

# AGENTS OF THE IMPERIUM

On the following pages you will find a wide variety of rules content for use with the Agents of the Imperium. These allow you to take these forces in their respective faction Detachments, or as part of another Detachment with other IMPERIUM units.

## KEYWORDS

Throughout this section you will come across the <ORDO> keyword. When you include such a unit in your army, you must nominate which Ordo it is from and then replace the <ORDO> keyword in every instance on its datasheet with the name of your chosen Ordo. The Ordos available are **ORDO HERETICUS**, **ORDO MALLEUS**, **ORDO XENOS** and **ORDO MINORIS**.

For example, if you include an **ACOLYTES** unit in your army and decide they are from the Ordo Hereticus, their <ORDO> keyword becomes **ORDO HERETICUS** and the first sentence of their Loyal Servant ability reads, 'When a friendly **ORDO HERETICUS INQUISITOR** model within 3" of this unit would lose any wounds as a result of an attack made against that model, this unit can attempt to intercept that attack.'

## ABILITIES

A unit's datasheet will list all the abilities it has. Certain abilities that are common to many units are only referenced on the datasheets rather than described in full. These abilities are described below.

### AGENT OF THE IMPERIUM

If your army is Battle-forged, you can include one **AGENT OF THE IMPERIUM** unit in each **IMPERIUM** (excluding **FALLEN** units) Patrol, Boarding Patrol, Battalion, Brigade and Arks of Omen Detachment in your army without those units taking up Battlefield Role slots in those Detachments. The inclusion of an **AGENT OF THE IMPERIUM** unit does not prevent other units from their Detachment benefiting from Detachment abilities (e.g. Chapter Tactics), and it does not prevent other units from your army benefiting from abilities that require every model in your army to have that ability (e.g. Combat Doctrines). An **AGENT OF THE IMPERIUM** unit included in a Patrol, Boarding Patrol, Battalion, Brigade or Arks of Omen Detachment in this manner is ignored for any rules that state all units from that Detachment must have at least one Faction keyword in common (e.g. in a matched play game), and when determining your Army Faction.

An **AGENT OF THE IMPERIUM** unit can never be included in a **BROOD BROTHERS** Detachment.

### BRUTAL JUDGEMENT

Each time a model in this unit makes an attack that targets a unit within half range, an unmodified hit roll of 6 automatically wounds the target.

## INDEPENDENT OPERATIVE

Units with the **OFFICIO ASSASSINORUM** keyword gain the abilities below:

- This unit can never have a Warlord Trait.
- During deployment, you can set up this unit in concealment instead of placing it on the battlefield. If you do, then in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

## AUTHORITY OF THE INQUISITION

**INFANTRY** units with this ability can embark within any **IMPERIUM TRANSPORT** model, even if that model normally only permits models with other Faction keywords to do so. All other restrictions apply normally (e.g. **TERMINATOR** models can only embark within **TRANSPORTS** that allow **TERMINATOR** models to do so).

If your army is Battle-forged, no more than one **INQUISITOR** unit can be included in each **INQUISITION** Detachment (i.e. a Detachment that includes only **INQUISITION** units).

## UNQUESTIONABLE WISDOM (AURA)

While a friendly **IMPERIUM** unit is within 6" of this model, models in that unit can use this model's Leadership characteristic instead of their own.

## QUARRY

Units with the **ORDO MALLEUS**, **ORDO HERETICUS**, **ORDO XENOS** or **ORDO MINORIS** keyword gain the relevant ability below:

- **ORDO MALLEUS**: When resolving an attack made by a model in this unit that targets a **CHAOS** or **DAEMON** unit, you can re-roll the hit roll and you can re-roll the wound roll.
- **ORDO HERETICUS**: When resolving an attack made by a model in this unit that targets a **CHAOS** or **PSYKER** unit, you can re-roll the hit roll and you can re-roll the wound roll.
- **ORDO XENOS**: When resolving an attack made by a model in this unit that targets a unit that is not **CHAOS**, **IMPERIUM** or **UNALIGNED** unit, you can re-roll the hit roll and you can re-roll the wound roll.
- **ORDO MINORIS**: When resolving an attack made by a model in this unit that targets a **CHARACTER** unit, you can re-roll the hit roll and you can re-roll the wound roll.





# CALLIDUS ASSASSIN

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Callidus Assassin	7"	2+	2+	4	4	5	5	9	6+

A Callidus Assassin is a single model equipped with: neural shredder; phase sword; poison blades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Neural shredder	9"	Assault 1	*	*	*	When resolving an attack with this weapon, if a hit is scored, do not make a wound roll: instead roll 3D6; if the result is equal to or greater than the target unit's highest Leadership characteristic, it suffers D3 mortal wounds.
Phase sword	Melee	Melee	User	-3	2	When resolving an attack made with this weapon, an invulnerable saving throw cannot be made.
Poison blades	Melee	Melee	2	-1	1	When the bearer fights, it makes 1 additional attack with this weapon. Attacks made with this weapon wound on a 3+ unless the target is a <b>VEHICLE</b> unit.

## ABILITIES

**Agent of the Imperium, Independent Operative** (pg 1)

**Lightning Reflexes:** This model has a 4+ invulnerable save.

**Polymorphine:** During deployment, you can set up this model in disguise instead of setting it up on the battlefield. At the end of any of your Movement phases, this model can revert to its true form – set it up anywhere on the battlefield that is more than D6+3" away from any enemy models. For example, if you roll a 4, the model can be set up anywhere that is more than 7" away from any enemy model.

**Hit and Run:** This model can shoot and charge in a turn in which it Fell Back.

**Reign of Confusion:** If you have any models with this ability in your army, then in the first battle round, roll one D6 each time your opponent spends Command Points (CPs) to use a Stratagem. On a 4+ your opponent must spend one additional CP to use that Stratagem, or else it has no effect (any CPs spent so far are lost). This ability cannot affect Stratagems used before the battle.

**FACTION KEYWORDS: IMPERIUM, OFFICIO ASSASSINORUM, AGENTS OF THE IMPERIUM**  
**KEYWORDS: INFANTRY, CHARACTER, CALLIDUS ASSASSIN**





# CULEXUS ASSASSIN

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Culexus Assassin	7"	2+	2+	4	4	5	4	9	6+

A Culexus Assassin is a single model equipped with: animus speculum; psyk-out grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Animus speculum	18"	Assault D3	5	-4	1	Whilst there are any enemy <b>PSYKER</b> units within 18" of the bearer, change this weapon's Type characteristic to Assault D6.
Psyk-out grenades	6"	Grenade D3	2	0	1	Blast. When resolving an attack made with this weapon against a <b>PSYKER</b> or <b>DAEMON</b> unit, an unmodified hit roll of 6 inflicts 1 mortal wound on the target and the attack sequence ends.

## ABILITIES

**Agent of the Imperium, Independent Operative** (pg 1)

**Lightning Reflexes:** This model has a 4+ invulnerable save

**Abomination:** This model can never be targeted or affected by psychic powers in any way. **PSYKER** units that are within 18" of any **CULEXUS ASSASSINS** must subtract 2 from Psychic tests and Deny the Witch tests they take.

**Etherium:** When resolving an attack that targets this model, the attacking model is treated as having a Weapon Skill and Ballistic Skill characteristic of 6+.

**Life Drain:** When resolving an attack made with a melee weapon by this model, saving throws and Daemonic saving throws cannot be made unless it is an invulnerable saving throw.

**Psychic Assassin:** Each time you select a target for a ranged weapon this model is making an attack with, you can ignore the Look Out, Sir rule if you select a **PSYKER CHARACTER** unit. In addition, this model can shoot with its psyk-out grenades in the same phase that it shoots with its animus speculum.

**FACTION KEYWORDS: IMPERIUM, OFFICIO ASSASSINORUM, AGENTS OF THE IMPERIUM**  
**KEYWORDS: INFANTRY, CHARACTER, CULEXUS ASSASSIN**





# EVERSOR ASSASSIN

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Eversor Assassin	7"	2+	2+	4	4	6	6	9	6+

An Eversor Assassin is a single model equipped with: executioner pistol; neuro-gauntlet; power sword; melta bombs.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Executioner pistol	12"	Pistol 4	4	-1	1	You can re-roll wound rolls for attacks made with this weapon that target <b>INFANTRY</b> units.
Neuro-gauntlet	Melee	Melee	+1	-1	1	You can re-roll wound rolls for attacks made with this weapon.
Power sword	Melee	Melee	User	-3	1	-
Melta bombs	4"	Grenade 1	8	-4	D6	You can re-roll wound rolls for attacks made with this weapon that target <b>VEHICLE</b> units.

