Throughout the Imperium there exist numerous martial organisations and shadowy institutions. Bodies of armed warriors or solitary agents from these groups possess specialist skills, unusual equipment and vested interests that lead them to be attached to larger Imperial armies. Some are requisitioned by the army’s commander for their particular abilities, others are assigned by their hidden masters to achieve singular agendas. The most powerful have the authority and reputation to enforce their presence on the field of battle.

**ASSIGNED AGENTS**

If every model in your army has the *Imperium* keyword, you can include *Agents of the Imperium* units in your army even if they do not have the Faction keyword you selected in the Select Army Faction step. The maximum number of *Agents of the Imperium* units you can include in your army depends on the battle size, as shown below.

<table>
<thead>
<tr>
<th>BATTLE SIZE</th>
<th>RETINUE units</th>
<th>CHARACTER units</th>
</tr>
</thead>
<tbody>
<tr>
<td>Incursion</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Strike Force</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Onslaught</td>
<td>3</td>
<td>3</td>
</tr>
</tbody>
</table>

In addition, you cannot select a *Vindicare Assassin*, *Culexus Assassin*, *Eversor Assassin* or *Callidus Assassin* to be your *Warlord*. 
# Vindicare Assassin

**Keywords:** Infantry, Character, Epic Hero, Smoke, Imperium, Vindicare Assassin

## Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Exitus pistol</td>
<td>12”</td>
<td>3</td>
<td>2+</td>
<td>5</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td>Exitus rifle</td>
<td>48”</td>
<td>1</td>
<td>2+</td>
<td>7</td>
<td>-3</td>
<td>D3+3</td>
</tr>
</tbody>
</table>

**Abilities**

**Core:** Infiltrators, Lone Operative, Stealth

**Faction:** Assigned Agents

**Deadshot:** Each time this model makes a ranged attack, if a Critical Hit is scored, add 3 to the Damage characteristic of that attack. After this model has resolved its ranged attacks, select one enemy unit that was hit by one or more of those attacks. That unit must take a Battle-shock test.

**Shieldbreaker:** Once per battle, when selecting targets for this model’s exitus rifle, it can fire a shieldbreaker round. If it does, until the end of the phase, each time this model makes an attack with that weapon, no saving throws of any kind can be made against that attack.

**Invulnerable Save**

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>7”</td>
<td>4</td>
<td>6+</td>
<td>4</td>
<td>6+</td>
<td>1</td>
</tr>
</tbody>
</table>

**Faction Keywords:** Agents of the Imperium
VINDICARE ASSASSIN

The muffled crack of a Vindicare Assassin’s exitus rifle is all that most ever detect of its presence – that, and the spray of their victim’s brain matter. They are lethal marksmen who find the perfect firing position from which to pinpoint their quarry, while against more numerous foes they swiftly rack up high body counts with shot after expert shot.

WARGEAR OPTIONS
■ None

UNIT COMPOSITION
■ 1 Vindicare Assassin – Epic Hero
This model is equipped with: exitus pistol; exitus rifle; Vindicare combat knife.

KEYWORDS: Infantry, Character, Epic Hero, Smoke, Imperium, Vindicare Assassin

FACTION KEYWORDS: Agents of the Imperium
CULEXUS ASSASSIN

**KEYWORDS:** Infantry, Character, Epic Hero, Grenades, Imperium, Culexus Assassin

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Animus speculum</td>
<td>24&quot;</td>
<td>3</td>
<td>2+</td>
<td>5</td>
<td>-2</td>
</tr>
<tr>
<td>[ANTI-PSYKER 2+, ASSAULT, PRECISION, PSYCHIC ASSASSIN]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Psychic Assassin:** Each time you select a Psyker unit as the target for this weapon, until those attacks are resolved, change the Attacks characteristic of this weapon to 6.

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Life-draining touch</td>
<td>Melee</td>
<td>4</td>
<td>2+</td>
<td>4</td>
<td>-2</td>
</tr>
<tr>
<td>[ANTI-PSYKER 2+, DEVASTATING WOUNDS, PRECISION]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Deep Strike, Lone Operative, Stealth

**FACTION:** Assigned Agents

**Abomination:** This model has the Feel No Pain 2+ ability against Psychic Attacks.

**Soulless Horror (Aura):** While an enemy unit is within 6" of this model, worsen that unit’s Leadership characteristic by 1, or by 2 instead if that unit is a Psyker. In addition, once per battle, at the start of any Command phase, this model can use this ability. If it does, each enemy unit within 6" of this model must take a Battle-shock test.

