

INQUISITORIAL AGENTS

STRATEGY PLOYS

DENOUNCE

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.).

INTENSE SCRUTINY

Whenever you're selecting a valid target for a friendly **INQUISITORIAL AGENT** 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** operative is within 2" as normal.

QUARRY

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).

IRREFUTABLE JURISDICTION

Whenever an operative is shooting a friendly **INQUISITORIAL AGENT** 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).

FIREFIGHT PLOYS

ABSOLUTE AUTHORITY

Use this firefight ploy during the battle, when an opponent uses a strategy or firefight ploy (excluding Command Re-roll or one that costs 0CP). Their ploy isn't used, the CP is refunded and they cannot use that ploy again during this turning point. This ploy cannot be used to stop the same ploy more than once per battle.

RELENTLESS IN PURSUIT

Use this firefight ploy when an enemy operative within 2" of a ready friendly **INQUISITORIAL AGENT** operative performs an action in which it moves. After it moves, that friendly **INQUISITORIAL AGENT** operative can either perform a free **Reposition** action, but must end that move within 2" of that enemy operative, or a free **Charge** action, but must end that move within control range of that enemy operative. If neither is possible, that friendly operative cannot perform those actions, this ploy isn't used and the CP spent on it is refunded.

THE EMPEROR'S WILL

Use this firefight ploy when a friendly **INQUISITORIAL AGENT** operative is activated. Until the end of that operative's activation, you can ignore any changes to its stats (including its weapons' stats).

INTIMIDATING PRESENCE

Use this firefight ploy when an enemy operative visible to and within 3" of a friendly **INQUISITORIAL AGENT** operative (or 6" if a friendly **MYSTIC** operative) performs the **Pick Up Marker** or a mission action (excluding **Operate Hatch**). Your opponent must spend 1 additional AP for that enemy operative to perform that action (if they cannot or choose not to, the AP spent on it is refunded).

FACTION EQUIPMENT

INQUISITORIAL ROSETTE

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.

ARMoured BODYSUITS

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.

COMBAT DAGGERS

INQUISITORIAL AGENT operatives have the following melee weapon. Whenever a friendly **SISTER OF SILENCE** operative is using it, add 1 to its Atk stat.

	A	HT	D	WR
X Combat dagger	3	4+	3/4	-

SERVO-SKULL

Once per battle, one friendly **INQUISITORIAL AGENT** operative can perform a mission action for 1 less AP.

FACTION RULES

INQUISITORIAL REQUISITION

REQUISITIONED operatives can be taken from one of the following groups to supplement an **INQUISITORIAL AGENT** kill team, as specified in this kill team's selection rules:

- **DEATH KORPS**
- **EXACTION SQUAD**
- **IMPERIAL NAVY BREACHER**
- **KASRKIN**
- **SISTER OF SILENCE**
- **TEMPESTUS SCION**

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 team selection list (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.

OPERATIVES

ARCHETYPE: ANY

- 1 **INQUISITORIAL AGENT INTERROGATOR** operative
1 **INQUISITORIAL AGENT TOME-SKULL** operative.
5 **INQUISITORIAL AGENT** operatives selected from the following list:

- **AUTOSAVANT**
- **DEATH WORLD VETERAN**
- **ENLIGHTENER**
- **GUN SERVITOR** equipped with one of the following options:
 - Heavy bolter; servo claw
 - Multi-melta; servo claw
 - Plasma cannon; servo claw
- **HEXORCIST**
- **MYSTIC**
- **PENAL LEGIONNAIRE**
- **PISTOLIER**
- **QUESTKEEPER**

5 **INQUISITORIAL AGENT** operatives selected from the list above, 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.

OPERATIVES

TOME-SKULL	APL 2	MV 6"	SV 5+	W 5
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Consecrated 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.

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.).

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".

Group Activation: Whenever this operative is expended, you must then activate a ready friendly **INQUISITORIAL AGENT 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.