## ABILITIES

**Agent of the Imperium, Independent Operative** (pg 1)

**Lightning Reflexes:** This model has a 4+ invulnerable save

**Bio-meltdown:** If this model is destroyed, before removing the model from the battlefield, roll one D6 for each enemy unit that is within 6" of this model. On a 4+ that enemy unit suffers D3 mortal wounds.

**Sentinel Array:** Each time an enemy unit Falls Back whilst within 1" of this model, before moving any models, this model can shoot as if it were its Shooting phase. These attacks must target the unit that is Falling Back.

**Frenzon:** When making a charge roll for this model, roll 3D6 rather than 2D6. In addition, add 2 to this model's Attacks characteristic if it charged or made a Heroic Intervention this turn.

**Killing Rampage:** Each time a model in an enemy unit is destroyed as the result of an attack made with a melee weapon by this model, you can immediately make one additional attack with a melee weapon this model is equipped with against the same unit. These additional attacks cannot themselves generate further attacks. In addition, this model can consolidate up to 6" instead of up to 3".

**FACTION KEYWORDS:** IMPERIUM, OFFICIO ASSASSINORUM, AGENTS OF THE IMPERIUM

**KEYWORDS:** INFANTRY, CHARACTER, EVERSOR ASSASSIN





# VINDICARE ASSASSIN

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Vindicare Assassin	7"	2+	2+	4	4	5	5	9	6+

A Vindicare Assassin is a single model equipped with: exitus pistol; exitus rifle; blind grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Exitus pistol	12"	Pistol 1	4	-3	D3	When resolving an attack made with this weapon, an invulnerable saving throw cannot be made. Attacks made with this weapon wound <b>INFANTRY</b> units on a 2+.
Exitus rifle	72"	Heavy 1	5	-3	D3	When resolving an attack made with this weapon, an invulnerable saving throw cannot be made. Attacks made with this weapon wound <b>INFANTRY</b> units on a 2+.
Blind grenades	12"	Grenade D6	*	*	*	This weapon does not inflict any damage (do not make any wound rolls). Instead, if a unit is hit by any blind grenades, subtract 1 from all hit rolls for attacks made by that unit until the end of the turn.

## ABILITIES

**Agent of the Imperium, Independent Operative** (pg 1)

**Lightning Reflexes:** This model has a 4+ invulnerable save

**Deadshot:** Each time you make a ranged attack, you can ignore the Look Out, Sir rule. In addition, on an unmodified wound roll of 6 for an attack made with an exitus pistol or exitus rifle, change the Damage characteristic of that weapon to D6 for that attack.

**Faultless Aim:** Attacks made with ranged weapons by this model always hit on a 2+ if this model did not move this turn (hit rolls of 6 are still required when firing Overwatch).

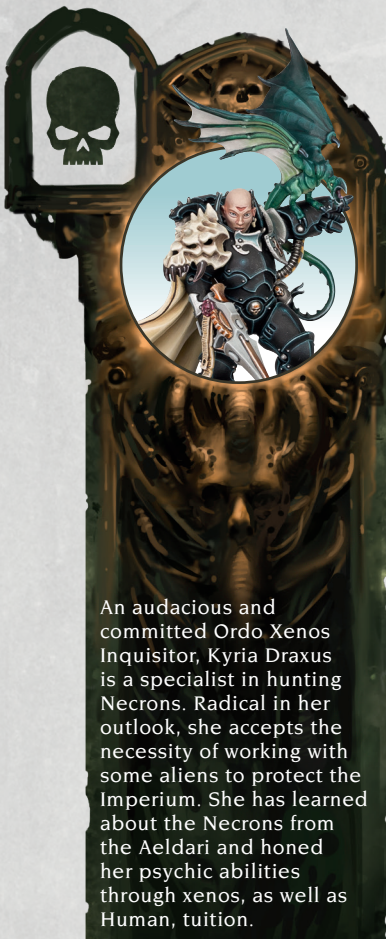
**Head Shot:** If, after resolving an attack with an exitus pistol or exitus rifle by this model, a model in an enemy unit lost any wounds as a result of that attack but was not destroyed, roll one D6; on a 3+ that model suffers 1 mortal wound and, if that model is not destroyed, you can roll one more D6. This time, that model suffers 1 mortal wound on a 4+. Keep rolling one D6, increasing the result required to cause a mortal wound by 1 each time, until the model in the enemy unit being rolled for is destroyed or the roll is failed.

**Spymask:** When resolving an attack made with a ranged weapon by this model, the target does not receive the benefit of Light cover.

**Stealth Suit:** When resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll. If this model is on or in a terrain feature, subtract 2 from the hit roll instead.

**FACTION KEYWORDS: IMPERIUM, OFFICIO ASSASSINORUM, AGENTS OF THE IMPERIUM**  
**KEYWORDS: INFANTRY, CHARACTER, VINDICARE ASSASSIN**





An audacious and committed Ordo Xenos Inquisitor, Kyria Draxus is a specialist in hunting Necrons. Radical in her outlook, she accepts the necessity of working with some aliens to protect the Imperium. She has learned about the Necrons from the Aeldari and honed her psychic abilities through xenos, as well as Human, tuition.

## LORD INQUISITOR KYRIA DRAXUS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Lord Inquisitor Kyria Draxus	6"	2+	3+	3	3	5	4	9	3+

Lord Inquisitor Kyria Draxus is equipped with: Dirgesinger; power fist. Your army can only include one **KYRIA DRAXUS** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dirgesinger	18"	Assault 2	4	0	2	When resolving an attack made with this weapon, on an unmodified wound roll of 6 this weapon has an Armour Penetration characteristic of -3 for that attack.
Power fist	Melee	Melee	x2	-3	2	When resolving an attack made with this weapon, subtract 1 from the hit roll.

### ABILITIES

**Agent of the Imperium, Authority of the Inquisition, Unquestionable Wisdom, Quarry** (pg 1)

**Refractor Field:** This model has a 5+ invulnerable save.

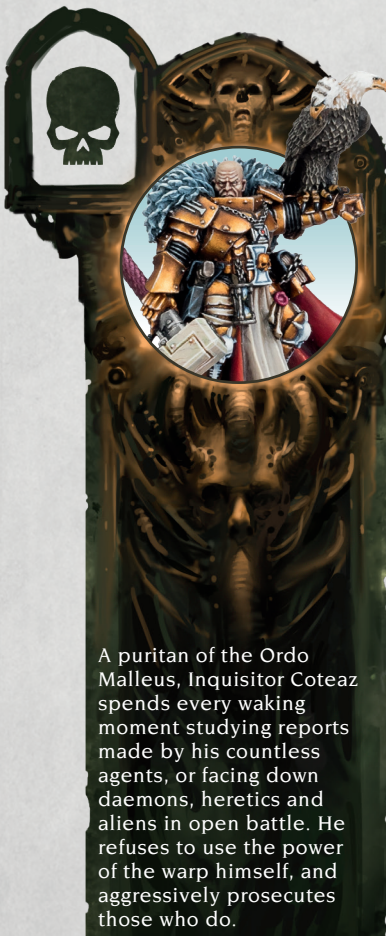
**Shang:** When this model manifests the *Smite* psychic power, you can select one enemy unit within 18" of and visible to this model to be affected, instead of the closest enemy unit.

**Paralysis Grenades:** At the start of the Fight phase, if this model made a charge move this turn, you can select one enemy unit that is within Engagement Range of this model. Until the end of that phase, that enemy unit cannot be selected to fight until all other eligible units have done so.

### PSYKER

This model can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and one psychic power from the Telethesia discipline (pg 20).

**FACTION KEYWORDS: IMPERIUM, INQUISITION, ORDO XENOS, AGENTS OF THE IMPERIUM**  
**KEYWORDS: CHARACTER, INFANTRY, PSYKER, INQUISITOR, KYRIA DRAXUS**



A puritan of the Ordo Malleus, Inquisitor Coteaz spends every waking moment studying reports made by his countless agents, or facing down demons, heretics and aliens in open battle. He refuses to use the power of the warp himself, and aggressively prosecutes those who do.

