-melta [MELTA 3]	18"	3	3+	10	-4	D6

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Master-crafted power sword	Melee	6	3+	6	-2	2

ABILITIES

CORE: Deadly Demise 1

FACTION: Assigned Agents

Throne of Judgement (Aura): While a friendly unit is within 6" of this model, add 1 to Battle-shock and Leadership tests taken for that unit. While an enemy unit is within 6" of this model, subtract 1 from Battle-shock and Leadership tests taken for that enemy unit.

Dread Reputation: At the start of your Shooting phase, select one enemy unit within 12" of this model. That unit must take a Battle-shock test.

INVULNERABLE SAVE

4+

KEYWORDS: VEHICLE, WALKER, CHARACTER, EPIC HERO, IMPERIUM, INQUISITOR, KARAMAZOV



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

INQUISITOR KARAMAZOV

Inquisitor Karamazov is amongst the most ruthless and uncompromising of the Ordo Hereticus. His actions have no guile or subterfuge, and he has no time for clemency. Karamazov has led vast crusading armies, as well as presided over the trials of heretics from his Throne of Judgement – an ancient bipedal battle-shrine.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Inquisitor Karamazov – EPIC HERO

This model is equipped with: master-crafted multi-melta; master-crafted power sword.

KEYWORDS: VEHICLE, WALKER, CHARACTER, EPIC HERO, IMPERIUM, INQUISITOR, KARAMAZOV



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

INQUISITOR

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



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	3+	4	-2	1
Psychic Shock Wave [DEVASTATING WOUNDS, PSYCHIC, TORRENT]	18"	2D6	N/A	3	-1	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Inquisitorial melee weapon	Melee	5	3+	4	-2	1
Force weapon [PSYCHIC]	Melee	4	3+	5	-2	D3

ABILITIES

CORE: Leader

FACTION: Assigned Agents

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

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

WARGEAR ABILITIES

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

Psychic Gifts: The bearer has the PSYKER keyword.

INVULNERABLE SAVE

5+



KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, INQUISITOR

FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

INQUISITOR

It is the Inquisitors' task to investigate xenos plots, corruption, mutation, heresy, cults, rogue psykers and anything else they deem worthy of scrutiny. Such is their power, nothing is beyond their authority and no one is beyond their justice. If they deem it necessary, they can order the destruction of entire worlds.



WARGEAR OPTIONS

- This model's bolt pistol can be replaced with 1 combi-weapon.
- This model's blessed wardings can be replaced with 1 psychic gifts and 1 Psychic Shock Wave.
- If this model is equipped with 1 psychic gifts, its Inquisitorial melee weapon can be replaced with 1 force weapon.

UNIT COMPOSITION

- 1 Inquisitor

This model is equipped with: bolt pistol; Inquisitorial melee weapon; blessed wardings.

LEADER

This model can be attached to the following units:

- IMPERIUM BATTLELINE INFANTRY
- INQUISITORIAL HENCHMEN

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, INQUISITOR



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

INQUISITOR EISENHORN

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



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Artificer bolt pistol	12"	4	3+	4	0	2
Mind Assault [DEVASTATING WOUNDS, PRECISION, PSYCHIC, SUSTAINED HITS 1]	18"	2	3+	5	-2	3

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Runestaff and Barbarisater [PSYCHIC]	Melee	5	3+	6	-2	2

ABILITIES

CORE: Feel No Pain 6+, Leader

FACTION: Assigned Agents

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

Malus Codicum: While this model is leading a unit, double the Attacks characteristic of weapons equipped by Daemonhost models in that unit.

Dominate Will (Psychic): At the start of your opponent's Shooting phase, select one enemy INFANTRY unit that is within 12" of and visible to this model and roll one D6: on a 1, this model suffers D3 mortal wounds; on a 2-5, until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll; on a 6, until the end of the phase, that unit is not eligible to shoot.

INVULNERABLE SAVE

5+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, GRENADES, IMPERIUM, INQUISITOR, EISENHORN



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

INQUISITOR EISENHORN

Inquisitor Eisenhorn of the Ordo Xenos is a man of great willpower and resolve. He will go to any lengths to preserve the Imperium, and for his actions has been declared a traitor twice – he was found to be loyal on both occasions. Eisenhorn is also a potent telepath, with the power to compel individuals, or even groups, to follow his instructions.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Inquisitor Eisenhorn – EPIC HERO

This model is equipped with: artificer bolt pistol; Mind Assault; runestaff and Barbarisater

LEADER

This model can be attached to the following units:

- IMPERIUM BATTLELINE INFANTRY
- INQUISITORIAL HENCHMEN

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, GRENADES, IMPERIUM, INQUISITOR, EISENHORN



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

INQUISITORIAL HENCHMEN

M T SV W LD OC

6" 3 5+ 2 7+ 1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Acolyte firearm [PISTOL]	12"	1	4+	4	-1	1
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	5+	5	-1	2
Jokaero weapons	18"	3	3+	6	-1	2
Multi-melta [HEAVY, MELTA 2]	18"	2	5+	9	-4	D6
Plasma cannon – standard [HEAVY, BLAST]	36"	D3	5+	7	-1	1
Plasma cannon – supercharge [BLAST, HAZARDOUS, HEAVY]	36"	D3	5+	8	-2	2
Plasma pistol – standard [PISTOL]	12"	1	4+	7	-1	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	4+	8	-2	2
Unholy Gaze [PSYCHIC, SUSTAINED HITS D3]	18"	1	4+	9	-2	3

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Acolyte melee weapon	Melee	3	4+	3	0	1
Eviscerator [DEVASTATING WOUNDS]	Melee	2	4+	6	-2	2
Warp grasp [PSYCHIC]	Melee	4	4+	6	-2	1

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

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, RETINUE, INQUISITORIAL HENCHMEN



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM

INQUISITORIAL HENCHMEN

To aid them in their esoteric and complex missions, many Inquisitors maintain retinues of select individuals of rare talent, skill and power. Motley collections of fighters, fanatics, savants and psykers, they work ceaselessly in the shadows to protect the Imperium.



WARGEAR OPTIONS

- 1 Inquisitorial Acolyte can be equipped with 1 plasma pistol.
- 1 Inquisitorial Acolyte can be equipped with 1 eviscerator.
- 1 Gun Servitor's heavy bolter can be replaced with one of the following:
 - 1 multi-melta
 - 1 plasma cannon

UNIT COMPOSITION

- 4-10 Inquisitorial Acolytes
- 0-2 Gun Servitors
- 0-2 Mystics
- 0-1 Jokaero Weaponsmith
- 0-1 Daemonhost

Every Inquisitorial Acolyte is equipped with: Acolyte firearm; Acolyte melee weapon.

Every Gun Servitor is equipped with: heavy bolter; Acolyte melee weapon.

Every Mystic is equipped with: Acolyte firearm; Acolyte melee weapon.

A Jokaero Weaponsmith is equipped with: Jokaero weapons; Acolyte melee weapon.

A Daemonhost is equipped with: Unholy Gaze; warp grasp.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, RETINUE, INQUISITORIAL HENCHMEN



FACTION KEYWORDS:
AGENTS OF THE IMPERIUM