**INVULNERABLE SAVE**

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>7&quot;</td>
<td>4</td>
<td>6+</td>
<td>4</td>
<td>6+</td>
<td>1</td>
</tr>
</tbody>
</table>

**FACTION KEYWORDS:** Agents of the Imperium
CULEXUS ASSASSIN

A Culexus Assassin projects an aura of unsettling fear all around them. Their primary targets are psykers, who are wracked with agony from these soulless assassins’ mere presence, and against the arcane blasts of a Culexus’ animus speculum, no witch long survives.

**WARGEAR OPTIONS**
- None

**UNIT COMPOSITION**
- 1 Culexus Assassin — EPIC HERO

This model is equipped with: animus speculum; life-draining touch.

**KEYWORDS:** Infantry, Character, Epic Hero, Grenades, Imperium, Culexus Assassin

**FACTION KEYWORDS:** Agents of the Imperium
Eversor Assassin

**Keywords:** Infantry, Character, Epic Hero, Grenades, Imperium, Eversor Assassin

**Faction Keywords:** Agents of the Imperium

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### Ranged Weapons

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Executioner pistol ([ANTI-INFANTRY 3+, PISTOL])</td>
<td>12”</td>
<td>4</td>
<td>2+</td>
<td>4</td>
<td>0</td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Power sword and neuro gauntlet ([ANTI-INFANTRY 3+])</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>5</td>
<td>-2</td>
</tr>
</tbody>
</table>

### Abilities

**Core:** Deadly Demise D3, Lone Operative, Scouts 9"

**Faction:** Assigned Agents

**Frenzon:** In your Command phase, select one of the effects below to apply until the start of your next Command phase:

- **Adrenal Surge:** This model is eligible to shoot and declare a charge in a turn in which it Advanced.
- **Predatory Focus:** This model’s weapons have the [PRECISION] ability.
- **Killing Rampage:** This model’s weapons have the [SUSTAINED HITS 3] ability.

**Sentinel Array:** Once per battle round, you can target this model with the Fire Overwatch or Heroic Intervention Stratagem for 0CP, and can do so even if you have already used that Stratagem on a different unit this phase.

**Invulnerable Save:** 4+

---

**Keywords:** Infantry, Character, Epic Hero, Grenades, Imperium, Eversor Assassin

**Faction Keywords:** Agents of the Imperium
EVERSOR ASSASSIN

Berserk killers fuelled by unstable chemical stimms, Eversor Assassins are hurricanes of bladed and clawed destruction. They are unleashed as weapons of terror and annihilation, set loose to murder not only their intended target but anyone around them as well.

KEYWORDS: Infantry, Character, Epic Hero, Grenades, Imperium, Eversor Assassin

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Eversor Assassin – Epic Hero

This model is equipped with: executioner pistol; power sword and neuro gauntlet.

FACTION KEYWORDS:

Agents of the Imperium
## Callidus Assassin

**KEYWORDS:** Infantry, Character, Epic Hero, Imperium, Callidus Assassin

### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Neural Shredder</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>[Anti-Infantry 2+, Precision, Torrent]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Faction Keywords:** Agents of the Imperium

### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Phase Sword and Poison Blades</td>
<td>Melee</td>
<td>5</td>
<td>2+</td>
<td>5</td>
<td>-4</td>
<td>2</td>
</tr>
<tr>
<td>[Lethal Hits, Precision]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Abilities**

- **Core:** Deep Strike, Fights First, Infiltrators, Lone Operative
- **Faction:** Assigned Agents
- **Reign of Confusion:** Once per battle, after your opponent uses a Stratagem, this model can use this ability. If it does, until the end of the battle, the CP cost your opponent must pay to use that Stratagem again is increased by 1CP.
- **Polymorphine:** At the end of your opponent’s turn, if this model is not within Engagement Range of any enemy units, you can remove it from the battlefield and then, in the Reinforcements step of your next Movement phase, set it up anywhere on the battlefield that is more than 9” horizontally away from all enemy models. If the battle ends and this model is not on the battlefield, it is destroyed.

**Invulnerable Save:** 4+

**Faction Keywords:** Agents of the Imperium
CALLIDUS ASSASSIN

Anarchy flourishes in the wake of a Callidus Assassin’s deployment. They use the shape-shifting drug polymorphine to insinuate themselves close to their target, sabotaging systems and seeding misinformation before closing on their victim with blasts of their mind-destroying sidearm and flicks of their mysterious blade.