## INQUISITOR COTEAZ

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Inquisitor Coteaz	6"	3+	3+	3	3	5	4	10	2+

Inquisitor Coteaz is equipped with: bolt pistol; psyber-eagle; master-crafted Nemesis daemon hammer. Your army can only include one **COTEAZ** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Psyber-eagle	24"	Assault D6	4	0	1	-
Master-crafted Nemesis daemon hammer	Melee	Melee	x2	-3	3	-

### ABILITIES

**Agent of the Imperium, Authority of the Inquisition, Unquestionable Wisdom, Quarry** (pg 1)

**Refractor Field:** This model has a 5+ invulnerable save.

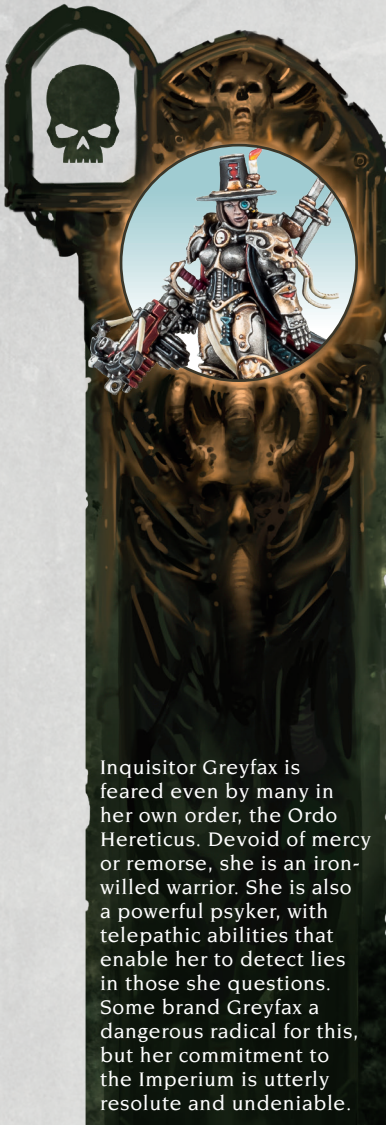
**Spy Network:** When an enemy unit is set up on the battlefield as Reinforcements, you can select one friendly **ORDO MALLEUS** unit within 6" of this model. The selected unit can shoot at that enemy unit as if it were your Shooting phase. In addition, once per battle, when your opponent uses a Stratagem, this model can use its spy network. If it does, your opponent must spend 1 additional Command point to resolve that Stratagem, or else it has no effect and any Command points spent on that Stratagem are considered not to have been spent. This ability cannot affect Stratagems used 'before the battle'.

### PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and one psychic power from the Telethesia discipline (pg 20).

**FACTION KEYWORDS: IMPERIUM, INQUISITION, ORDO MALLEUS, AGENTS OF THE IMPERIUM**  
**KEYWORDS: CHARACTER, INFANTRY, INQUISITOR, PSYKER, COTEAZ**





Inquisitor Greyfax is feared even by many in her own order, the Ordo Hereticus. Devoid of mercy or remorse, she is an iron-willed warrior. She is also a powerful psyker, with telepathic abilities that enable her to detect lies in those she questions. Some brand Greyfax a dangerous radical for this, but her commitment to the Imperium is utterly resolute and undeniable.

# INQUISITOR GREYFAX

**4** POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Inquisitor Greyfax	6"	3+	3+	3	3	5	4	10	3+

Inquisitor Greyfax is equipped with: master-crafted condemnor boltgun; master-crafted power sword; frag grenades; Krak grenades; psyk-out grenades. Your army can only include one **GREYFAX** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Master-crafted condemnor boltgun						Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.
- Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
- Condemnor stake	24"	Assault 1	4	-1	2	Each time an attack made with this weapon profile is allocated to a <b>PSYKER</b> model, that model's unit suffers D3 mortal wounds in addition to the normal damage.
Master-crafted power sword	Melee	Melee	+1	-3	2	-
Psyk-out grenades	6"	Grenade D3	2	0	1	Blast. When resolving an attack made with this weapon against a <b>PSYKER</b> or <b>DAEMON</b> unit, an unmodified hit roll of 6 inflicts 1 mortal wound on the target and the attack sequence ends.

## ABILITIES

**Agent of the Imperium, Authority of the Inquisition, Unquestionable Wisdom, Quarry** (pg 1)

**Refractor Field:** This model has a 5+ invulnerable save.

**Indomitable:** When a Deny the Witch test is taken for this model, add 1 to the total.

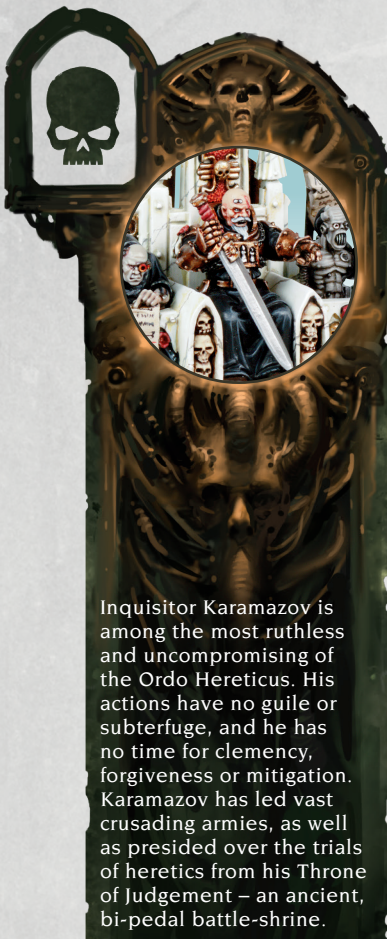
**Psyoculum:** Each time you select a target for a ranged weapon this model is making an attack with, you can ignore the Look Out, Sir rule if you select a **PSYKER CHARACTER** or **DAEMON CHARACTER** unit.

## PSYKER

This model can attempt to manifest one psychic power in your Psychic phase and attempt to deny two psychic powers in your opponent's Psychic phase. It knows *Smite* and one psychic power from the Telethesia discipline (pg 20).

**FACTION KEYWORDS: IMPERIUM, INQUISITION, ORDO HERETICUS, AGENTS OF THE IMPERIUM**  
**KEYWORDS: CHARACTER, INFANTRY, INQUISITOR, PSYKER, GREYFAX**





Inquisitor Karamazov is among the most ruthless and uncompromising of the Ordo Hereticus. His actions have no guile or subterfuge, and he has no time for clemency, forgiveness or mitigation. Karamazov has led vast crusading armies, as well as presided over the trials of heretics from his Throne of Judgement – an ancient, bi-pedal battle-shrine.

## INQUISITOR KARAMAZOV

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Inquisitor Karamazov	5"	3+	3+	5	5	8	4	10	4+

Inquisitor Karamazov is equipped with: master-crafted multi-melta; master-crafted power sword; Throne of Judgement's stomping feet. Your army can only include one **KARAMAZOV** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Master-crafted multi-melta	30"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Master-crafted power sword	Melee	Melee	+1	-3	2	-
Throne of Judgement's stomping feet	Melee	Melee	User	-1	2	When the bearer fights, it makes 2D3 additional attacks with this weapon.

### ABILITIES

**Agent of the Imperium, Authority of the Inquisition, Unquestionable Wisdom, Quarry** (pg 1)

**Supreme Will [Aura]:** When a Psychic test is taken for an enemy model within 12" of this model, subtract 1 from the total.

**Throne of Judgement:** This model has a 4+ invulnerable save.

**Iron Will:** If a psychic power manifested by an enemy model targets this model, roll 2D6: if the total is greater than or equal to the Psychic test total, this model is not affected by that power (other models are still affected normally).

**Dread Reputation [Aura]:** While an enemy **INFANTRY** unit is within 6" of this model, subtract 1 from the Leadership characteristic of models in that unit.

**FACTION KEYWORDS:** IMPERIUM, INQUISITION, ORDO HERETICUS, AGENTS OF THE IMPERIUM  
**KEYWORDS:** VEHICLE, CHARACTER, INQUISITOR, KARAMAZOV



It is the Inquisitors' task to investigate xenos plots, corruption, mutation, heresy, cults, rogue psykers and anything else they deem worthy of scrutiny. Such is their power, nothing is beyond their authority and no one is beyond their justice. If they deem it necessary, they can order the destruction of entire worlds.

## INQUISITOR

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Inquisitor	6"	3+	3+	3	3	5	4	9	4+

An Inquisitor is equipped with: bolt pistol; chainsword; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.

### WARGEAR OPTIONS

- This model can have the **PSYKER** keyword. If it does, it can be equipped with 1 weapon from the *Force Weapons* list (pg 17) instead of 1 chainsword.
- This model can be equipped with one of the following instead of 1 bolt pistol: 1 weapon from the *Pistol Weapons* list (pg 17); 1 weapon from the *Ranged Weapons* list (pg 17).
- This model can be equipped with 1 weapon from the *Melee Weapons* list (pg 17) instead of 1 chainsword.