INQUISITORIAL AGENTS

INTERROGATOR AGENT	APL 2	MV 6"	SV 5+	W 8
A	HT	D	WR	
⊕ Extended stock relic autopistol	4	3+	2/4	Rng 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):

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

AUTOSAVANT AGENT	APL 2	MV 6"	SV 4+	W 7
A	HT	D	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 2	MV 6"	SV 5+	W 7
A	HT	D	WR	
⊕ Autopistol	4	4+	2/3	Rng 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	MV 6"	SV 5+	W 7
A	HT	D	WR	
⊕ Autopistol	4	4+	2/3	Rng 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.

REQUISITIONED GUN SERVITOR	APL 1	MV 5"	SV 4+	W 11
A	HT	D	WR	
⊕ Heavy bolter				
- Focused	5	4+	4/5	Heavy (Dash only), Piercing Crits 1
- Sweeping	4	4+	4/5	Heavy (Dash only), Piercing Crits 1, Torrent 1"
⊕ Meltagun	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
- 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.

HEXORCIST AGENT	APL 2	MV 6"	SV 5+	W 7
A	HT	D	WR	
⊕ Shotgun	4	3+	3/3	Rng 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.	
● Cannot perform this action while within control range of an enemy operative.	

MYSTIC AGENT	APL 2	MV 6"	SV 5+	W 7
A	HT	D	WR	
⊕ Autopistol	4	2+	2/3	Rng 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.

SCRYP	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.	
● Cannot perform this action while within control range of an enemy operative.	

PENAL LEGIONNAIRE AGENT	APL 2	MV 6"	SV 5+	W 7
A	HT	D	WR	
⊕ Hand flamer	4	2+	3/3	Rng 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	MV 6"	SV 5+	W 7
A	HT	D	WR	
⊕ Scoped plasma pistol				
- Standard	4	3+	3/5	Rng 12", Piercing 1
- Supercharge	4	3+	4/5	Rng 12", Hot, Lethal 5+, Piercing 1
⊕ Suppressed autopistol	4	4+	2/3	Rng 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 2	MV 6"	SV 5+	W 7
A	HT	D	WR	
⊕ Autopistol	4	4+	2/3	Rng 8"
✕ Eviscerator	4	4+	5/6	Brutal

Irrepressible Purpose: If this operative is incapacitated while fighting or retaliating, 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.

INQUISITORIAL AGENTS - TEMPESTUS SCIONS/SISTER OF SILENCE

TEMPESTUS SCIONS OPERATIVES

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.

TEMPESTUS SCION GUNNER	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Flamer	4	2+	3/3	Rng 8", Saturate, Torrent 2"
⊕ Grenade Launcher				
- Frag	4	3+	2/4	Blast 2"
- Krak	4	3+	4/5	Piercing 1
⊕ Hot-shot volley gun				
- Focused	5	3+	3/4	Piercing Crits 1
- Sweeping	4	3+	3/4	Piercing Crits 1, Torrent 1"
⊕ Meltagun	4	3+	6/3	Rng 6", Devastating 4, Piercing 2
⊕ Plasma gun				
- Standard	4	3+	4/6	Piercing 1
- Supercharge	4	3+	5/6	Hot, Lethal 5+, Piercing 1
X Gun butt	3	4+	2/3	-

TEMPESTUS SCION MEDIC	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Hot-shot lasgun	4	3+	3/4	-
X 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.

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 VOX-OPERATOR	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Hot-shot lasgun	4	3+	3/4	-
X 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.

TEMPESTUS SCION TROOPER	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Hot-shot lasgun	4	3+	3/4	-
X 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).

SISTER OF SILENCE OPERATIVES

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

- **PROSECUTOR**
- **VIGILATOR**
- **WITCHSEEKER**

SISTER OF SILENCE PROSECUTOR	APL 2	MV 6"	SV 3+	W 8
A	HT	D	WR	
⊕ Boltgun	4	3+	3/4	-
X 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	MV 6"	SV 3+	W 8
A	HT	D	WR	
X 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 2	MV 6"	SV 3+	W 8
A	HT	D	WR	
⊕ Flamer	4	2+	3/3	Rng 8", Saturate, Torrent 2"
X 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.