KEYWORDS: Infantry, Character, Epic Hero, Imperium, Callidus Assassin

FACTION KEYWORDS: Agents of the Imperium

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Callidus Assassin – EPIC HERO

This model is equipped with: neural shredder; phase sword and poison blades.
ROGUE TRADER ENTOURAGE

KEYWORDS – ALL MODELS: Infantry, Grenades, Imperium, Navis Imperialis, Retinue, Rogue Trader Entourage | Rogue Trader: Character

RANGED WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dartmask [ANTI-INFANTRY 2+, PISTOL, PRECISION]</td>
<td>12&quot;</td>
<td>1</td>
<td>4+</td>
<td>2</td>
<td>-1</td>
</tr>
<tr>
<td>Household pistol [PISTOL, DEVASTATING WOUNDS]</td>
<td>12&quot;</td>
<td>2</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
</tr>
<tr>
<td>Laspistol [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>Voltaic pistol [PISTOL, SUSTAINED HITS 2]</td>
<td>12&quot;</td>
<td>3</td>
<td>3+</td>
<td>4</td>
<td>-2</td>
</tr>
</tbody>
</table>

MELEE WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>Death Cult power blade [PRECISION]</td>
<td>Melee</td>
<td>5</td>
<td>2+</td>
<td>4</td>
<td>-2</td>
</tr>
<tr>
<td>Monomolecular cane-rapier</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
</tr>
</tbody>
</table>

ABILITIES

CORE: Infiltrators, Leader

FACTION: Assigned Agents

Backroom Deals: While this unit is leading a unit, models in that unit have the Infiltrators ability.

Warrant of Trade: If your army includes one or more units with this ability, after players have deployed, select D3 Imperium Battline units from your army and redeploy them. You can use this ability to place those selected units into Strategic Reserves, regardless of how many units are already in Strategic Reserves. If both players have abilities that redeploy units, roll off: the winner chooses who redeploy units first.

WARGEAR ABILITIES

Healing Serum: Models in the bearer’s unit have the Feel No Pain 5+ ability.

INVULNERABLE SAVE 4+

FACTION KEYWORDS: Agents of the Imperium
### Rogue Trader Entourage

Rogue Traders are daring explorers, ruthless conquerors and cunning merchants, exploring and exploiting the uncharted regions of the galaxy in the name of the Imperium. Their families bear a Warrant of Trade, which helps to identify them as Imperial elites. Some command whole armadas, while others have only a small retinue of followers.

#### Wargear Options

- None

#### Unit Composition

- **1 Rogue Trader**
- **3 Rogue Trader Specialists**

The Rogue Trader is equipped with: household pistol; monomolecular cane-riaper.

One Rogue Trader Specialist is equipped with: dartmask; Death Cult power blade.

One other Rogue Trader Specialist is equipped with: voltaic pistol; close combat weapon.

One other Rogue Trader Specialist is equipped with: lascannon; close combat weapon; healing serum.

#### Leader

This unit can be attached to the following units:

- **Imperial Navy Breachers**
- **Voidsmen-at-Arms**

---

**Keywords**

- All models: Infantry, Grenades, Imperium, Navis Imperialis, Retinue, Rogue Trader Entourage, Rogue Trader: Character

**Faction Keywords**

- Agents of the Imperium
## Voidsmen-at-Arms

### Keywords:
- Infantry
- Battleline
- Grenades
- Imperium
- Navis Imperialis
- Retinue
- Voidsmen-at-Arms

### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon Name</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Artificer shotgun [Assault]</td>
<td>12&quot;</td>
<td>2</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>Lasgun [Rapid Fire 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Laspistol [Pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Voidsman rotor cannon [Heavy, Sustained Hits 1]</td>
<td>24&quot;</td>
<td>6</td>
<td>5+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon Name</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Vicious bite</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### Abilities

**Faction: Assigned Agents**

**Masters of Close Confines:** Each time a model in this unit makes a ranged attack that targets the closest eligible target, that attack has the [Lethal Hits] ability.
VOIDSMEN-AT-ARMS

Voidsmen-at-Arms provide security on the ships of many Rogue Traders. Well drilled and often well equipped, they are highly adept at fighting in vessel corridors and other close-quarters environments.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Voidmaster
- 4-8 Voidsmen
- 0-1 Canid

The Voidmaster is equipped with: artificer shotgun; laspistol; close combat weapon.

For every 5 models in this unit, 1 Voidsman is equipped with: laspistol; Voidsman rotor cannon; close combat weapon.

Every other Voidsman is equipped with: lasgun; laspistol; close combat weapon.

The Canid is equipped with: vicious bite.