### ABILITIES

**Agent of the Imperium, Authority of the Inquisition, Unquestionable Wisdom, Quarry** (pg 1)

**Refractor Field:** This model has a 5+ invulnerable save.

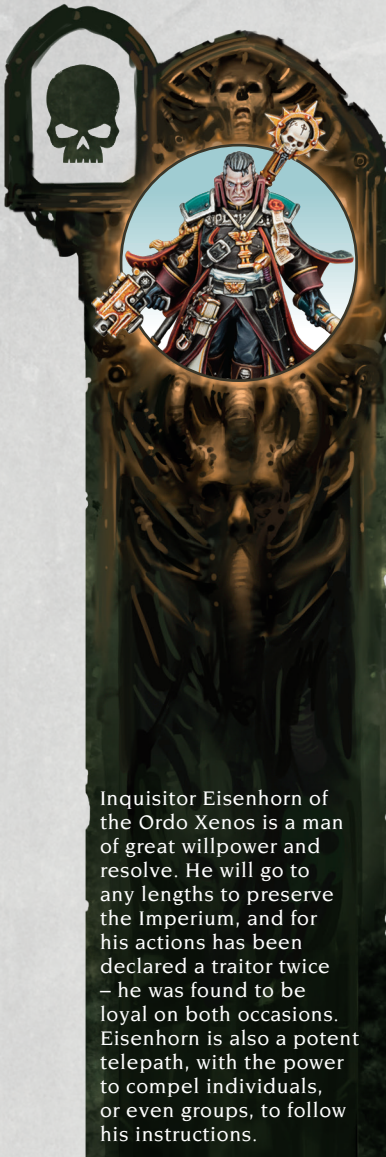
**Iron Will:** If this model is not a **PSYKER** and a psychic power manifested by an enemy model targets this model, roll 2D6; if the total is greater than or equal to the Psychic test total, this model is not affected by that power (other models are still affected normally).

### PSYKER

If this model is a **PSYKER**, it can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and one psychic power from the *Telethesia* discipline (pg 20).

**FACTION KEYWORDS:** IMPERIUM, INQUISITION, <ORDO>, AGENTS OF THE IMPERIUM  
**KEYWORDS:** CHARACTER, INFANTRY, INQUISITOR





Inquisitor Eisenhorn of the Ordo Xenos is a man of great willpower and resolve. He will go to any lengths to preserve the Imperium, and for his actions has been declared a traitor twice – he was found to be loyal on both occasions. Eisenhorn is also a potent telepath, with the power to compel individuals, or even groups, to follow his instructions.

# INQUISITOR EISENHORN

**4** POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Inquisitor Eisenhorn	6"	3+	3+	3	3	5	4	10	4+

Inquisitor Eisenhorn is equipped with: artificer bolt pistol; Barbarisater; runestaff; electrobane grenades. Your army can only include one **EISENHORN** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Artificer bolt pistol	12"	Pistol 1	4	-1	2	-
Barbarisater	Melee	Melee	+1	-3	D3	When resolving an attack made with this weapon, add 1 to the hit roll.
Runestaff	Melee	Melee	+3	-1	D3	-
Electrobane grenades	6"	Grenade 1	4	-1	1	When resolving an attack made with this weapon against a <b>VEHICLE</b> unit, an unmodified wound roll of 4-5 inflicts 1 mortal wound on the target in addition to any other damage, and an unmodified wound roll of 6 inflicts D3 mortal wounds on the target in addition to any other damage.

## ABILITIES

**Agent of the Imperium, Authority of the Inquisition, Unquestionable Wisdom, Quarry** (pg 1)

**Malus Codicium:** Once per battle, at the end of your Movement phase, you can use this ability. If you do so, this model loses the Unquestionable Wisdom ability. Set up a **DAEMONHOST** model within 6" of this model and more than 9" away from any enemy models. Add 2 to that model's Strength, Toughness, Wounds and Attacks characteristics. If this model is destroyed, that **DAEMONHOST** model is also destroyed.

**Radical Bond (Aura):** Whilst the **DAEMONHOST** model that was set up with this model's Malus Codicium ability is within 6" of this model, when resolving an attack made by that model, add 1 to that attack's hit roll and wound roll, and when resolving an attack made against that model, add 1 to its invulnerable save for that attack.

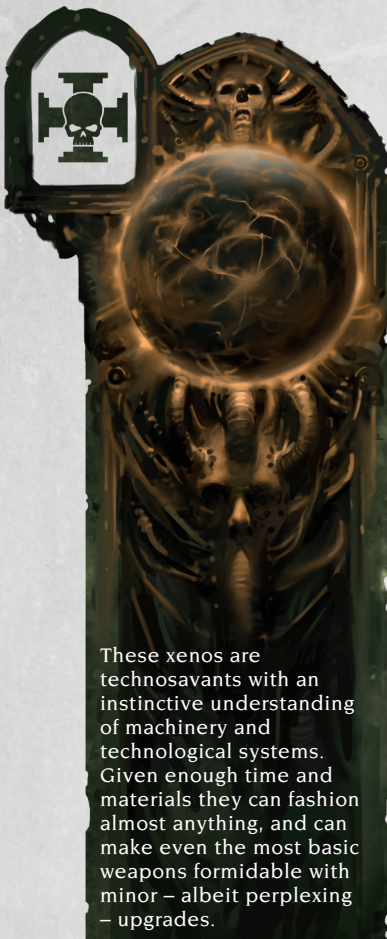
**No Stranger to Pain:** When this model would lose a wound, roll one D6; on a 6, that wound is not lost.

## PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny two psychic powers in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Telethesia discipline (pg 20).

**FACTION KEYWORDS: IMPERIUM, INQUISITION, ORDO XENOS, AGENTS OF THE IMPERIUM**  
**KEYWORDS: CHARACTER, INFANTRY, INQUISITOR, PSYKER, EISENHORN**





These xenos are technosavants with an instinctive understanding of machinery and technological systems. Given enough time and materials they can fashion almost anything, and can make even the most basic weapons formidable with minor – albeit perplexing – upgrades.

## JOKAERO WEAPONSMITH

1 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Jokaero Weaponsmith	6"	6+	4+	2	3	3	2	7	7+

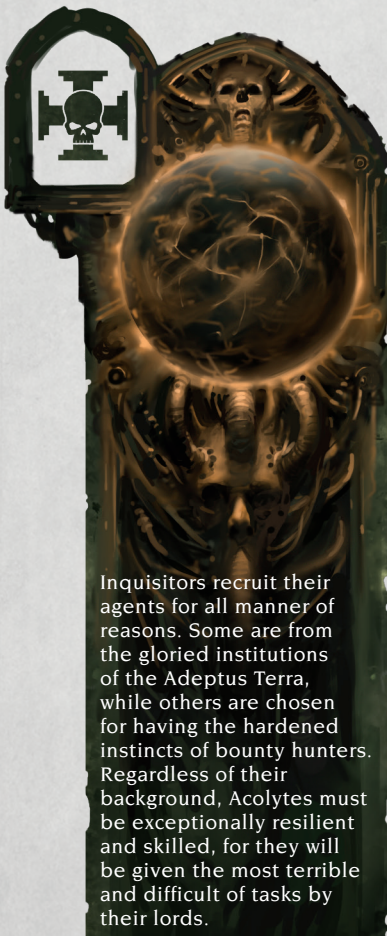
A Jokaero Weaponsmith is equipped with: Jokaero weapons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Jokaero weapons	Before selecting targets, select one of the profiles below to make attacks with.					
- Focused strike	24"	Heavy 1	8	-3	3	-
- Scatter shot	12"	Assault 6	4	-1	1	-

### ABILITIES

Agent of the Imperium, Authority of the Inquisition (pg 1)	D6	Result
<b>Defence Orbs:</b> This model has a 5+ invulnerable save.	1-2	<b>Augmented Targeting:</b> When resolving an attack made by a model in that unit, you can re-roll the hit roll.
<b>Inconceivable Customisation:</b> At the start of your Shooting phase, you can select one friendly <ORDO> unit within 3" of this model and roll one D6: apply the result from the table opposite to the selected unit until the end of the turn. A unit can be affected by more than one source of this ability [e.g. from multiple JOKAERO WEAPONSMITHS] in the same Shooting phase, but duplicated results will have no effect.	3-4	<b>Augmented Penetration:</b> When resolving an attack made by a model in that unit, you can re-roll the wound roll.
	5-6	<b>Total Augmentation:</b> When resolving an attack made by a model in that unit, you can re-roll the hit roll and you can re-roll the wound roll

FACTION KEYWORDS: IMPERIUM, JOKAERO, INQUISITION, <ORDO>, AGENTS OF THE IMPERIUM  
KEYWORDS: CHARACTER, INFANTRY, JOKAERO WEAPONSMITH



Inquisitors recruit their agents for all manner of reasons. Some are from the gloried institutions of the Adeptus Terra, while others are chosen for having the hardened instincts of bounty hunters. Regardless of their background, Acolytes must be exceptionally resilient and skilled, for they will be given the most terrible and difficult of tasks by their lords.

