

# INQUISITORIAL AGENT<sup>•</sup> FACTION RULE

## INQUISITORIAL REQUISITION

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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<sup>•</sup>** kill team, as specified in this kill team's selection rules:

- **DEATH KORPS<sup>•</sup>**
- **EXACTION SQUAD<sup>•</sup>**
- **IMPERIAL NAVY BREACHER<sup>•</sup>**
- **KASRKIN<sup>•</sup>**
- **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.

# INQUISITORIAL AGENT INQUISITORIAL REQUISITION

## 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 lascannon; 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.



# INQUISITORIAL AGENTSKULL INQUISITORIAL REQUISITION

## EXACTION SQUAD

→ 5 **EXACTION SQUAD** skull 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.



# INQUISITORIAL AGENT

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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.

# INQUISITORIAL AGENT

# INQUISITORIAL REQUISITION

## SISTERS OF SILENCE

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

- PROSECUTOR
- VIGILATOR
- WITCHSEEKER



# INQUISITORIAL AGENT

# 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