KEYWORDS: Infantry, Battleline, Grenades, Imperium, Navis Imperialis, Retinue, Voidsmen-at-Arms

FACTION KEYWORDS: Agents of the Imperium
**Ranged Weapons**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Autopistol [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Bolt pistol [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Demolition charge [ASSAULT, BLAST, HAZARDOUS, ONE SHOT]</td>
<td>6&quot;</td>
<td>D6+3</td>
<td>4+</td>
<td>12</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

**One Shot:** The bearer can only shoot with this weapon once per battle.

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Meltagun [MELTA 2]</td>
<td>12&quot;</td>
<td>1</td>
<td>4+</td>
<td>9</td>
<td>-4</td>
<td>D6</td>
</tr>
<tr>
<td>Navis heavy shotgun [ASSAULT]</td>
<td>12&quot;</td>
<td>4</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Navis las-volley</td>
<td>18&quot;</td>
<td>4</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Navis shotgun [ASSAULT]</td>
<td>12&quot;</td>
<td>2</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Plasma gun – standard [RAPID FIRE 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>7</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

**Melee Weapons**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chainfist [ANTI-VEHICLE 3+]</td>
<td>Melee</td>
<td>1</td>
<td>5+</td>
<td>6</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Chainsword</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Power weapon</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>4</td>
<td>-2</td>
<td>1</td>
</tr>
</tbody>
</table>

Before selecting targets for this weapon, select one of its profiles to make attacks with.

**Keywords:** Infantry, Grenades, Imperium, Navis Imperialis, Retinue, Imperial Navy Breachers

**Faction Keywords:** Agents of the Imperium

**Abilities**

**Faction:** Assigned Agents

**Breaching Team:** Each time a model in this unit makes an attack, re-roll a Wound roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the Wound roll instead.

**Warhammer Abilities**

**Endurant Shield:** The bearer has a 4+ invulnerable save.

**Grenade Belts:** The bearer has the Smoke keyword, and each time you select the bearer’s unit as the target of the Grenade Stratagem, roll one additional D6 when resolving that Stratagem.
IMPERIAL NAVY BREACHERS

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.

WARGEAR OPTIONS

- 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 weapon
- 1 Navis Armsman’s Navis las-volley can be replaced with one of the following:
  - 1 meltagun
  - 1 plasma gun
- 1 Navis Armsman’s Navis shotgun can be replaced with 1 autopistol and 1 power weapon.
- 1 Navis Armsman’s Navis shotgun can be replaced with 1 autopistol and 1 chainfist.
- 1 Navis Armsman can be equipped with 1 demolition charge and 1 grenade belts.

UNIT COMPOSITION

- 1 Navis Sergeant-at-Arms
- 9 Navis Armsmen

One Navis Armsman is equipped with: Navis las-volley; close combat weapon.

One other Navis Armsman is equipped with: Navis heavy shotgun; close combat weapon; endurant shield.

Every other model is equipped with: Navis shotgun; close combat weapon.
**SUBDUCTOR SQUAD**

**KEYWORDS:** Infantry, Grenades, Imperium, Retinue, Subductor Squad

### RANGED WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arbites shotpistol [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>4+</td>
<td>4</td>
<td>0</td>
</tr>
</tbody>
</table>

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mechanical bite</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Shock maul</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>4</td>
<td>-1</td>
</tr>
</tbody>
</table>

### ABILITIES

**FACTION: Assigned Agents**

**Dedication to Duty:** Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6: on a 4+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

**WARGEAR ABILITIES**

**Nuncio Aquila (Aura):** While an enemy unit is within 3" of the bearer, each time that unit takes a Battle-shock test, subtract 1 from that test.

**INVULNERABLE SAVE**

*Excluding the Cyber-mastiff.*

4+
**SUBDUCTOR SQUAD**

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.

**WARGEAR OPTIONS**

- The Proctor-Subductor can be equipped with 1 nuncio aquila.

**UNIT COMPOSITION**

- 1 Proctor-Subductor
- 9 Subductors
- 0-1 Cyber-mastiff

Every Proctor-Subductor and Subductor is equipped with:
Arbites shotpistol; shock maul.

The **Cyber-mastiff is equipped with**: mechanical bite.

**KEYWORDS**: Infantry, Grenades, Imperium, Retinue, Subductor Squad

**FACTION KEYWORDS**: Agents of the Imperium
**EXACTION SQUAD**

**KEYWORDS:** Infantry, Grenades, Imperium, Retinue, Exaction Squad

### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon Description</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arbites combat shotgun [ASSAULT]</td>
<td>18”</td>
<td>2</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Arbites grenade launcher – frag [BLAST]</td>
<td>24”</td>
<td>D3</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Arbites grenade launcher – krak</td>
<td>24”</td>
<td>1</td>
<td>4+</td>
<td>9</td>
<td>-2</td>
<td>D3</td>
</tr>
<tr>
<td>Arbites shotpistol [PISTOL]</td>
<td>12”</td>
<td>1</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Executioner shotgun [IGNORES COVER, PRECISION]</td>
<td>24”</td>
<td>1</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Heavy stubber [RAPID FIRE 3]</td>
<td>36”</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Webber [ASSAULT, DEVASTATING WOUNDS, TORRENT]</td>
<td>12”</td>
<td>D6</td>
<td>N/A</td>
<td>2</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

Before selecting targets for this weapon, select one of its profiles to make attacks with.