INQUISITORIAL AGENTS - DEATH KORPS

DEATH KORPS OPERATIVES

6 **DEATH KORPS** operatives selected from the following list:

- **BRUISER**
- **CONFIDANT** equipped with one of the following options:
 - Boltgun or lasgun; bayonet.
 - Bolt pistol or laspistol; chainsword.
- **GUNNER** equipped with bayonet and flamer*
- **GUNNER** equipped with bayonet and grenade launcher*
- **GUNNER** equipped with bayonet and meltagun*
- **GUNNER** equipped with bayonet and plasma gun*
- **MEDIC**
- **SAPPER**
- **SNIPER***
- **TROOPER**
- **VETERAN**
- **VOX-OPERATOR**
- **ZEALOT**

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.

BRUISER	APL 2	MV 6"	SV 5+	W 7
A	HT	D	WR	
⊕ Lasgun	4	4+	2/3	-
✕ Trench club	4	3+	3/3	Shock

Bruiser: 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.

CONFIDANT	APL 2	MV 6"	SV 5+	W 7
A	HT	D	WR	
⊕ Bolt pistol	4	4+	3/4	Rng 8"
⊕ Boltgun	4	4+	3/4	-
⊕ Lasgun	4	4+	2/3	-
⊕ Relic laspistol	4	4+	2/3	Rng 8", Lethal 5+
✕ Bayonet	3	4+	2/3	-
✕ Chainsword	4	4+	4/5	-

Second in Command: If a friendly **WATCHMASTER** operative is incapacitated and removed from the killzone, you can use this rule. If you do, until the end of the battle, this operative can issue a **GUARDSMAN ORDER** as a **STRATEGIC GAMBIT** (even though it's not a **WATCHMASTER** operative).

Directive: Whenever this operative is activated, if you haven't used the Second in Command rule during the battle, you can select one other ready friendly **INQUISITORIAL AGENT** operative visible to and within 6" of it. When this operative is expended, activate that other friendly operative before your opponent activates (if that operative is a **TROOPER**, ignore its Group Activation rule).

GUNNER	APL 2	MV 6"	SV 5+	W 7
A	HT	D	WR	
⊕ Flamer	4	2	3/3	Rng 8", Saturate, Torrent 2"
⊕ Grenade launcher				
- Frag	4	4+	2/4	Blast 2"
- Krak	4	4+	4/5	Piercing 1
⊕ Meltagun	4	4+	6/3	Rng 6", Devastating 4, Piercing 2
⊕ Plasma gun				
- Standard	4	4+	4/6	Piercing 1
- Supercharge	4	4+	5/6	Hot, Lethal 5+, Piercing 1
✕ Bayonet	3	4+	2/3	-

MEDIC	APL 2	MV 6"	SV 5+	W 7
A	HT	D	WR	
⊕ Lasgun	4	4+	2/3	-
✕ Bayonet	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.

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.

SAPPER	APL 2	MV 6"	SV 5+	W 7
A	HT	D	WR	
⊕ Lasgun	4	4+	2/3	-
✕ Remote detonator	4	2+	5/6	Heavy (Dash only), Limited 1, Piercing 1, Silent, Detonate*
⊕ Bayonet	3	4+	2/3	-

***Detonate:** Don't select a valid target. Instead, shoot against each operative within 2" of your Mine marker, unless Heavy terrain is wholly intervening between that operative and that marker. Each of those operatives cannot be in cover or obscured. Roll each sequence separately in an order of your choice. This weapon cannot be selected if your Mine marker isn't in the killzone. At the end of the action, remove your Mine marker from the killzone.

Mine Layer: This operative is carrying your Mine marker. It can perform the **Pick Up Marker** action on that marker, and whenever it performs the **Place Marker** action on that marker, it can immediately perform a free **Dash** action.

SNIPER	APL 2	MV 6"	SV 5+	W 7
A	HT	D	WR	
⊕ Long-las				
- Concealed	4	2+	3/3	Devastating 3, Heavy, Silent, Concealed Position*
- Mobile	4	3+	3/4	-
- Stationary	4	2+	3/3	Devastating 3, Heavy
✕ Bayonet	3	4+	2/3	-

***Concealed Position:** This operative can only use this weapon the first time it's performing the Shoot action during the battle.

VETERAN	APL 2	MV 6"	SV 5+	W 7
A	HT	D	WR	
⊕ Lasgun	4	4+	2/3	-
✕ Bionic arm	3	4+	4/5	-

Veteran Guardsman: Whenever this operative is activated, it can receive one **GUARDSMAN ORDER**.

