






INQUISITORIAL AGENT

FACTION RULE

INQUISITORIAL REQUISITION

Few authorities in the Imperium have greater jurisdiction than the Inquisition. An Inquisitor can, on a whim, requisition forces from virtually any of the Imperium's military branches.

REQUISITIONED operatives can be taken from one of the following groups to supplement an **INQUISITORIAL AGENT ** kill team, as specified in this kill team's selection rules:

- **DEATH KORPS **
- **EXACTION SQUAD **
- **IMPERIAL NAVY BREACHER **
- **KASRKIN **
- **SISTER OF SILENCE**
- **TEMPESTUS SCION**

CONTINUES ON OTHER SIDE




These operatives have their faction keyword replaced in all instances on their datacards with **INQUISITORIAL AGENT** (unless they already have it). You cannot use ploys and equipment associated with a **REQUISITIONED** operative's former faction keyword, and you cannot use a **REQUISITIONED** operative's former faction rules unless specified on their Inquisitorial Requisition card (it only applies to those **REQUISITIONED** operatives). Note that with their new faction keyword, **REQUISITIONED** operatives can interact with the **INQUISITORIAL AGENT** rules.

For example, a **REQUISITIONED VOX-OPERATOR** operative from the **DEATH KORPS** group would have its **DEATH KORPS** keyword replaced in all instances on its datacard with **INQUISITORIAL AGENT**. This allows you to select any other friendly **INQUISITORIAL AGENT** operative for its **Signal** unique action. However, the Guardsman Orders faction rule isn't permitted, so its Relay Orders additional rule would be ignored. It would now also be a valid operative for the **INQUISITORIAL AGENT MYSTIC** operative's **Scry** unique action.

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DEATH KORPS

↘ 6 **DEATH KORPS**  operatives selected from the following list:

- **BRUISER**
- **CONFIDANT** with one of the following options:
 - Boltgun or lasgun; bayonet
 - Bolt pistol or relic laspistol; chainsword
- **GUNNER** with flamer and bayonet*
- **GUNNER** with grenade launcher and bayonet*
- **GUNNER** with meltagun and bayonet*
- **GUNNER** with plasma gun and bayonet*
- **MEDIC**
- **SAPPER**
- **SNIPER***
- **TROOPER**
- **VETERAN**
- **VOX-OPERATOR**
- **ZEALOT**

CONTINUES ON OTHER SIDE



Other than **TROOPER** operatives, your kill team can only include each operative on this list once.


* You cannot select more than three of these operatives combined.



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EXACTION SQUAD

↘ 5 **EXACTION SQUAD**  operatives selected from the following list:

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

CONTINUES ON OTHER SIDE



Other than **SUBDUCTOR** and **VIGILANT** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to two **SUBDUCTOR** operatives.


Permitted **EXACTION SQUAD** faction rules:
Ruthless Efficiency, Repress.



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IMPERIAL NAVY BREACHERS

↘ 5 **IMPERIAL NAVY BREACHER**  operatives selected from the following list:


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

Other than **ARMSMAN** operatives, your kill team can only include each operative on this list once. Your kill team 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.

CONTINUES ON OTHER SIDE



* These operatives count as half a selection each, meaning you can select both of them and it's treated as one selection in total.


Permitted **IMPERIAL NAVY BREACHER**  faction rule: Void Armour.



INQUISITORIAL AGENT

INQUISITORIAL REQUISITION

KASRKIN

↘ 5 **KASRKIN**  operatives selected from the following list:

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

Other than **TROOPER** operatives, your kill team can only include each operative on this list once.

* You cannot select more than two of these operatives combined.

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SISTERS OF SILENCE

↘ 5 **SISTER OF SILENCE** operatives selected from the following list:

- **PROSECUTOR**
- **VIGILATOR**
- **WITCHSEEKER**



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INQUISITORIAL REQUISITION

TEMPESTUS SCIONS

↘ 5 **TEMPESTUS SCION** operatives selected from the following list:

- **GUNNER** with flamer and gun butt
- **GUNNER** with grenade launcher and gun butt
- **GUNNER** with hot-shot volley gun and gun butt
- **GUNNER** with meltagun and gun butt
- **GUNNER** with plasma gun and gun butt
- **MEDIC**
- **TROOPER**
- **VOX-OPERATOR**

Other than **TROOPER** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to two **GUNNER** operatives.

INQUISITORIAL AGENT

MARKER/TOKEN GUIDE



Denounce
token



Denunciation
token



Sanctification
token



Medic token



Protection
token



Guidance
token



Chasten token



Quarry token



Weathered
token



Servo-skull
token



Tome-skull
marker



Inquisitorial
Rosette token