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon Description</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Excruciator maul</td>
<td>Melee</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Mechanical bite</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### ABILITIES

**FACTION: Assigned Agents**

**Imperial Law:** At the start of the first battle round, select one enemy unit to be this unit’s quarry. Each time a model in this unit makes an attack that targets its quarry, add 1 to the Hit roll.

**WARGEAR ABILITIES**

**Arbites Medi-kit:** Models in the bearer’s unit have the Feel No Pain 5+ ability.

**Nuncio Aquila (Aura):** While an enemy unit is within 3” of the bearer, each time that unit takes a Battle-shock test, subtract 1 from that test.

**Soulguilt Scanner:** Ranged weapons equipped by models in the bearer’s unit have the [IGNORES COVER] ability.

**FACTION KEYWORDS:** Agents of the Imperium
EXACTION SQUAD
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.

UNIT COMPOSITION
- 1 Proctor-Exactant
- 4-9 Exaction Vigilants
- 0-1 Cyber-mastiff

Every Proctor-Exactant and Exaction Vigilant is equipped with: Arbites combat shotgun; Arbites shotpistol; close combat weapon.

The Cyber-mastiff is equipped with: mechanical bite.

KEYWORDS: Infantry, Grenades, Imperium, Retinue, Exaction Squad

FACTION KEYWORDS: Agents of the Imperium

WARGEAR OPTIONS
- For every 5 models in this unit, up to 2 Exaction 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
- 1 Exaction Vigilant that is equipped with an Arbites combat shotgun can be equipped with 1 excruciator maul.*
- 1 other Exaction Vigilant that is equipped with an Arbites combat shotgun can be equipped with 1 Arbites medi-kit.*
- 1 other Exaction Vigilant that is equipped with an Arbites combat shotgun can be equipped with 1 soulguilt scanner.*
- The Proctor-Exactant can be equipped with 1 nuncio aquila.

* That model’s Arbites combat shotgun cannot be replaced.
# VIGILANT SQUAD

**M** 6"  
**T** 3  
**SV** 4+  
**W** 1  
**LD** 7+  
**OC** 2

## RANGED WEAPONS

<table>
<thead>
<tr>
<th>Ranged Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
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<tbody>
<tr>
<td>Arbites combat shotgun [ASSAULT]</td>
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<td>2</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Arbites grenade launcher – frag [BLAST]</td>
<td>24&quot;</td>
<td>D3</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Arbites grenade launcher – krak</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>9</td>
<td>-2</td>
<td>D3</td>
</tr>
<tr>
<td>Arbites shotpistol [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>4+</td>
<td>4</td>
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<tr>
<td>Heavy stubber [RAPID FIRE 3]</td>
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<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
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<tr>
<td>Webber [ASSAULT, DEVASTATING WOUNDS, TORRENT]</td>
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<td>D6</td>
<td>N/A</td>
<td>2</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

Before selecting targets for this weapon, select one of its profiles to make attacks with.

## ABILITIES

**FACTION: Assigned Agents**

**Merciless Judgement:** Each time a model in this unit makes a ranged attack that targets a unit that is Below Half-strength, add 1 to the Wound roll.

**WARGEAR ABILITIES**

**Nuncio Aquila (Aura):** While an enemy unit is within 3" of the bearer, each time that unit takes a Battle-shock test, subtract 1 from that test.

## MELEE WEAPONS

<table>
<thead>
<tr>
<th>Melee Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Mechanical bite</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**KEYWORDS:** Infantry, Battline, Grenades, Imperium, Retinue, Vigilant Squad

**FACTION KEYWORDS:** Agents of the Imperium
VIGILANT SQUAD

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.

WARGEAR OPTIONS

- Up to 2 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
- The Proctor-Vigilant can be equipped with 1 nuncio aquila.

UNIT COMPOSITION

- 1 Proctor-Vigilant
- 9 Vigilants
- 0-1 Cyber-mastiff

Every Proctor-Vigilant and Vigilant is equipped with: Arbites combat shotgun; Arbites shotpistol; close combat weapon.

The Cyber-mastiff is equipped with: mechanical bite.

KEYWORDS: Infantry, Battline, Grenades, Imperium, Retinue, Vigilant Squad

FACTION KEYWORDS: Agents of the Imperium
# Lord Inquisitor Kyria Draxus

**KEYWORDS:** Infantry, Character, Epic Hero, Psyker, Grenades, Imperium, Inquisitor, Lord Inquisitor Kyria Draxus

## Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dirgesinger</td>
<td>18”</td>
<td>4</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>[Anti-Infantry 4+, Devastating Wounds, Assault]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Psychic Tempest</td>
<td>18”</td>
<td>6</td>
<td>3+</td>
<td>6</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>[Indirect Fire, Psychic, Sustained Hits 2]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

## Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>6</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

## Abilities

**Core:** Leader

**Faction:** Assigned Agents

**Authority of the Inquisition:** While this model is leading a unit, it can embark within any **Transport** that its Bodyguard unit can embark within.