Bionics: Normal Dmg of 3 or more inflicts 1 less damage on this operative.

VOX-OPERATOR	APL 2	MV 6"	SV 5+	W 7
A	HT	D	WR	
⊕ Lasgun	4	4+	2/3	-
✕ Bayonet	3	4+	2/3	-

SIGNAL 1AP

● **SUPPORT.** Select one other friendly **INQUISITORIAL AGENT** operative visible to and within 6" of this operative. Until the end of that operative's next activation, add 1 to its APL stat.

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

ZEALOT	APL 2	MV 6"	SV 5+	W 7
A	HT	D	WR	
⊕ Lasgun	4	4+	2/3	-
✕ Bayonet	3	4+	2/3	-

The Emperor Protects: Whenever an operative is shooting this operative, you can re-roll any of your defence dice.

Uplifting Primer: **SUPPORT.** Whenever a friendly **INQUISITORIAL AGENT** operative is within 3" of this operative, that friendly operative's weapons have the Severe weapon rule.

TROOPER	APL 2	MV 6"	SV 5+	W 7
A	HT	D	WR	
⊕ Lasgun	4	4+	2/3	-
✕ Bayonet	3	4+	2/3	-

Group Activation: Whenever this operative is expended, you must then activate one other ready friendly **INQUISITORIAL AGENT TROOPER** operative (if able) before your opponent activates. When that other operative is expended, your opponent then activates as normal (in other words, you cannot activate more than two operatives in succession with this rule).

INQUISITORIAL AGENTS - KASRKIN

KASRKIN OPERATIVES

5 **KASRKIN** operatives selected from the following list:

- **COMBAT MEDIC** equipped with a gun butt and hot-shot lasgun
- **DEMO-TROOPER** with a gun butt, melta mine and hot-shot lasgun
- **GUNNER** equipped with a gun butt and flamer*
- **GUNNER** with gun butt and grenade launcher*
- **GUNNER** with gun butt and meltagun*
- **GUNNER** with gun butt and plasma gun*
- **GUNNER** with gun butt and hot-shot volley gun*
- **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.

COMBAT MEDIC	APL 2	MV 6"	SV 4+	W 8
A	HT	D	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.

MEDIKIT	0AP
● 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.	

DEMO-TROOPER	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Hot-shot laspistol	4	3+	3/4	Rng 8"
✕ Gun butt	3	4+	2/3	-

Melta Mine: This operative is carrying your Melta Mine marker. It can perform the **Pick Up Marker** action on that marker, and whenever it performs the **Place Marker** action on that marker, it can immediately perform a free **Dash** action. That marker cannot be placed within an enemy operative's control range (if this operative is incapacitated while carrying that marker and that marker cannot be placed, it's removed with this operative).

Proximity Mine: The first time your Melta Mine marker is within another operative's control range, remove that marker and inflict 2D6+3 damage on that operative; if it isn't incapacitated, end its action (if any), even if that action's effects aren't fulfilled. If it cannot be placed, move it the minimum amount to do so. Note that this operative is ignored for these effects (i.e. it cannot set it off or take damage from that marker).

Blast Padding: Whenever an operative is shooting this operative with a weapon that has the Blast or Torrent weapon rule (excluding weapons that have a sweeping profile), you can re-roll one of your defence dice. In addition, this operative isn't affected by the x" Devastating x weapon rule (i.e. Devastating with a distance) unless they are the target during that sequence.

GUNNER	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Flamer	4	2+	3/3	Rng 8", Saturate, Torrent 2"
⊕ Grenade Launcher				
- Frag	4	3+	2/4	Blast 2"
- Krak	4	3+	4/5	Piercing 1
⊕ Hot-shot volley gun				
- Focused	5	3+	3/4	Piercing Crits 1
- Sweeping	4	3+	3/4	Piercing Crits 1, Torrent 1"
⊕ Meltagun	4	3+	6/3	Rng 6", Devastating 4, Piercing 2
⊕ Plasma gun				
- Standard	4	3+	4/6	Piercing 1
- Supercharge	4	3+	5/6	Hot, Lethal 5+, Piercing 1
✕ Gun butt	3	4+	2/3	-

RECON-TROOPER	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Hot-shot lasgun	4	3+	3/4	-
✕ Gun butt	3	4+	2/3	-

AUSPEX SCAN	1AP
● Until the start of this operative's next activation or until it's incapacitated (whichever comes first), whenever a friendly INQUISITORIAL AGENT operative is shooting an enemy operative within 8" of this operative, that enemy operative cannot be obscured.	
● This operative cannot perform this action while within control range of an enemy operative.	