## ACOLYTES

1 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-6	Acolyte	6"	4+	4+	3	3	1	2	7	5+

This unit's **Power Rating** is equal to the number of models in this unit. Every model is equipped with: laspistol; chainsword.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laspistol	12"	Pistol 1	3	0	1	-
Chainsword	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.

### WARGEAR OPTIONS

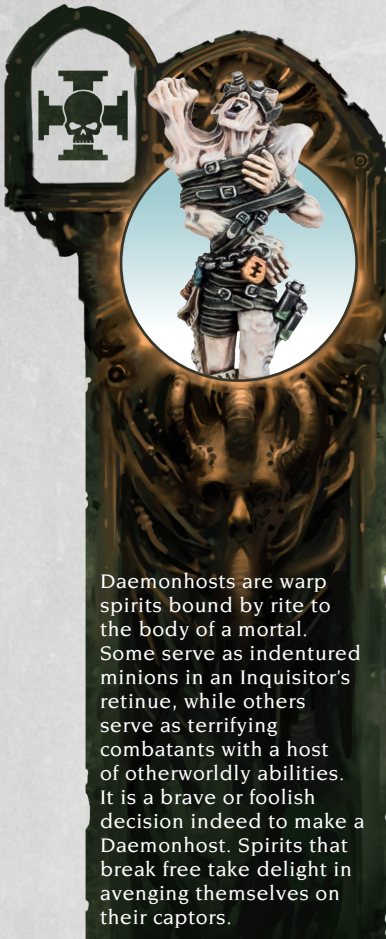
- Any model can be equipped with 1 weapon from the *Pistol Weapons* list (pg 17) instead of 1 laspistol.
- Any model can be equipped with 1 weapon from the *Melee Weapons* or *Ranged Weapons* lists (pg 17) instead of 1 chainsword.

### ABILITIES

Agent of the Imperium, Authority of the Inquisition, Quarry (pg 1)
<b>Agent:</b> If this unit contains 1 ACOLYTE model at the start of the battle, it gains the <b>CHARACTER</b> keyword.
<b>Loyal Servant:</b> When a friendly <ORDO> INQUISITOR model within 3" of this unit would lose any wounds as a result of an attack made against that model, this unit can attempt to intercept that attack. Roll one D6; on a 2+ that model does not lose those wounds and one model from this unit is destroyed. Only one attempt can be made to intercept each attack.

FACTION KEYWORDS: IMPERIUM, INQUISITION, <ORDO>, AGENTS OF THE IMPERIUM  
KEYWORDS: INFANTRY, ACOLYTES





Daemonhosts are warp spirits bound by rite to the body of a mortal. Some serve as indentured minions in an Inquisitor's retinue, while others serve as terrifying combatants with a host of otherworldly abilities. It is a brave or foolish decision indeed to make a Daemonhost. Spirits that break free take delight in avenging themselves on their captors.

# DAEMONHOST

**1** POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Daemonhost	6"	4+	4+	4	4	4	3	7	7+

A Daemonhost is equipped with: unholy gaze; warp grasp.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Unholy gaze	12"	Assault 1	8	-1	1	When resolving an attack made with this weapon, on an unmodified wound roll of 6 this weapon has a Damage characteristic of 3 for that attack.
Warp grasp	Melee	Melee	User	-3	1	-

## ABILITIES

**Daemonic Power:** At the start of your Movement phase, roll one D6 for each friendly model with this ability and apply the following result:

**D6**      **Result**

**1-2**      **Daemonic Speed:** Until the start of your next turn, this model has a Move characteristic of 12" and can **FLY**.

**3-4**      **Re-knit Host Form:** This model regains all its lost wounds.

**5-6**      **Energy Torrent:** Roll one D6 for each enemy unit within 3" of this model; on a 2+ that enemy unit suffers D3 mortal wounds.

**Daemonic:** This model has a 5+ invulnerable save.

**FACTION KEYWORDS:** IMPERIUM, INQUISITION

**KEYWORDS:** CHARACTER, INFANTRY, DAEMON, DAEMONHOST





Experienced in hazardous boarding actions, these elite Armsmen are aggressive and blunt instruments of their warship's commander. They wear fully enclosed void armour and wield robust weapons optimised for close-confines fighting, while some carry more specialised gear for cracking enemy bulkheads.

# IMPERIAL NAVY BREACHERS

**6** POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
9	Navis Armsman	6"	4+	4+	3	3	1	1	6	4+
1	Navis Sergeant-at-Arms	6"	4+	4+	3	3	1	2	7	4+

- One Navis Armsman model is equipped with: Navis las-volley.
- One Navis Armsman model is equipped with: Navis heavy shotgun; enduring shield.
- Every other model is equipped with: Navis shotgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autopistol	12"	Pistol 1	3	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Navis heavy shotgun	18"	Assault 4	4	0	1	-
Navis las-volley	24"	Heavy 4	6	-1	1	-
Navis shotgun	18"	Assault 2	4	0	1	-
Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Plasma gun	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Chainfist	Melee	Melee	x2	-4	D3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll, and if that attack is allocated to a <b>VEHICLE</b> model, that attack has a Damage characteristic of 3.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Power axe	Melee	Melee	+2	-2	1	-
Power sword	Melee	Melee	+1	-3	1	-
Demolition charge	6"	Grenade D6	8	-3	2	Blast. The bearer can only shoot with each demolition charge it is equipped with once per battle.
Frag grenades	6"	Grenade D6	3	0	1	Blast

OTHER WARGEAR	ABILITIES
Endurant shield	The bearer has a 5+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.
Smoke grenades	The bearer gains the <b>SMOKESCREEN</b> keyword.

WARGEAR OPTIONS
<ul style="list-style-type: none"> <li>• The Navis Sergeant-at-Arms' Navis shotgun can be replaced with one of the following: 1 autopistol and 1 chainsword; 1 bolt pistol and 1 power sword.</li> <li>• 1 Navis Armsman's Navis las-volley can be replaced with one of the following: 1 meltagun; 1 plasma gun.</li> <li>• 1 Navis Armsman's Navis shotgun can be replaced with 1 autopistol and 1 power axe.</li> <li>• 1 Navis Armsman's Navis shotgun can be replaced with 1 autopistol and 1 chainfist.</li> <li>• 1 Navis Armsman can be equipped with 1 demolition charge, 1 frag grenades and 1 smoke grenades.</li> </ul>

ABILITIES	
<p><b>Agent of the Imperium</b> (pg 1)</p> <p><b>Void Armour:</b> Each time an attack is allocated to a model in this unit, the Armour Penetration characteristic of that attack is worsened by 1.</p>	<p><b>Shipborne Personnel:</b> If your army is Battle-forged, this unit cannot be used as a compulsory selection in a Detachment (e.g. as the only Troops unit in a Patrol Detachment), unless that Detachment is a <b>NAVIS IMPERIALIS</b> Detachment.</p>

**FACTION KEYWORDS: IMPERIUM, NAVIS IMPERIALIS, AGENTS OF THE IMPERIUM**  
**KEYWORDS: INFANTRY, CORE, IMPERIAL NAVY BREACHERS**





### Vigilant Squad

Unit size ..... 10 models

Unit cost ..... 110 pts

- Executioner shotgun ..... +5 pts
- Nuncio aquila ..... +10 pts
- Cyber-mastiff ..... +10 pts

Vigilants brutally sweep the guilty from existence with the signature combat shotgun of the Adeptus Arbites. These grim Arbitrators are ever alert to malfeasance and unwavering in its punishment, unleashing devastating blasts at close range.

