

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.



INQUISITORIAL AGENT[†] FACTION EQUIPMENT

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

INQUISITORIAL AGENT[•] FACTION EQUIPMENT

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.



INQUISITORIAL AGENT[•] FACTION EQUIPMENT

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.