**Xenos Hunter:** While this model is leading a unit, each time a model in that unit makes an attack that targets an enemy unit (excluding **Imperium** and **Chaos** units), add 1 to the Hit roll.

**Psychic Veil (Psychic):** In your Command phase, this **Psyker** can use this ability. If it does, roll one D6: on a 1, this **Psyker**’s unit suffers D3 mortal wounds; on a 2+, until the start of your next Command phase, this **Psyker**’s unit can only be selected as the target of a ranged attack if the attacking model is within 18”.

**Invulnerable Save:** 5+

**Faction Keywords:** Agents of the Imperium
WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Lord Inquisitor Kyria Draxus – EPIC HERO
  This model is equipped with: Dirgesinger; Psychic Tempest; power fist.

LEADER

This model can be attached to the following units:

- IMPERIUM BATTLELINE INFANTRY
- INQUISITORIAL HENCHMEN

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, GRENADES, IMPERIUM, INQUISITOR, LORD INQUISITOR KYRIA DRAXUS

FACTION KEYWORDS: AGENTS OF THE IMPERIUM

LORD INQUISITOR KYRIA DRAXUS
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.
**INQUISITOR COTEAZ**

**KEYWORDS:** Infantry, Character, Epic Hero, Psyker, Imperium, Inquisitor, Coteaz

**ABILITIES**

**CORE:** Leader

**FACTION:** Assigned Agents

**Authority of the Inquisition:** While this model is leading a unit, it can embark within any Transport that its Bodyguard unit can embark within.

**Malefic Wardings (Psychic):** While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability against Psychic Attacks and attacks made by Daemon models.

**Spy Network:** Each time your opponent gains a CP as the result of an ability, roll one D6: on a 2+, you also gain 1CP.

**INVULNERABLE SAVE**

**5+**

**FACTION KEYWORDS:** Agents of the Imperium

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**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Psychic Blast</td>
<td>18&quot;</td>
<td>D6</td>
<td>3+</td>
<td>3</td>
<td>-1</td>
<td>2</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Nemesis daemon hammer</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>9</td>
<td>-3</td>
<td>3</td>
</tr>
</tbody>
</table>

**INVULNERABLE SAVE**

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>6&quot;</td>
<td>3</td>
<td>2+</td>
<td>4</td>
<td>6+</td>
<td>1</td>
</tr>
</tbody>
</table>
INQUISITOR COTEAZ

A puritan of the Ordo Malleus, Inquisitor Coteaz spends every waking moment studying reports made by his countless agents, or facing down daemons, heretics and aliens in open battle. He refuses to harness the power of the warp for his own ends, wielding it instead to combat the daemonic and prosecute those who lack purity.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Inquisitor Coteaz – Epic Hero

  This model is equipped with: bolt pistol; Psychic Blast; Nemesis daemon hammer.

LEADER

This model can be attached to the following units:

- Imperium Battleline Infantry
- Inquisitorial Henchmen

KEYWORDS: Infantry, Character, Epic Hero, Psyker, Imperium, Inquisitor, Coteaz

FACTION KEYWORDS: Agents of the Imperium
## INQUISITOR GREYFAX

**Keywords:** Infantry, Character, Epic Hero, Psyker, Grenades, Imperium, Inquisitor, Greyfax

### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Castigation</td>
<td>18”</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td><strong>[Anti-Character 4+, Devastating Wounds, Precision, Psychic]</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Condemnor stake</td>
<td>24”</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td><strong>[Anti-Psyker 2+, Devastating Wounds, Precision, Rapid Fire 1]</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
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### MELEE WEAPONS

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<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Master-crafted power sword</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>4</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

### ABILITIES

- **Core:** Leader
- **Faction:** Assigned Agents

**Authority of the Inquisition:** While this model is leading a unit, it can embark within any Transport that its Bodyguard unit can embark within.

**Psyloculum:** While this model is leading a unit, ranged weapons equipped by models in that unit have the **[Anti-Psyker 4+]** ability.

**No Escape:** Each time an enemy unit (excluding Monster and Vehicle units) that is within Engagement Range of one or more units with this ability is selected to Fall Back, models in that enemy unit must take Desperate Escape tests as if their unit was Battle-shocked. When doing so, if that enemy unit is also Battle-shocked by other means, subtract 1 from each of those Desperate Escape tests.

