

INTERROGATOR AGENT

APL
▼ 2MOVE
► 6"SAVE
5+WOUNDS
8

NAME	ATK	HIT	DMG	WR	
Extended stock relic autopistol	4	3+	2/4	Range 12", Lethal 5+	
Fists	3	4+	2/3	-	

Inquisitorial Tomes: **STRATEGIC GAMBIT** if this operative is in the killzone and/or when this operative is activated. Select one of the following **INQUISITORIAL TOME** rules for this operative to have, and one for a friendly **INQUISITORIAL AGENT** **TOME-SKULL** operative to have (they can be the same, and ignore the rule you didn't select for each operative):

- **Denunciation:** Whenever a friendly **INQUISITORIAL AGENT** operative is shooting against, fighting against or retaliating against an enemy operative within 2" of friendly operatives with this rule, add 1 to the Atk stat of that friendly operative's weapons.

- **Sanctification:** Whenever an enemy operative is shooting against, fighting against or retaliating against a friendly **INQUISITORIAL AGENT** operative within 2" of friendly operatives with this rule, subtract 1 from the Atk stat of that enemy operative's weapons.

TOME-SKULL



APL

▼ 2

MOVE

6"

SAVE

5+

WOUNDS

5

Consecrated Tome: This operative can have an **INQUISITORIAL TOME** rule (see **INTERROGATOR**). Note it keeps that rule even if that friendly **INTERROGATOR** operative is removed from the killzone.

Machine:

- This operative cannot perform any actions other than **Charge**, **Dash**, **Fall Back** and **Reposition**.
- It cannot retaliate or assist in a fight.
- Whenever determining control of a marker, treat this operative's APL stat as 1 lower. Note this isn't a change to its APL stat, so any changes are cumulative with this.
- Whenever this operative has a Conceal order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. Seek, Vantage terrain) except being within 2".

RULES CONTINUE ON OTHER SIDE ►

TOME-SKULL



APL

▼ 2

MOVE

► 6"

SAVE

5+

WOUNDS

5

Expendable: This operative is ignored for your opponent's kill/elimination op (when it's incapacitated, and when determining your starting number of operatives). It's also ignored for victory conditions and scoring VPs if either require operatives to 'escape', 'survive' or be incapacitated by enemy operatives (if it escapes/survives/is incapacitated, determining how many operatives must escape/survive/be incapacitated, etc.).

Group Activation: Whenever this operative is expended, you must then activate a ready friendly **INQUISITORIAL AGENT** or **INTERROGATOR** operative (if able) before your opponent activates. The same is true in reverse (**INTERROGATOR** followed by **TOME-SKULL**). When that other operative is expended, your opponent then activates as normal.

AUTOSAVANT AGENT

APL
▼ 2MOVE
► 6"SAVE
4+WOUNDS
7

NAME	ATK	HIT	DMG	WR
Mechanical appendages	3	5+	1/2	-

Scrivener: Each subsequent time your opponent uses each ploy during the battle (excluding Command Re-roll), if this operative is in the killzone, you gain 1CP (to a maximum of 2CP per turning point).

Irrefutable Report: Whenever this operative contests an objective marker or one of your mission markers, it always controls that marker. This takes precedence over all other rules.

Lightly Armed: This operative cannot use any weapons that aren't on its datacard, or perform unique actions.

DEATH WORLD VETERAN AGENT

APL
▼ 2MOVE
► 6"SAVE
5+WOUNDS
7

NAME	ATK	HIT	DMG	WR
Autopistol	4	4+	2/3	Range 8"
Knife	1	2+	5/7	Lethal 5+
Polearm	4	3+	4/5	-

Hunter: This operative can perform the **Charge** action while it has a Conceal order.

Weathered: Once per turning point, when this operative is fighting or retaliating, in the Resolve Attack Dice step, you can ignore the damage inflicted on it from one normal success.