## VIGILANT SQUAD

**6** POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
9	Vigilant	6"	4+	4+	3	3	1	2	8	4+
1	Proctor-Vigilant	6"	4+	4+	3	3	1	3	9	4+
0-1	Cyber-mastiff	8"	3+	-	5	3	1	3	5	4+

- Every Vigilant and Proctor-Vigilant model is equipped with: Arbites combat shotgun; Arbites shotpistol; frag grenades; krak grenades.
- The Cyber-mastiff is equipped with: mechanical bite.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Arbites combat shotgun	18"	Assault 2	4	-1	1	-
Arbites grenade launcher	24"	Assault 1	6	-1	3	-
Arbites shotpistol	12"	Pistol 1	4	-1	1	-
Executioner shotgun	24"	Assault 1	5	-2	2	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Heavy stubber	36"	Heavy 3	4	0	1	-
Webber	18"	Assault D3	1	0	1	Blast. Each time an attack is made with this weapon, do not make a hit roll. Instead, roll one D6 and the attack sequence ends: if the result is greater than the highest Strength characteristic in the target unit, that unit suffers 1 mortal wound.
Mechanical bite	Melee	Melee	User	-1	1	-
Frag grenades	6"	Grenade D6	3	0	1	Blast
Krak grenades	6"	Grenade 1	6	-1	D3	-

### OTHER WARGEAR ABILITIES

**Nuncio aquila**  
In your Morale phase, you can select one enemy **INFANTRY**, **CAVALRY** or **BIKER** unit that is not sanctioned and is within 9" of and visible to the bearer. If you do so, roll 2D6: if the result is greater than or equal to that unit's Leadership characteristic, then until the start of your next Morale phase that unit is sanctioned. While a unit is sanctioned, each time a model in that unit makes an attack, subtract 1 from that attack's hit roll.

*This wargear can either be modelled on the Proctor-Vigilant model, or as a separate model by itself [if it is a separate model, it does not count as a model for any rules purposes and must be removed when the Proctor-Vigilant model is destroyed].*

### WARGEAR OPTIONS

- Up to 2 Vigilants can each have their Arbites combat shotguns replaced with one of the following (duplicates are not allowed): 1 executioner shotgun; 1 Arbites grenade launcher; 1 heavy stubber; 1 webber.
- The Proctor-Vigilant can be equipped with 1 nuncio aquila.

### ABILITIES

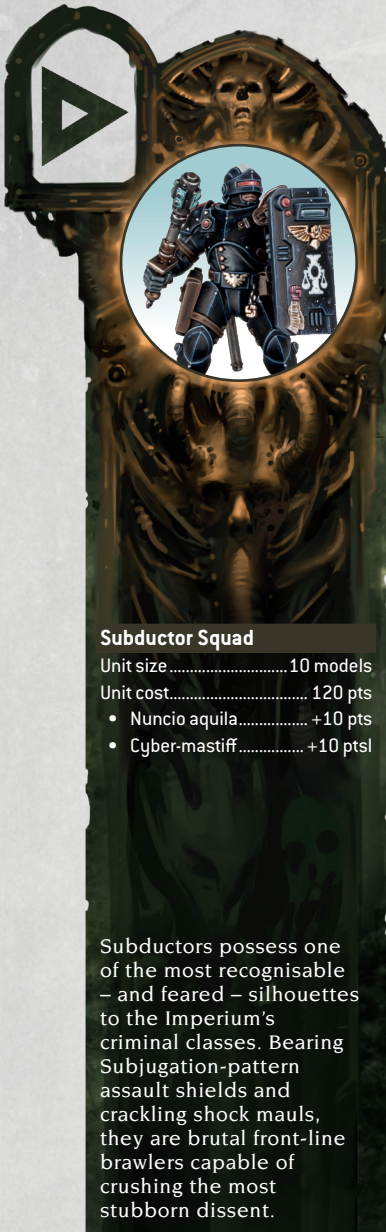
**Agent of the Imperium, Brutal Judgement** (pg 1)

**Instruments of Repression:** If your army is Battle-forged, this unit cannot be used as a compulsory selection in a Detachment (e.g. as the only Troops unit in a Patrol Detachment), unless that Detachment is an **ADEPTUS ARBITES** Detachment.

**FACTION KEYWORDS: IMPERIUM, ADEPTUS ARBITES, AGENTS OF THE IMPERIUM**

**KEYWORDS: INFANTRY, CORE, VIGILANT SQUAD**





### Subductor Squad

- Unit size ..... 10 models
- Unit cost ..... 120 pts
  - Nuncio aquila ..... +10 pts
  - Cyber-mastiff ..... +10 pts

Subductors possess one of the most recognisable – and feared – silhouettes to the Imperium's criminal classes. Bearing Subjugation-pattern assault shields and crackling shock mauls, they are brutal front-line brawlers capable of crushing the most stubborn dissent.

## SUBDUCTOR SQUAD

**6** POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
9	Subductor	6"	4+	4+	3	3	1	2	8	3+
1	Proctor-Subductor	6"	4+	4+	3	3	1	3	9	3+
0-1	Cyber-mastiff	8"	3+	-	5	3	1	3	5	4+

- Every Subductor and Proctor-Subductor model is equipped with: Arbites shotpistol; shock maul; frag grenades; krak grenades.
- The Cyber-mastiff is equipped with: mechanical bite.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Arbites shotpistol	12"	Pistol 1	4	-1	1	-
Mechanical bite	Melee	Melee	User	-1	1	-
Shock maul	Melee	Melee	+2	-1	1	-
Frag grenades	6"	Grenade D6	3	0	1	Blast
Krak grenades	6"	Grenade 1	6	-1	D3	-

OTHER WARGEAR	ABILITIES
Nuncio aquila	<p>In your Morale phase, you can select one enemy <b>INFANTRY</b>, <b>CAVALRY</b> or <b>BIKER</b> unit that is not sanctioned and is within 9" of and visible to the bearer. If you do so, roll 2D6: if the result is greater than or equal to that unit's Leadership characteristic, then until the start of your next Morale phase that unit is sanctioned. While a unit is sanctioned, each time a model in that unit makes an attack, subtract 1 from that attack's hit roll.</p> <p><i>This wargear can either be modelled on the Proctor-Subductor model, or as a separate model by itself (if it is a separate model, it does not count as a model for any rules purposes and must be removed when the Proctor-Subductor model is destroyed).</i></p>

WARGEAR OPTIONS
<ul style="list-style-type: none"> <li>• The Proctor-Subductor can be equipped with 1 nuncio aquila.</li> </ul>

ABILITIES	
<p><b>Agent of the Imperium, Brutal Judgement</b> (pg 1)</p> <p><b>Shield Line:</b> Models in this unit have a 5+ invulnerable save. In addition, each time an enemy unit declares a charge against this unit, if this unit is not within Engagement Range of any enemy units, it can Set to Defend (see the Warhammer 40,000 Core Book).</p>	<p><b>Instruments of Repression:</b> If your army is Battle-forged, this unit cannot be used as a compulsory selection in a Detachment (e.g. as the only Troops unit in a Patrol Detachment), unless that Detachment is an <b>ADEPTUS ARBITES</b> Detachment.</p>

**FACTION KEYWORDS: IMPERIUM, ADEPTUS ARBITES, AGENTS OF THE IMPERIUM**  
**KEYWORDS: INFANTRY, CORE, SUBDUCTOR SQUAD**





### Exaction Squad

Unit size ..... 5-10 models

Unit cost ..... 13 pts/model

- Excruciator maul ..... +10 pts
- Executioner shotgun ..... +5 pts
- Nuncio aquila ..... +10 pts
- Cyber-mastiff ..... +10 pts

The most experienced and level-headed Arbitrators form Exaction Squads to hunt down and seize dangerous transgressors alive. They do not hesitate to crush any who stand in their way, ruthlessly bludgeoning them or cutting them down in blazes of heavy firepower, never halting until their target is in custody.

# EXACTION SQUAD

**4** POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Exaction Vigilant	6"	3+	4+	3	3	1	2	8	4+
1	Proctor-Exactant	6"	3+	4+	3	3	1	3	9	4+
0-1	Cyber-mastiff	8"	3+	-	5	3	1	3	5	4+
0-1	Chirurgant	6"	3+	4+	3	3	1	2	8	4+
0-1	Revelatum	6"	3+	2+	3	3	1	2	8	4+
0-1	Castigator	6"	3+	4+	3	3	1	4	8	4+

This unit can contain a maximum of 10 models (excluding the Cyber-mastiff). If this unit contains 6 or more models, it has **Power Rating 7**.