### Invulnerable Save

5+

**Keywords:** Agents of the Imperium

**Faction Keywords:**
INQUISITOR GREYFAX

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 undeniable.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Inquisitor Greyfax — EPIC HERO

  This model is equipped with: Castigation; condemnor stake; master-crafter power sword.

LEADER

This model can be attached to the following units:

- IMPERIUM BATTLELINE INFANTRY
- INQUISTORIAL HENCHMEN

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, GRENADERS, IMPERIUM, INQUISITOR, GREYFAX

FACTION KEYWORDS: AGENTS OF THE IMPERIUM
INQUISITOR KARAMAZOV

**RANGED WEAPONS**

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<tr>
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<th>AP</th>
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</tr>
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<tbody>
<tr>
<td>18&quot;</td>
<td>3</td>
<td>3+</td>
<td>10</td>
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<td>D6</td>
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<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Melee</td>
<td>6</td>
<td>3+</td>
<td>6</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

**FACTION KEYWORDS:** Agents of the Imperium

**ABILITIES**

**CORE:** Deadly Demise 1

**FACTION:** Assigned Agents

**Throne of Judgement (Aura):** While a friendly unit is within 6” of this model, add 1 to Battle-shock and Leadership tests taken for that unit. While an enemy unit is within 6” of this model, subtract 1 from Battle-shock and Leadership tests taken for that enemy unit.

**Dread Reputation:** At the start of your Shooting phase, select one enemy unit within 12” of this model. That unit must take a Battle-shock test.

**INVULNERABLE SAVE**

4+

**KEYWORDS:** Vehicle, Walker, Character, Epic Hero, Imperium, Inquisitor, Karamazov
**INQUISITOR KARAMAZOV**

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

**WARGEAR OPTIONS**

- None

**UNIT COMPOSITION**

- 1 Inquisitor Karamazov – EPIC HERO

  This model is equipped with: master-crafted multi-melta; master-crafted power sword.

**KEYWORDS:** Vehicle, Walker, Character, Epic Hero, Imperium, Inquisitor, Karamazov

**FACTION KEYWORDS:** Agents of the Imperium
INQUISITOR

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Psychic Shock Wave [DEVASTATING WOUNDS, PSYCHIC, TORRENT]</td>
<td>18&quot;</td>
<td>2D6</td>
<td>N/A</td>
<td>3</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Inquisitorial melee weapon</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>4</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Force weapon [PSYCHIC]</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
<td>D3</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Leader

**FACTION:** Assigned Agents

**Authority of the Inquisition:** While this model is leading a unit, it can embark within any Transport that its Bodyguard unit can embark within.

**Power of the Rosette:** Each time you target this model’s unit with a Stratagem, roll one D6: on a 3+, you gain 1CP.

**WARGEAR ABILITIES**

**Blessed Wardings:** While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability against mortal wounds.

**Psychic Gifts:** The bearer has the Psyker keyword.

**INVULNERABLE SAVE** 5+

**FACTION KEYWORDS:** Agents of the Imperium

**KEYWORDS:** Infantry, Character, Grenades, Imperium, Inquisitor
INQUISITOR

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.

WARGEAR OPTIONS

- This model’s bolt pistol can be replaced with 1 combi-weapon.
- This model’s blessed wardings can be replaced with 1 psychic gifts and 1 Psychic Shock Wave.
- If this model is equipped with 1 psychic gifts, its Inquisitorial melee weapon can be replaced with 1 force weapon.

UNIT COMPOSITION

- 1 Inquisitor
  This model is equipped with: bolt pistol; Inquisitorial melee weapon; blessed wardings.

LEADER

This model can be attached to the following units:

- Imperium Battleline Infantry
- Inquisitorial Henchmen

KEYWORDS: Infantry, Character, Grenades, Imperium, Inquisitor

FACTION KEYWORDS: Agents of the Imperium
**INQUISITOR EISENHORN**

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>6”</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>6+</td>
<td>1</td>
</tr>
</tbody>
</table>

## Ranged Weapons

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Artificer bolt pistol</td>
<td>12”</td>
<td>4</td>
<td>3+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Mind Assault</td>
<td>18”</td>
<td>2</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
</tr>
</tbody>
</table>

### Abilities

- **Core:** Feel No Pain 6+, Leader
- **Faction:** Assigned Agents

### Faction Keywords:

- Agents of the Imperium

### Authority of the Inquisition:

While this model is leading a unit, it can embark within any Transport that its Bodyguard unit can embark within.

### Malus Codicium:

While this model is leading a unit, double the Attacks characteristic of weapons equipped by Daemonhost models in that unit.

### Dominate Will (Psychic):

At the start of your opponent’s Shooting phase, select one enemy Infantry unit that is within 12” of and visible to this model and roll one D6: on a 1, this model suffers D3 mortal wounds; on a 2-5, until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll; on a 6, until the end of the phase, that unit is not eligible to shoot.

