

INQUISITORIAL AGENTS KILL TEAM


ARCHETYPES: ANY

OPERATIVES

- 1 **INQUISITORIAL AGENT** ☠ **INTERROGATOR**
operative
- 1 **INQUISITORIAL AGENT** ☠ **TOME-SKULL**
operative
- 5 **INQUISITORIAL AGENT** ☠ operatives selected
from the following list:
 - **AUTOSAVANT**
 - **QUESTKEEPER**
 - **DEATH WORLD
VETERAN**
 - **ENLIGHTENER**
 - **HEXORCIST**
 - **MYSTIC**
 - **PENAL
LEGIONNAIRE**
 - **PISTOLIER**
 - **GUN SERVITOR**
with one of the
following options:
 - Heavy bolter;
servo claw
 - Multi-melta;
servo claw
 - Plasma
cannon;
servo claw

CONTINUES ON OTHER SIDE



➤ 5 **INQUISITORIAL AGENT**  operatives selected from the list on the other side of this card, or **REQUISITIONED** operatives from one group in the Inquisitorial Requisition faction rule (you cannot select **REQUISITIONED** operatives from different groups).

Your kill team can only include each operative on this list once, unless you're not including any **REQUISITIONED** operatives, in which case you can include up to two **GUN SERVITOR** operatives, but each one must have different options.

Your kill team (including any **REQUISITIONED** operatives) cannot include more than one weapon with the Piercing 2 weapon rule, and cannot include more than three weapons with the Piercing X (excluding Piercing Crits X) weapon rule combined.