- Every Exaction Vigilant and Proctor-Exactant model is equipped with: Arbites combat shotgun; Arbites shotpistol; frag grenades; krak grenades.
- The Cyber-mastiff is equipped with: mechanical bite.
- The Chirurgant is equipped with: Arbites combat shotgun; Arbites shotpistol; Arbites medi-kit; frag grenades; krak grenades.
- The Revelatum is equipped with: Arbites combat shotgun; Arbites shotpistol; soulguilt scanner; frag grenades; krak grenades.
- The Castigator is equipped with: Arbites combat shotgun; Arbites shotpistol; excruciator maul; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Arbites combat shotgun	18"	Assault 2	4	-1	1	-
Arbites grenade launcher	24"	Assault 1	6	-1	3	-
Arbites shotpistol	12"	Pistol 1	4	-1	1	-
Executioner shotgun	24"	Assault 1	5	-2	2	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Heavy stubber	36"	Heavy 3	4	0	1	-
Webber	18"	Assault D3	1	0	1	Blast. Each time an attack is made with this weapon, do not make a hit roll. Instead, roll one D6 and the attack sequence ends: if the result is greater than the highest Strength characteristic in the target unit, that unit suffers 1 mortal wound.
Mechanical bite	Melee	Melee	User	-1	1	-
Excruciator maul	Melee	Melee	+2	-2	2	-
Frag grenades	6"	Grenade D6	3	0	1	Blast
Krak grenades	6"	Grenade 1	6	-1	D3	-

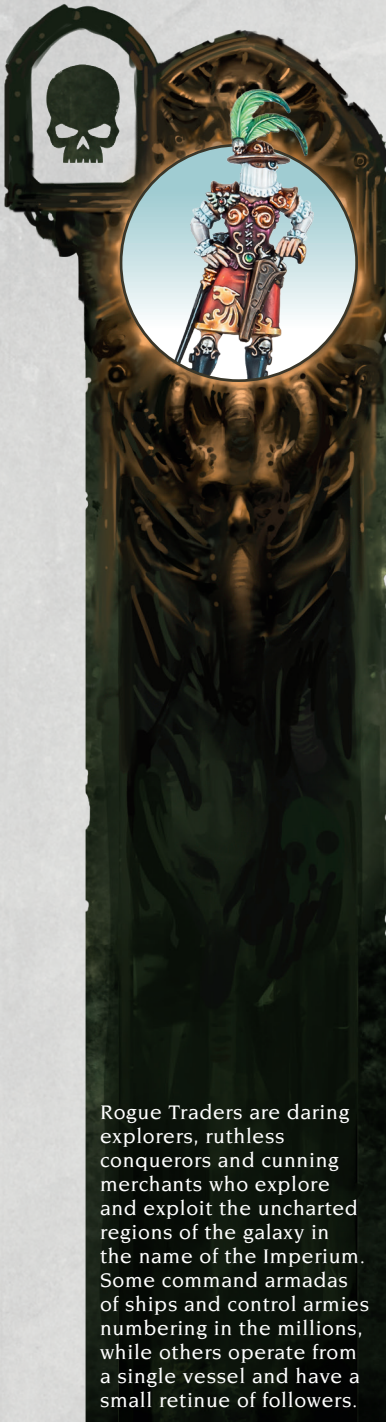
OTHER WARGEAR	ABILITIES
Arbites medi-kit	Once per turn, the first time a saving throw is failed for a model in the bearer's unit, change the Damage characteristic of that attack to 0.
Nuncio aquila	In your Morale phase, you can select one enemy <b>INFANTRY</b> , <b>CAVALRY</b> or <b>BIKER</b> unit that is not sanctioned and is within 9" of and visible to the bearer. If you do so, roll 2D6: if the result is greater than or equal to that unit's Leadership characteristic, then until the start of your next Morale phase that unit is sanctioned. While a unit is sanctioned, each time a model in that unit makes an attack, subtract 1 from that attack's hit roll. <i>This wargear can either be modelled on the Proctor-Exactant model, or as a separate model by itself (if it is a separate model, it does not count as a model for any rules purposes and must be removed when the Proctor-Exactant model is destroyed).</i>
Soulguilt scanner	Each time the bearer's unit is selected to shoot, select one enemy unit visible to the bearer. Until the end of the phase, each time a model in the bearer's unit makes a ranged attack against that enemy unit, the target does not receive the benefits of cover against that attack.

WARGEAR OPTIONS
<ul style="list-style-type: none"> <li>• For every 5 models in this unit, up to 2 Exaction Vigilants can each have their Arbites combat shotgun replaced with one of the following (duplicates are not allowed): 1 executioner shotgun; 1 Arbites grenade launcher; 1 heavy stubber; 1 webber.</li> <li>• The Proctor-Exactant can be equipped with 1 nuncio aquila.</li> </ul>

ABILITIES
<b>Agent of the Imperium, Brutal Judgement</b> [pg 1]

**FACTION KEYWORDS: IMPERIUM, ADEPTUS ARBITES, AGENTS OF THE IMPERIUM**  
**KEYWORDS: INFANTRY, CORE, EXACTION SQUAD**





Rogue Traders are daring explorers, ruthless conquerors and cunning merchants who explore and exploit the uncharted regions of the galaxy in the name of the Imperium. Some command armadas of ships and control armies numbering in the millions, while others operate from a single vessel and have a small retinue of followers.

# CARTOGRAPHICA ROGUE TRADER

**3** POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Cartographica Rogue Trader	6"	3+	3+	3	3	4	3	9	4+
0-1	Death Cult Executioner	6"	2+	4+	3	3	2	5	7	5+
0-1	Lectro-Maester	6"	4+	3+	3	3	2	1	7	5+
0-1	Rejuvenat Adept	6"	4+	4+	3	3	2	1	7	5+

Increase this unit's **Power Rating** by +1 for every model it includes other than the Cartographica Rogue Trader.

- The Cartographica Rogue Trader is equipped with: household pistol; monomolecular cane-rapier.
- The Death Cult Executioner is equipped with: dartmask; Death Cult power blade.
- The Lectro-Maester is equipped with: voltaic pistol.
- The Rejuvenat Adept is equipped with: laspistol.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dartmask	12"	Pistol 1	2	-2	1	Each time an attack is made with this weapon against a unit (excluding <b>VEHICLE</b> or <b>TITANIC</b> units), an unmodified wound roll of 2+ is always successful.
Household pistol	12"	Pistol 1	5	-3	2	-
Laspistol	12"	Pistol 1	3	0	1	-
Voltaic pistol	12"	Pistol 1	5	0	2	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.
Death Cult power blade	Melee	Melee	+1	-3	1	-
Monomolecular cane-rapier	Melee	Melee	+1	-2	1	Each time the bearer fights, it makes 3 additional attacks with this weapon.

## ABILITIES

### Agent of the Imperium (pg 1)

**Captain on Deck:** In your Command phase, select one friendly **NAVIS IMPERIALIS CORE** unit within 9" of this unit's Cartographica Rogue Trader model. Until the start of your next Command phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll.

**Field Generators and Uncanny Reflexes:** This unit's Cartographica Rogue Trader model has a 4+ invulnerable save. Other models in this unit have a 5+ invulnerable save.

**Healing Serum:** While this unit includes a Rejuvenat Adept model, each time a model in this unit would lose a wound, roll one D6: on a 5+, that wound is not lost.

**Motive Force Evocation:** While this unit includes a Lectro-Maester model, each time a model in this unit makes an attack, on an unmodified wound roll of 6, improve the Armour Penetration characteristic of that attack by 1.

**Master and Commander:** If your army is Battle-forged, you can include a maximum of one Cartographica Rogue Trader model in each Detachment in your army. This model cannot be taken in a compulsory Battlefield Role slot.

**FACTION KEYWORDS:** IMPERIUM, NAVIS IMPERIALIS, ASTRA CARTOGRAPHICA,

**AGENTS OF THE IMPERIUM**

**KEYWORDS (CARTOGRAPHICA ROGUE TRADER):** INFANTRY, CHARACTER, ROGUE TRADER, CONCUSSION GRENADES, CARTOGRAPHICA ROGUE TRADER

**KEYWORDS (OTHER MODELS):** INFANTRY, CONCUSSION GRENADES, ROGUE TRADER RETINUE





Voidsmen-at-Arms provide security on the ships of the Imperial Navy as well as those of Rogue Traders to whom they may be seconded. Well drilled, disciplined and often well equipped, they are highly adept at fighting in the close quarters of vessel corridors and chambers.

