


INQUISITORIAL AGENT

FACTION EQUIPMENT

INQUISITORIAL ROSETTE

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


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

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COMBAT DAGGERS

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


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

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

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ARMoured BODYsuits

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

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




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SERVO-SKULL

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

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