SHARPSHOOTER	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Hot-shot marksman rifle				
- Concealed	4	2+	3/3	Devastating 3, Heavy, Silent, Concealed Position*
- Mobile	4	3+	3/4	-
- Stationary	4	2+	3/3	Devastating 3, Heavy
✕ Gun butt	3	4+	2/3	-

***Concealed Position:** This operative can only use this weapon the first time it's performing the **Shoot** action during the battle.

Camo Cloak: Whenever an operative is shooting this operative: • Ignore the Saturate weapon rule. • If you can retain any cover saves, you can retain one additional cover save, or you can retain one cover save as a critical success instead. This isn't cumulative with improved cover saves from Vantage terrain.

VOX-TROOPER	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Hot-shot lasgun	4	3+	3/4	-
✕ Gun butt	3	4+	2/3	-

BATTLE COMMS	1AP
● Select one other friendly INQUISITORIAL AGENT operative. Until the end of that operative's next activation, add 1 to its APL stat (to a maximum of 3 after all APL stat changes have been totalled).	
● This operative can perform this action twice during its activation, but cannot perform this action while within control range of an enemy operative.	

TROOPER	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Hot-shot lascarbine	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 TROOPER** operative can perform the **Smoke Grenade** action.
- One friendly **INQUISITORIAL AGENT 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).

INQUISITORIAL AGENTS - IMPERIAL NAVY BREACHERS

IMPERIAL NAVY BREACHERS FACTION RULES

VOID ARMOUR

Whenever an operative is shooting a friendly **INQUISITORIAL AGENT REQUISITIONED** operative, if the ranged weapon in that sequence has the Blast or Torrent weapon rule (excluding weapons that have a sweeping profile), you can re-roll one of your defence dice, or up to two of your defence dice if that friendly operative is a **GRENADIER**.

Friendly **INQUISITORIAL AGENT REQUISITIONED** operatives aren't affected by the x" Devastating x weapon rule (i.e. Devastating with a distance) unless they are the target during that sequence.

IMPERIAL NAVY BREACHERS OPERATIVES

5 **IMPERIAL NAVY BREACHER** operatives selected from the following list:

- **NAVIS ARMSMAN**
- **NAVIS AXEJACK**
- **NAVIS C.A.T. UNIT***
- **NAVIS ENDURANT**
- **NAVIS GHEISTSKULL***
- **NAVIS GRENADIER**
- **NAVIS GUNNER** with Navis las-volley and gun butt
- **NAVIS GUNNER** with meltagun and gun butt
- **NAVIS GUNNER** with plasma gun and gun butt
- **NAVIS HATCHCUTTER**
- **NAVIS SURVEYOR**
- **NAVIS VOID-JAMMER**

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.

*These operatives count as half a selection each, meaning you can select both of them and it's treated as one selection in total.

AXEJACK	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Autopistol	4	4+	2/3	Rng 8"
X Power weapon	4	3+	4/6	Lethal 5+

Emboldened: Whenever an attack dice inflicts damage of 3 or more on this operative during a turning point in which it performed the **Charge** action, roll one D6: on a 5+, subtract 1 from that inflicted damage.

ENDURANT	APL 2	MV 6"	SV 2+	W 11
A	HT	D	WR	
⊕ Navis heavy shotgun				
- Close range	4	3+	3/3	Rng 6", Relentless
- Long range	4	5+	1/2	Relentless
X Shield bash	3	4+	1/2	Brutal, Shield*

***Shield:** Whenever fighting or retaliating with this weapon, each of your blocks can be allocated to block two unresolved successes (instead of one).

