

# INQUISITORIAL AGENT STRATEGY PLOY

## DENOOUNCE

None escape the long arm of the Inquisition. Those denounced and proclaimed guilty quail before its vengeful Agents.

Select one enemy operative and roll one D3. In the Firefight phase of this turning point, that enemy operative cannot be activated or perform actions until it's the last enemy operative to be activated, or your opponent has activated a number of enemy operatives equal to the result of the D3 (whichever comes first). This ploy costs you 1 additional CP for each previous time you've used it during the battle (e.g. 1CP the first time you would use it, 2CP the second time, etc.).

# INQUISITORIAL AGENT<sup>SKULL</sup> STRATEGY PLOY

## INTENSE SCRUTINY

There is no hiding from the all-seeing eyes of the Inquisition.

Whenever you're selecting a valid target for a friendly INQUISITORIAL AGENT<sup>SKULL</sup> operative, enemy operatives within 4" of it cannot be in cover (instead of 2"). While this can allow such operatives to be targeted (assuming they're visible), it doesn't remove their cover save (if any), unless the friendly INQUISITORIAL AGENT<sup>SKULL</sup> operative is within 2" as normal.

# **INQUISITORIAL AGENT** **STRATEGY PLOY**

## QUARRY

For those judged guilty, there is no escape. Once marked for execution, the Inquisition's quarry is doomed.

Select one enemy operative to be your quarry for the turning point. Whenever a friendly **INQUISITORIAL AGENT**  operative is shooting against, fighting against or retaliating against your quarry, that friendly operative's weapons have the Ceaseless weapon rule. Whenever your quarry is incapacitated, you can select a new enemy operative to be your quarry (and can continue to do so during this turning point).

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## IRREFUTABLE JURISDICTION

The Agents of the Inquisition are emboldened by their near-limitless authority, and will bow before neither traitor nor xenos.

Whenever an operative is shooting a friendly **INQUISITORIAL AGENT<sup>•</sup>** operative that's within 3" of an objective marker, you can re-roll one of your defence dice. If that friendly operative contests that marker, you can re-roll any of your defence dice results of one result instead (e.g. results of 2).