## VOIDSMEN-AT-ARMS

**2** POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-8	Voidsmen	6"	4+	4+	3	3	1	1	6	4+
1	Voidmaster	6"	4+	4+	3	3	1	2	7	4+
0-1	Canid	8"	3+	-	4	3	1	3	6	4+

If this unit contains 6 or more models, it has **Power Rating 4**.

- For every 5 models in this unit, one Voidsmen model is equipped with: laspistol; Voidsmen rotor cannon.
- Every other Voidsmen model is equipped with: lasgun; laspistol.
- The Voidmaster is equipped with: artificer shotgun; laspistol.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Artificer shotgun	18"	Assault 2	4	0	2	-
Laspistol	12"	Pistol 1	3	0	1	-
Lasgun	24"	Rapid Fire 1	3	0	1	-
Voidsmen rotor cannon	24"	Heavy 4	6	-1	1	-

### ABILITIES

**Agent of the Imperium** (pg 1)

**Masters of Close Confines:** Each time a model in this unit makes a ranged attack that targets a unit within 12", an unmodified hit roll of 6 scores one additional hit.

**Shipborne Personnel:** If your army is Battle-forged, this unit cannot be used as a compulsory selection in a Detachment (e.g. as the only Troops unit in a Patrol Detachment), unless that Detachment is a **NAVIS IMPERIALIS** Detachment.

**FACTION KEYWORDS: IMPERIUM, NAVIS IMPERIALIS, AGENTS OF THE IMPERIUM**  
**KEYWORDS: INFANTRY, CORE, CONCUSSION GRENADES, VOIDSMEN-AT-ARMS**

## WEAPON LISTS

Some rules refer to one or more weapon lists. These weapon lists can be found below:

### Melee Weapons

- Power fist
- Power maul
- Power sword
- Thunder hammer

### Force Weapons

- Force axe
- Force stave
- Force sword
- Nemesis daemon hammer

### Pistol Weapons

- Bolt pistol
- Inferno pistol <sup>1</sup>
- Needle pistol
- Plasma pistol

### Ranged Weapons

- Boltgun
- Combi-flamer
- Combi-melta
- Combi-plasma
- Condemnor boltgun <sup>1</sup>
- Flamer

- Hot-shot lasgun
- Incinerator <sup>1</sup>
- Meltagun
- Plasma gun
- Storm bolter

<sup>1</sup> **INQUISITOR** only



# ARMOURIES OF THE ORDOS

The Inquisition can requisition weaponry from across the Imperium, allowing them to apply the necessary lethality against Humanity's countless foes. The wargear of the Inquisition is detailed here.

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Combi-flamer	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon profile, that attack automatically hits the target.
Combi-melta	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.
Combi-plasma	Before selecting targets, select one or two of the profiles below to make attacks with (you can only select one of the plasma gun profiles). If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun (standard)	24"	Rapid Fire 1	7	-3	1	-
- Plasma gun (supercharge)	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Condemnor boltgun	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Condemnor stake	24"	Assault 1	4	-1	2	Each time an attack made with this weapon profile is allocated to a Psyker model, that model's unit suffers D3 mortal wounds in addition to the normal damage.
Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Hot-shot lasgun	18"	Rapid Fire 1	3	-2	1	-
Incinerator	12"	Heavy D6	6	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Inferno pistol	6"	Pistol 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Needle pistol	12"	Pistol 1	1	0	1	When resolving an attack made with this weapon, an unmodified wound roll of 6 is successful if the target is a <b>VEHICLE</b> unit or <b>TITANIC</b> unit; otherwise an unmodified wound roll of 2+ is successful.
Plasma gun	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Storm bolter	24"	Rapid Fire 2	4	0	1	-



MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Force axe	Melee	Melee	+2	-2	D3	-
Force stave	Melee	Melee	+3	-1	D3	-
Force sword	Melee	Melee	+1	-3	D3	-
Nemesis daemon hammer	Melee	Melee	x2	-2	3	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Power fist	Melee	Melee	x2	-3	2	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Power maul	Melee	Melee	+3	-1	1	-
Power sword	Melee	Melee	+1	-3	1	-
Thunder hammer	Melee	Melee	x2	-2	3	When resolving an attack made with this weapon, subtract 1 from the hit roll.



# TELETHESIA DISCIPLINE

Before the battle, generate the psychic powers for **PSYKER** models that know powers from the Telethesia discipline using the powers presented here. You can either roll one D6 on the table below to generate each power randomly (re-rolling duplicate results), or you can select which powers the psyker knows. If you are selecting powers, you can select from the Ordo-specific powers in the boxed sections below, but only if the **PSYKER** belongs to that Ordo.

## 1. TERRIFY

**Malediction:** *Terrify* has a warp charge value of 6. If manifested, select one enemy unit within 18" of and visible to this **PSYKER**. Until the start of your next Psychic phase:

- Subtract 1 from the Leadership characteristic of models in that unit.
- That unit cannot fire Overwatch.

## 2. PSYCHIC FORTITUDE

**Blessing:** *Psychic Fortitude* has a warp charge value of 4. If manifested, select one friendly **IMPERIUM** unit within 12" of this **PSYKER**. Until the start of your next Psychic phase, when a Morale test is taken for that unit, do not roll the dice; it is automatically passed.

## 3. DOMINATE

**Malediction:** *Dominare* has a warp charge value of 6. If manifested, select one enemy model (excluding **VEHICLE** models) within 12" of this **PSYKER** and roll 3D6. If the total is equal to or greater than that enemy model's Leadership characteristic, that enemy model can immediately shoot with one weapon it is equipped with as if it were your Shooting phase, or make one attack as if it were the Fight phase. In either case, treat that enemy model as if it is a separate unit that is part of your army while shooting or making that melee attack.

## 4. MENTAL INTERROGATION

**Malediction:** *Mental Interrogation* has a warp charge value of 6. If manifested, select one enemy **CHARACTER** model within 12" of and visible to this **PSYKER**.

- Until the start of your next Psychic phase, when resolving an attack made by that enemy model, subtract 1 from the hit roll.
- If your army is Battle-forged roll, 3D6: if the result is equal to or greater than that enemy model's Leadership characteristic, you gain 1 Command point.

## 5. PSYCHIC PURSUIT

**Blessing:** *Psychic Pursuit* has a warp charge value of 7. If manifested, select one enemy **CHARACTER** unit that only contains models with a Wounds characteristic of 9 or less and is within 18" of and visible to this **PSYKER**. Then, select one friendly **<ORDO> INFANTRY** unit within 6" of this **PSYKER**. Until the end of your next Shooting phase, each time you select a target for a ranged weapon a model in that friendly **<ORDO> INFANTRY** unit is making an attack with, you can ignore the Look Out, Sir rule if you select that enemy **CHARACTER** unit as the target.

## 6. CASTIGATION

**Witchfire:** *Castigation* has a warp charge value of 6. If manifested, select one enemy unit within 18" of and visible to this **PSYKER** and roll 3D6: if the total exceeds the lowest Leadership characteristic in that enemy unit, that enemy unit suffers D3 mortal wounds.

### ORDO HERETICUS: SCOURGING

*The psyker fashions a lash from their foe's own guilt and uses it to flay their writhing minds.*

**Malediction:** *Scourging* has a warp charge value of 6. If manifested, select one enemy unit within 12" of this **PSYKER**.

- Until the start of your next Psychic phase, subtract 1 from the Attacks characteristic of models in that enemy unit (to a minimum of 1).
- Roll 2D6; if the total is equal to or greater than the highest Leadership characteristic in that enemy unit, then until the start of your next Psychic phase, when resolving an attack made by a model in that enemy unit, subtract 1 from the hit roll.

### ORDO XENOS: PSYCHIC VEIL

*The psyker conjures a glamour to shield their allies.*

**Blessing (Aura):** *Psychic Veil* has a warp charge value of 5. If manifested, until the start of your next Psychic phase, friendly **ORDO XENOS** units within 6" of this **PSYKER** can only be selected as the target of attacks if they are the closest visible enemy unit, and can only be selected as the target of charges if they are within 6" of the charging unit.

### ORDO MALLEUS: WARDING INCANTATION

*The psyker chants a protective invocation, raising a wall of adjutory empyric wards around their allies.*

**Blessing:** *Warding Incantation* has a warp charge value of 6. If manifested, select one friendly **IMPERIUM INFANTRY** or **IMPERIUM BIKER** unit within 12" of this **PSYKER**. Until the start of your next Psychic phase, models in that unit have a 5+ invulnerable save.