### Invulnerable Save

5+

### Keywords:

- Infantry, Character, Epic Hero, Psyker, Grenades, Imperium, Inquisitor, Eisenhorn

### Faction Keywords:

- Agents of the Imperium
INQUISITOR EISENHORN

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.

WARGEAR OPTIONS

■ None

UNIT COMPOSITION

■ 1 Inquisitor Eisenhorn – Epic Hero

This model is equipped with: artificer bolt pistol; Mind Assault; runestaff and Barbarisater

LEADER

This model can be attached to the following units:

■ IMPERIUM BATTLELINE INFANTRY
■ INQUISITORIAL HENCHMEN

KEYWORDS: Infantry, Character, Epic Hero, Psyker, Grenades, Imperium, Inquisitor, Eisenhorn

FACTION KEYWORDS: Agents of the Imperium
# Inquisitorial Henchmen

**Keywords:** Infantry, Grenades, Imperium, Retinue, Inquisitorial Henchmen

## Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Acolyte firearm [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>4+</td>
<td>4</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Heavy bolter [HEAVY, SUSTAINED HITS 1]</td>
<td>36&quot;</td>
<td>3</td>
<td>5+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Jokaero weapons</td>
<td>18&quot;</td>
<td>3</td>
<td>3+</td>
<td>6</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Heavy bolter [HEAVY, MELTA 2]</td>
<td>18&quot;</td>
<td>2</td>
<td>5+</td>
<td>9</td>
<td>-4</td>
<td>D6</td>
</tr>
<tr>
<td>Plasma cannon – standard [HEAVY, BLAST]</td>
<td>36&quot;</td>
<td>D3</td>
<td>5+</td>
<td>7</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Plasma cannon – supercharge</td>
<td>36&quot;</td>
<td>D3</td>
<td>5+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Plasma pistol – standard [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>4+</td>
<td>7</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – supercharge [HAZARDOUS, PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>4+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Unholy Gaze [PSYCHIC, SUSTAINED HITS D3]</td>
<td>18&quot;</td>
<td>1</td>
<td>4+</td>
<td>9</td>
<td>-2</td>
<td>3</td>
</tr>
</tbody>
</table>

Before selecting targets for this weapon, select one of its profiles to make attacks with.

## Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Acolyte melee weapon</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Eviscerator [DEVASTATING WOUNDS]</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>6</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Warp grasp [PSYCHIC]</td>
<td>Melee</td>
<td>4</td>
<td>4+</td>
<td>6</td>
<td>-2</td>
<td>1</td>
</tr>
</tbody>
</table>

## Abilities

**Faction: Assigned Agents**

**Acolytes:** While an **Inquisitor** model is leading this unit, each time an attack is made against this unit, subtract 1 from the Wound roll.

**Mystics:** While an **Inquisitor** model is leading this unit, enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of one or more of this unit’s Mystic models.

**Jokaero:** While an **Inquisitor** model is leading this unit, if it contains a Jokaero model, each time a model in this unit makes a ranged attack, add 1 to the Wound roll.

**Daemonhost:** While an **Inquisitor** model is leading this unit, if it contains a Daemonhost model, models in this unit have a 5+ invulnerable save.

**Faction Keywords:** Agents of the Imperium
INQUISITORIAL HENCHMEN
To aid them in their esoteric and complex missions, many Inquisitors maintain retinues of select individuals of rare talent, skill and power. Motley collections of fighters, fanatics, savants and psykers, they work ceaselessly in the shadows to protect the Imperium.

WARGEAR OPTIONS
- 1 Inquisitorial Acolyte can be equipped with 1 plasma pistol.
- 1 Inquisitorial Acolyte can be equipped with 1 eviscerator.
- 1 Gun Servitor’s heavy bolter can be replaced with one of the following:
  ◦ 1 multi-melta
  ◦ 1 plasma cannon

UNIT COMPOSITION
- 4-10 Inquisitorial Acolytes
- 0-2 Gun Servitors
- 0-2 Mystics
- 0-1 Jokaero Weaponsmith
- 0-1 Daemonhost

Every Inquisitorial Acolyte is equipped with: Acolyte firearm; Acolyte melee weapon.

Every Gun Servitor is equipped with: heavy bolter; Acolyte melee weapon.

Every Mystic is equipped with: Acolyte firearm; Acolyte melee weapon.

A Jokaero Weaponsmith is equipped with: Jokaero weapons; Acolyte melee weapon.

A Daemonhost is equipped with: Unholy Gaze; warp grasp.

KEYWORDS: Infantry, Grenades, Imperium, Retinue, Inquisitorial Henchmen
FACTION KEYWORDS: Agents of the Imperium