ENLIGHTENER AGENT



APL

▼ 2

MOVE

6"

SAVE

5+

WOUNDS

7

NAME	ATK	HIT	DMG	WR
Autopistol	4	4+	2/3	Range 8"
Paired blades	4	3+	3/5	Balanced, Rending

No Escape: Whenever an enemy operative would perform the **Fall Back** action while within control range of this operative, you can use this rule. If you do, roll one D6, subtracting 1 from the result if that enemy operative has a higher Wounds stat than this operative, and adding 1 if that enemy operative is wounded: on a 4+, that enemy operative cannot perform that action during that activation/counteraction (the AP spent on it isn't refunded).

Extract Information: Whenever an enemy operative is incapacitated within this operative's control range, you gain 1CP.

HEXORCIST AGENT



APL

▼ 2

MOVE

► 6"

SAVE

5+

WOUNDS

7

NAME	ATK	HIT	DMG	WR
Shotgun	4	3+	3/3	Range 6"
Fists	3	4+	2/3	-

Hexorcise: Whenever an enemy operative is visible to and within 6" of this operative, your opponent cannot re-roll their attack or defence dice for that operative.

CHASTEN

1AP

► Select one enemy operative that's a valid target for this operative and within 6" of it, then select one additional rule (including a unique action) that enemy operative has on its datacard (excluding a weapon rule). Until the end of that enemy operative's next activation, it's treated as not having that additional rule.

◆ This operative cannot perform this action while within control range of an enemy operative.

MYSTIC AGENT



APL

▼ 2

MOVE

► 6"

SAVE

5+

WOUNDS

7

NAME	ATK	HIT	DMG	WR
Autopistol	4	2+	2/3	Range 8", Seek
Fists	3	5+	2/3	-

Icon Bearer: Whenever determining control of a marker, treat this operative's APL stat as 1 higher. Note this isn't a change to its APL stat, so any changes are cumulative with this.

Lightly Armed: This operative cannot use any weapons that aren't on its datacard.

RULES CONTINUE ON OTHER SIDE ►

MYSTIC AGENT



APL

▼ 2

MOVE

► 6"

SAVE

5+

WOUNDS

7

SCRY

1AP

► **PSYCHIC.** Select one friendly **INQUISITORIAL AGENT** operative within 6" of this operative, then select one of the following effects to last until the start of this operative's next activation, until it's incapacitated or until it performs this action again (whichever comes first):

- **Guidance: PSYCHIC.** Whenever the selected operative is shooting, fighting or retaliating, in the Roll Attack Dice step, you can retain one of your fails as a normal success instead of discarding it, or retain one of your normal successes as a critical success instead.
- **Protection: PSYCHIC.** Whenever an operative is shooting the selected operative, in the Roll Defence Dice step, you can retain one of your fails as a normal success instead of discarding it, or retain one of your normal successes as a critical success instead.

◆ This operative cannot perform this action while within control range of an enemy operative.

PENAL LEGIONNAIRE AGENT



APL

▼ 2

MOVE

6"

SAVE

5+

WOUNDS

7

NAME	ATK	HIT	DMG	WR	
Hand flamer	4	2+	3/3	Range 6", Saturate, Torrent 1"	
Chainsword	4	4+	4/5	-	

Chem-mask: You can ignore any changes to this operative's APL stat, and any changes to its stats from being injured. This operative isn't affected by enemy operatives' Shock and Stun weapon rules.

Cruel: Whenever this operative is shooting against, fighting against or retaliating against a wounded enemy operative, this operative's weapons have the Relentless weapon rule.

PISTOLIER AGENT



APL

▼ 2

MOVE

6"

SAVE

5+

WOUNDS

7

NAME	ATK	HIT	DMG	WR
Scoped plasma pistol (standard)	4	3+	3/5	Range 12", Piercing 1
Scoped plasma pistol (supercharge)	4	3+	4/5	Range 12", Hot, Lethal 5+, Piercing 1
Suppressed autopistol	4	3+	2/3	Range 8", Silent
Fists	3	4+	2/3	-

Pistolier: You can ignore any changes to the Hit stat of this operative's ranged weapons.