Breachwall: Whenever your opponent is selecting a valid target, they cannot select another friendly **INQUISITORIAL AGENT** operative whose base is touching this operative's if this operative has an Engage order and is intervening. This rule has no effect if more than one other friendly operative's base is touching this operative's.

Disengage: This operative can perform the **Fall Back** action for 1 less AP.

GRENADIER	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Demolition charge	4	3+	4/6	Rng 3", Blast 2", Heavy (Reposition only), Limited 1, Piercing 1, Saturate
⊕ Navis shotgun				
- Close range	4	3+	3/3	Rng 6"
- Long range	4	5+	1/2	-
X Navis hatchet	3	4+	3/4	-

Grenadier: This operative can use frag, krak and stun grenades (see universal equipment). Doing so doesn't count towards any limited uses you have (i.e. if you also select those grenades from equipment for other operatives). Whenever this operative is using a frag or krak grenade, improve the Hit stat of that weapon by 1.

GUNNER	APL 2	MV 6"	SV 4+	W 9
A	HT	D	WR	
⊕ Meltagun	4	4+	6/3	Rng 6", Devastating 4, Piercing 2
⊕ Navis las-volley				
- Focused	5	4+	4/5	Heavy (Dash only), Rending
- Sweeping	4	4+	4/5	Heavy (Dash only), Rending, Torrent 1"
⊕ Plasma gun				
- Standard	4	4+	4/6	Piercing 1
- Supercharge	4	4+	5/6	Hot, Lethal 5+, Piercing 1
X Gun butt	3	4+	2/3	-

HATCHCUTTER	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Autopistol	4	4+	2/3	Rng 8"
⊕ Chainfist	4	4+	5/6	Brutal, Rending

WELD SHUT	1AP	BREACH POINT	1AP
● Select a closed hatchway (e.g. Killzone: Gallowdark) within this operative's control range. 1 additional AP must be spent for other operatives to perform the Operate Hatch action to open that hatchway. This effect ends when that hatchway is opened. Note this operative isn't affected by this effect.		● Place one of your Breach markers within this operative's control range as close as possible to a terrain feature within control range of it. Whenever an operative is within 1" of that marker, it treats parts of that terrain feature that are no more than 1" thick as Accessible terrain.	
● This operative cannot perform this action while within control range of an enemy operative, or if it isn't within 1" of a closed hatchway.		● This operative cannot perform this action while within control range of an enemy operative, or if a terrain feature isn't within its control range.	

SURVEYOR	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Navis shotgun				
- Close range	4	3+	3/3	Rng 6"
- Long range	4	5+	1/2	-
X Navis hatchet	3	4+	3/4	-

WAYFIND	1AP	REMOTE CONTROL	1AP
● SUPPORT. Select one other friendly INQUISITORIAL AGENT operative (excluding C.A.T. UNIT or GHEISTSKULL) visible to and within 6" of this operative, or visible to and within 6" of a friendly INQUISITORIAL AGENT C.A.T. UNIT operative. Until the end of that operative's next activation, add 1 to its APL stat. For the purposes of the Comms Device universal equipment, the operative the distance is being determined from must control that marker.		● Select one friendly INQUISITORIAL AGENT C.A.T. UNIT operative. That operative can immediately perform one free action, but it cannot move more than 3" during that action.	
● This operative cannot perform this action while within control range of an enemy operative.		● This operative cannot perform this action while within control range of an enemy operative, or if a friendly INQUISITORIAL AGENT C.A.T. UNIT operative isn't in the killzone.	

VOID-JAMMER	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Gheistskull detonator	4	3+	3/4	Blast 1", Lethal 4+, Limited 1, Silent, Stun, Detonate*
⊕ Navis shotgun				
- Close range	4	3+	3/3	Rng 6"
- Long range	4	5+	1/2	-
X Navis hatchet	3	4+	3/4	-

INTERFERENCE PULSE	1AP
● Select one enemy operative visible to and within 8" of a friendly GHEISTSKULL operative. Roll one D6, adding 1 to the result if that enemy operative is a valid target for that friendly GHEISTSKULL operative: on a 3+, subtract 1 from that enemy operative's APL stat until the end of its next activation.	
● This operative cannot perform this action while within control range of an enemy operative, or if a friendly GHEISTSKULL operative isn't in the killzone.	