PISTOL BARRAGE

1AP

► Perform two free **Shoot** actions with this operative (this takes precedence over action restrictions). You must select a profile of its scoped plasma pistol for one action and its suppressed autopistol for the other (in any order).

◆ This operative cannot perform this action while it has a Conceal order, or during an activation in which it performed the **Shoot** action (or vice versa).

QUESTKEEPER AGENT

APL
▼ 2MOVE
► 6"SAVE
5+WOUNDS
7

NAME	ATK	HIT	DMG	WR
Autopistol	4	4+	2/3	Range 8"
Eviscerator	4	4+	5/6	Brutal

Irrepressible Purpose: If this operative is incapacitated during the **Fight** action, you can strike the enemy operative in that sequence with one of your unresolved successes before it's removed from the killzone.

Zealot: Whenever an attack dice inflicts damage of 3 or more on this operative, roll one D6: on a 5+, subtract 1 from that inflicted damage.

REQUISITIONED GUN SERVITOR



APL

▼ 1

MOVE

5"

SAVE

4+

WOUNDS

11

NAME	ATK	HIT	DMG	WR	
Heavy bolter (focused)	5	4+	4/5	Heavy (Dash only), Piercing Crits 1	
Heavy bolter (sweeping)	4	4+	4/5	Heavy (Dash only), Piercing Crits 1, Torrent 1"	
Multi-melta	4	4+	6/3	Devastating 4, Heavy (Dash only), Piercing 2	
Plasma cannon (standard)	4	4+	4/6	Blast 2", Heavy (Dash only), Piercing 1	
Plasma cannon (supercharge)	4	4+	5/6	Blast 2", Heavy (Dash only), Hot, Lethal 5+, Piercing 1	
Servo claw	3	4+	4/5	-	

Lobotomised: Whenever this operative is activated, if it's visible to and within 3" of another friendly **INQUISITORIAL AGENT** operative (excluding **GUN SERVITOR**) or vice versa, add 1 to this operative's APL stat until the end of that activation.

SISTER OF SILENCE PROSECUTOR

APL
▼ 2MOVE
► 6"SAVE
█ 3+WOUNDS
▲ 8

NAME	ATK	HIT	DMG	WR
Boltgun	4	3+	3/4	-
Gun butt	4	4+	2/3	-

Psychic Null: **PSYCHIC** ranged weapons cannot inflict damage on this operative. For the effects of **PSYCHIC** actions, this operative cannot be selected and is never treated as being within those actions' required distances. Whenever an operative is within 6" of this operative:

- That operative cannot perform **PSYCHIC** actions or use **PSYCHIC** additional rules.
- That operative cannot use **PSYCHIC** ranged weapons.
- **PSYCHIC** melee weapons have no weapon rules and cannot have Dmg stats higher than 3/4.

SISTER OF SILENCE VIGILATOR



APL

▼ 2

MOVE

6"

SAVE

3+

WOUNDS

8

NAME	ATK	HIT	DMG	WR
Executioner greatblade	4	3+	4/6	Lethal 5+

Psychic Null: **PSYCHIC** ranged weapons cannot inflict damage on this operative. For the effects of **PSYCHIC** actions, this operative cannot be selected and is never treated as being within those actions' required distances. Whenever an operative is within 6" of this operative:

- That operative cannot perform **PSYCHIC** actions or use **PSYCHIC** additional rules.
- That operative cannot use **PSYCHIC** ranged weapons.
- **PSYCHIC** melee weapons have no weapon rules and cannot have Dmg stats higher than 3/4.

SISTER OF SILENCE WITCHSEEKER

APL
▼ 2MOVE
► 6"SAVE
3+WOUNDS
8

NAME	ATK	HIT	DMG	WR
Flamer	4	2+	3/3	Range 8", Saturate, Torrent 2"
Gun butt	4	4+	2/3	-

Psychic Null: **PSYCHIC** ranged weapons cannot inflict damage on this operative. For the effects of **PSYCHIC** actions, this operative cannot be selected and is never treated as being within those actions' required distances. Whenever an operative is within 6" of this operative:

- That operative cannot perform **PSYCHIC** actions or use **PSYCHIC** additional rules.
- That operative cannot use **PSYCHIC** ranged weapons.
- **PSYCHIC** melee weapons have no weapon rules and cannot have Dmg stats higher than 3/4.