ARMSMAN	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Navis shotgun				
- Close range	4	3+	3/3	Rng 6"
- Long range	4	5+	1/2	-
X Navis hatchet	3	4+	3/4	-

Group Activation: Whenever this operative is expended, you must then activate one other ready friendly **INQUISITORIAL AGENT ARMSMAN** operative (if able) before your opponent activates. When that other operative is expended, your opponent then activates as normal (in other words, you cannot activate more than two operatives in succession with this rule). Ignore this rule when you are using the Breach and Clear faction rule.

INQUISITORIAL AGENTS - EXACTION SQUAD

CASTIGATOR	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Combat shotgun (close range)	4	3+	4/4	Rng 6"
Combat shotgun (long range)	4	5+	2/2	-
X Excruciator maul	4	3+	5/5	Rending, Shock

Engendered Focus: You can ignore any changes to this operative's stats (including its weapons' stats, but excluding its Save stat).

Zealous Dedication: 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.

Castigator's Arrest: Whenever an enemy operative is within control range of this operative, if no other enemy operatives are within this operative's control range, that enemy operative cannot perform the **Fall Back** action.

CHIRURGANT	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Combat shotgun (close range)	4	3+	4/4	Rng 6"
Combat shotgun (long range)	4	5+	2/2	-
X Repression baton	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.

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.

GUNNER	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Grenade launcher	4	4+	4/6	Piercing 1
⊕ Heavy stubber				
- Focused	5	4+	4/5	Heavy (Dash only)
- Sweeping	4	4+	4/5	Heavy (Dash only), Torrent 1"
⊕ Webber	4	3+	4/5	Range 12", Severe, Stun
X Repression baton	3	4+	2/3	-

LEASHMASTER	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Combat shotgun (close range)	4	3+	4/4	Rng 6"
Combat shotgun (long range)	4	5+	2/2	-
X Repression baton	3	4+	2/3	-

Handler: Whenever this operative is activated, you can activate a ready friendly **INQUISITORIAL AGENT R-VR CYBER-MASTIFF** operative at the same time. Complete their activations action by action in any order.

Attack Pattern: STRATEGIC GAMBIT in the first turning point. Select one of the following attack patterns for a friendly **INQUISITORIAL AGENT R-VR CYBER-MASTIFF** operative to have for the battle:

- **Aggressive:** Its melee weapons have the Relentless weapon rule.
- **Swift:** Add 2" to its Move stat.
- **Defensive:** Improve its Save stat by 1.

R-VR COMMAND 0AP

- Select one friendly **INQUISITORIAL AGENT R-VR CYBER-MASTIFF** operative and change its attack pattern.

R-VR CYBER-MASTIFF	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
X Mechanical bite	4	4+	3/5	Lethal 5+

Beast: This operative cannot perform any actions other than **Apprehend**, **Charge**, **Dash**, **Fall Back**, **Fight**, **Guard**, **Reposition**, **Pick Up Marker** and **Place Marker**. It cannot use any weapons that aren't on its datacard.

APPREHEND 0AP

- Select one enemy operative within this operative's control range. Until that enemy operative is no longer within this operative's control range, or until this operative performs this action again (whichever comes first), worsen the Hit stat of that enemy operative's weapons by 1 (this isn't cumulative with being injured); in addition, that enemy operative cannot perform the **Fall Back** action.
- Cannot perform this action unless an enemy operative is within its control range.

MALOCATOR	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Combat shotgun (close range)	4	3+	4/4	Rng 6"
Combat shotgun (long range)	4	5+	2/2	-
X Repression baton	3	4+	2/3	-

Acute Focus: Once during each of this operative's activations, it can perform the **Pick Up Marker**, **Place Marker**, **Veriscant** or a mission action for 1 less AP.

VERISCANT 1AP

- Select one enemy operative visible to this operative. Until the start of this operative's next activation, until it's incapacitated or until it performs this action again (whichever comes first), whenever a friendly **INQUISITORIAL AGENT** operative is shooting against, fighting against or retaliating against that enemy operative, that friendly operative's weapons have the Severe weapon rule; if the weapon already has that weapon rule, it has the Lethal 5+ weapon rule.
- Cannot perform this action while within control range of an enemy operative.