TEMPESTUS SCION GUNNER

APL
▼ 2MOVE
► 6"SAVE
4+WOUNDS
8

NAME	ATK	HIT	DMG	WR	
Flamer	4	2+	3/3	Range 8", Saturate, Torrent 2"	
Grenade launcher (frag)	4	3+	2/4	Blast 2"	
Grenade launcher (krak)	4	3+	4/5	Piercing 1	
Hot-shot volley gun (focused)	5	3+	3/4	Piercing Crits 1	
Hot-shot volley gun (sweeping)	4	3+	3/4	Piercing Crits 1, Torrent 1"	
Meltagun	4	3+	6/3	Range 6", Devastating 4, Piercing 2	
Plasma gun (standard)	4	3+	4/6	Piercing 1	
Plasma gun (supercharge)	4	3+	5/6	Hot, Lethal 5+, Piercing 1	
Gun butt	3	4+	2/3	-	

TEMPESTUS SCION MEDIC



APL

▼ 2

MOVE

6"

SAVE

4+

WOUNDS

8

NAME	ATK	HIT	DMG	WR
Hot-shot lasgun	4	3+	3/4	-
Gun butt	3	4+	2/3	-

Medic!: The first time during each turning point that another friendly **INQUISITORIAL AGENT** operative would be incapacitated while visible to and within 3" of this operative, you can use this rule, providing neither this nor that operative is within control range of an enemy operative. If you do, that friendly operative isn't incapacitated, has 1 wound remaining and cannot be incapacitated for the remainder of the action. After that action, that friendly operative can immediately perform a free **Dash** action, but must end that move within this operative's control range. Subtract 1 from this and that operative's APL stats until the end of their next activations respectively, and if this rule was used during that friendly operative's activation, that activation ends. You cannot use this rule if this operative is incapacitated, or if it's a **Shoot** action and this operative would be a primary or secondary target.

RULES CONTINUE ON OTHER SIDE ►

TEMPESTUS SCION MEDIC

APL
▼ 2MOVE
► 6"SAVE
4+WOUNDS
8

MEDIKIT

1AP

► Select one friendly **INQUISITORIAL AGENT** operative within this operative's control range to regain up to 2D3 lost wounds. It cannot be an operative that the Medic! rule was used on during this turning point.

◆ This operative cannot perform this action while within control range of an enemy operative.

TEMPESTUS SCION TROOPER

APL
▼ 2MOVE
► 6"SAVE
4+WOUNDS
8

NAME	ATK	HIT	DMG	WR
Hot-shot lasgun	4	3+	3/4	-
Gun butt	3	4+	2/3	-

Adaptive Equipment: You can do each of the following once per turning point:

- One friendly INQUISITORIAL AGENT TEMPESTUS SCION TROOPER operative can perform the **Smoke Grenade** action.
- One friendly INQUISITORIAL AGENT TEMPESTUS SCION TROOPER operative can perform the **Stun Grenade** action.

The rules for these actions are found in universal equipment. Performing these actions using this rule doesn't count towards their action limits (i.e. if you also select those grenades from equipment).

TEMPESTUS SCION VOX-OPERATOR



APL

▼ 2

MOVE

6"

SAVE

4+

WOUNDS

8

NAME	ATK	HIT	DMG	WR
Hot-shot lasgun	4	3+	3/4	-
Gun butt	3	4+	2/3	-

SIGNAL

1AP

► **SUPPORT.** Select one other friendly **INQUISITORIAL AGENT** operative in the killzone. Until the end of that operative's next activation, add 1 to its APL stat.

◆ This operative can perform this action twice during its activation, but cannot perform this action while within control range of an enemy operative.