MARKSMAN	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Executioner shotgun				
- Concealed	4	2+	4/0	Devastating 4, Heavy, Silent, Concealed Position*
- Mobile	4	3+	4/4	-
- Stationary	4	2+	4/0	Devastating 4, Heavy
X Repression baton	3	4+	2/3	-

***Concealed Position:** This operative can only use this weapon the first time it's performing the Shoot action during the battle.

OPTICS 1AP

- Until the start of this operative's next activation:
- The concealed and stationary profiles of its executioner shotgun have the Lethal 5+ weapon rule.
- Whenever it's shooting with its executioner shotgun, enemy operatives cannot be obscured.
- Cannot perform this action while within control range of an enemy operative.

REVELATUM	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Scoped shotpistol				
- Short range	4	3+	3/3	Rng 8", Lethal 5+
- Long range	4	3+	3/3	-
X Repression baton	3	4+	2/3	-

First in the Field: STRATEGIC GAMBIT in the first turning point. If this operative is wholly within your drop zone, it can immediately perform a free **Reposition**.

SPOT 1AP

- **SUPPORT.** Select one enemy operative visible to this operative. Until the end of the turning point, whenever an **INQUISITORIAL AGENT** operative within 3" of this operative is shooting that enemy operative, you can use this effect. If you do:
- That friendly operative's ranged weapons have the Seek Light weapon rule.
- That enemy operative cannot be obscured.
- Cannot perform this action while within control range of an enemy operative.

SUBDUCTOR	APL 2	MV 6"	SV 3+	W 8
A	HT	D	WR	
⊕ Shotpistol	4	4+	3/3	Rng 8"
X Shock maul & assault shield	4	4+	4/4	Shock, Repress*

Stubborn Subjugator: Can ignore Hit stat changes of this operative's melee weapons.

VIGILANT	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Combat shotgun (close range)	4	3+	4/4	Rng 6"
Combat shotgun (long range)	4	5+	2/2	-
X Repression baton	3	4+	2/3	-

Close Quarters Vigilance: This operative can perform the **Shoot** action (excluding **Guard**) while within control range of an enemy operative, but only if it hasn't performed the **Charge** action during the activation, or if it's a counteraction. Note this operative isn't restricted from performing the **Charge** action after performing the **Shoot** action.

VOX-SIGNIFIER	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Combat shotgun (close range)	4	3+	4/4	Rng 6"
Combat shotgun (long range)	4	5+	2/2	-
X Repression baton	3	4+	2/3	-

SIGNAL 1AP

- **SUPPORT.** Select one other **INQUISITORIAL AGENT** operative visible to this operative. Until the end of that operative's next activation, add 1 to its APL stat.
- Cannot perform this action while within control range of an enemy operative.

INQUISITORIAL AGENTS - EXACTION SQUAD

EXACTION SQUAD FACTION RULES

REPRESS

Some weapons in this team's rules have the Repress weapon rule below.

***Repress:** Whenever this operative is using this weapon:

- Each of your blocks can be allocated to block two unresolved successes (instead of one).
- If this operative is retaliating, you resolve the first attack dice (i.e. defender instead of attacker).

RUTHLESS EFFICIENCY

Whenever a friendly **INQUISITORIAL AGENT REQUISITION** operative is shooting (excluding with frag or krak grenades) and you're selecting a valid target, you can use this rule. If you do, having other friendly **INQUISITORIAL AGENT REQUISITION** operatives within an enemy operative's control range doesn't prevent that enemy operative from being selected.

EXACTION SQUAD OPERATIVES

5 **EXACTION SQUAD** operatives selected from the following list:

- **CASTIGATOR**
- **CHIRURGANT**
- **LEASHMASTER**
- **R-VR CYBER-MASTIFF**
- **MALOCATOR**
- **MARKSMAN**
- **REVELATUM**
- **SUBDUCTOR**
- **VIGILANT**
- **VOX-SIGNIFIER**
- **GUNNER** with one of the following options:
 - Grenade launcher; repression baton
 - Heavy stubber; repression baton
 - Webber; repression baton

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.